

DULLES CORNHOLE LEAGUE

RULES & REGULATIONS • 2026

SOCIAL FIRST. COMPETITIVE ALWAYS.

The Dulles Cornhole League is a social cornhole league with competitive play. We want great competition, but the experience, sportsmanship, community and fun come first.

1. Division & Team Eligibility

Division	Max Team PPR	Individual Cap	Winner Rule
Competitive	15.8	None	Playoff champions must split for 2 seasons.
Social	12.8	7.5	Playoff champions must split or move to Competitive next season played.

How PPR is established for the next season

- Within three (3) days after the previous season ends, league organizers will review each player's available PPR on both Scoreholio and ACL.
- For each player, the league will use the HIGHER verified PPR between Scoreholio and ACL for team-eligibility purposes.
- This applies whether a player primarily competes through Scoreholio, ACL, or both.
- If a player does not have a usable current PPR on either platform, organizers will average the player's two most recent verifiable event/league PPR results available on Scoreholio and/or ACL.
- If there is still not enough reliable information to establish a fair PPR, the League Rules Committee will determine the player's eligibility before the team is approved.

2. League Rules Committee

- The Rules Committee consists of five (5) members: the three league organizers plus two league members.
- The committee may rule on team placement, questionable PPR situations, playoff substitutes, division eligibility and other league matters not clearly covered by these rules.
- Committee decisions are made by majority vote.

3. Substitutes

Situation	Rule	Guidance
Regular Season	A substitute may have a higher PPR than the player being replaced. No double subs; one rostered team member must be present.	We strongly recommend choosing a sub within 0.3 PPR of the player being replaced to preserve competitive balance.
Playoffs	The substitute's verified PPR must be equal to or lower than the PPR of the player being replaced. All playoff subs require Rules Committee approval.	No exceptions without committee approval before play begins.

4. Basic Game Rules

- Time-outs: Permitted, max 1 per game/team, with a maximum of 20 seconds.
- Short/drapper bags: If a bag lands short of the board and remains on the ground, the thrower may choose to remove it or leave it in place. If the bag is interfering with play (for example, partly on the board while touching the ground), it may be removed. If an opponent moves the bag prematurely and interferes with the thrower, the thrower may choose to re-throw.
- Foul line: A player may not step over the foul line at any point during the throw, including the follow-through.

5. Post-League Blind Draws / Tournaments

- Blind draws or additional tournaments after league play are optional and are intended to be fun extensions of the night.
- Any player who chooses to stay and participate is expected to help restore and clean the venue when play ends.
- Cleanup may include, but is not limited to: returning tables and chairs, packing boards and bags, collecting score equipment, removing trash and returning the venue to its required setup.
- If you stay to play, you stay to help clean up.

6. Sportsmanship & League Experience

- This league is built around community, fun and good competition. Players are expected to treat opponents, partners, substitutes, staff and venue personnel with respect.
- Attempts to manipulate ratings, intentionally stack teams outside the established limits, or otherwise circumvent the spirit of these rules may be reviewed by the Rules Committee.
- The organizers reserve the right to make reasonable rulings when a situation is not specifically covered here, with the goal of protecting both fairness and the social character of the league.

Questions or concerns? Talk with one of the league organizers or email DullesCornhole@gmail.com. We want clear rules, fair teams and a league people genuinely enjoy being part of.