

# Cabin Fever Bag-Fest Rules

## Equipment and Set-up:

Boards will be 27 feet apart from front to front. Foul line is the front of the board, so it is 30 feet from the foul line to the front edge of the hole. Boards are 2 feet wide by 4 feet long. There will be 8 sets of boards provided, with bags – no outside equipment will be allowed.

## Starting the game (Doubles):

The participants will flip a coin or use rock-paper-scissors to determine who gets first choice. The winner may defer, or choose one of the following options – the other team gets the other:

- 1) a) Which end and side of the board each team member throws from **AND**  
b) Which bags they will use (color).
  - \*Team members can throw from different sides of the board or the same side.
  - \*The other team CANNOT throw from the same side of the board.
  - \*In a 3-game match, every player will switch ends after each game, staying in their lanes, not crossing over (and thus throw from the opposite side the 2<sup>nd</sup> game)
  - \*The 3<sup>rd</sup> game will return to the original positions.
- 2) a) Which member of the other team each person throws against (matchups) **AND**  
b) Getting to throw first in the first game.
  - \*For the 2<sup>nd</sup> and 3<sup>rd</sup> games, the team that throws first will be the one that lost the previous game.

## Starting the game (Singles):

The participants will flip a coin or use rock-paper-scissors to determine who gets first choice. The winner may defer, or choose one of the following options – the other person gets the other:

- 1) Which side of the board they will throw from for that game.
  - \*When switching ends, players will cross over so that they throw from the same side of the board for the entire game, from both ends.
  - \*The other player CANNOT throw from the same side of the board.
  - \*For the 2<sup>nd</sup> game, each player will switch sides of the board.
  - \*The 3<sup>rd</sup> game (if needed) will return to the original positions.
- 2) a) Which bags they will use (color) **AND**  
b) Getting to throw first in the first game.
  - \*For the 2<sup>nd</sup> and 3<sup>rd</sup> games, the player that throws first will be the one that lost the previous game.

## Match format:

Each game will be played to 21 – you do NOT have to win by 2. Once a match is called, it must be started within 5 minutes or the player or team that is not there will forfeit. One “down and back” (not more) will be allowed for all players/teams to warm up, and then the match starts. Singles tournament matches and winners bracket matches in the doubles tournament are best of 3 games. Loser’s bracket matches in the doubles tournament will be one game. The team that

advances all the way through the loser's bracket to the championship match in Doubles must beat the undefeated team that advanced through the winner's bracket TWICE consecutively in order to win the tournament.

Teams and contestants will keep their own scores and police themselves. Report results to the tournament directors immediately after a match so another one can be started promptly. Please listen for your match to be called, so that you aren't required to forfeit for not showing up. It is not OUR responsibility to find you.

Scoring:

On the board is 1 point, in the hole is 3 points. Bags that hang off the edge of the board and touch the floor do not count for score, but are left on the board. Bags that bounce onto the board from the floor do not count, and must be removed before another throw is made. Cancellation scoring will be used. Subtract the points from the bags for each player. If one player had 3 in the hole and the other had one in and 2 on, then the score is  $9 - 5 = 4$  points for the first player (and 0 for the 2<sup>nd</sup> player). Only one player can score on any round. Throwing first (honors) is given to the player or team that scored last. In the event of a round with no points, the honor is still retained by the team that scored last.

Please bring any scoring questions or alleged rules violations to the attention of the tournament directors. All rulings given by them are final and cannot be appealed.