



## 2021-2022 Players Guide

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## Mission Statement

**MCL Cornhole League (MCL)** encourages competitive and social cornhole play for all ages and all skill levels. The MCL league makes managing tournaments, weekly leagues, and bar events easy and provides the critical infrastructure for the sport of cornhole. Becoming a Player allows you to compete against people of your same skill level and always gives you an opportunity to see how you stack up against the best of the best around your area, state, and region!

Please Contact Us with any feedback or questions - [jburel@michigancornholeleague.com](mailto:jburel@michigancornholeleague.com)

## MCL Sportsmanship Rule

PLAYERS AND GUESTS THAT PARTICIPATE IN MCL EVENTS MUST COMPLY WITH THE MCL CODE OF CONDUCT AND CODE OF ETHICS. FAILURE TO DO SO MAY RESULT IN THE IMMEDIATE FORFEITURE OF PRIZE MONEY, REVOCATION OF MEMBERSHIP AND BAN FROM FUTURE PARTICIPATION THIS INCLUDES BUT IS NOT LIMITED TO MCL EVENTS, SOCIAL MEDIA, AND OTHER PUBLIC FORUMS.

## Membership Levels

- **Guest** – Someone that plays in an event but has not become a member. This player will not show up in the standings and is only eligible to participate in MCL Regional events.
- **Player: \$35** – Players will show up in the standings, have access to statistics, get discounts on MCL apparel, eligible to play in all MCL events

## MCL Player Levels

Your Player Level will be determined by your MCL Scoreholio Ranking, director and/or MCL Corporate. That ranking system to be announced later. If you are registering as a first-time / guest player read below to see where you might stand. So that you can compete against players of your similar skill level. Directors may override a Player Level from B – D Tiers, if they feel a player is sandbagging. MCL Corporate may override a Player Level from A – D Tiers, if they feel a player is sandbagging.

ALL UNKNOWN PLAYERS START WITH A “C” Ranking.

- **“A” Player** – This player can and wants to compete against anyone. This player can execute sliding the bag and airmailing the bag as needed. Player fully understands game strategy and likely plays and practices on a regular basis.
- **“B” Player** – This player fully understands game strategy but may struggle with consistency. At times, this player looks like they can beat anyone, but then in a subsequent game or frame can struggle. Player is at a high Advanced level and should work towards getting better by challenging “A” level players.
- **“C” Player** – This player has started to develop some consistency when tossing the bag. They have a basic understanding of game strategy but have yet to master all the different types of throws including the airmail shot needed to excel and compete at the higher levels. Player should play Competitive level events knowing that they may struggle at first but work towards getting better.
- **“D” Player** – This player has a feel for the distance needed to toss the bag but is erratic in getting the bag to consistently hit and stay on the board. Typically, this level of player is in the beginning stages of developing a consistent throwing motion that can be repeated. Player should play in the social division and start challenging themselves by playing against Competitive level players.

\*\*\* MCL Reserves the right to give any player a MCL ranking even if that player has yet to play in a MCL event. If you are a registered PRO player with a National Organization, you will automatically be classified as an “A”. You will need to verify with the national organization that you are considered a “PRO” IF you are eligible to play MCL. MCL reserves the right to determine the eligibility of any player wanting to play MCL each season.

## MCL Events

MCL Events are created based on the following:

- **Area** – Regionals, Super Regional Events, Michigan Madness, League Events
- **Type** – Singles Tournaments, Doubles Tournaments, Weekly League Nights
- **Division** – “A/B”, “B” doubles only, “B/C”, “C”, “C/D”, and “D”

Directors may set up events specific to other criteria like Gender, Player Level, and Player Type. Directors will follow the MCL Tournament Stage Form to run a variety of regional events.

## MCL Tournament Divisions

MCL Divisions are intended to group players of similar skill levels for competitive and social play. The skill levels for each Division are:

- **Open** – Anyone can play in the Open Tournament knowing that this is where the best of the best competes.  
*Eligible Teams:*
  - *Any two players can play together regardless of Tier Status*
- **“A/B”** – The “A/B” Tournament is intended for open and advanced players to play but limited to where the “A” players must play with a “B” or lower.  
*Eligible Teams:*
  - *“A” Player and “B” Player*
  - *Any other combination lower than this*
- **“B”** – The “B” Tournament is intended for advanced players to play but limited who the “A” players can play with.  
*Eligible Teams:*
  - *“A” Player and “C” Player*
  - *“B” Player and “B” Player*
  - *Any other combination lower than this*
- **“B/C”** – The “B/C” Tournament is intended for your upper-level players to spread out and help the Social “D” players see how they fit in.  
*Eligible Teams:*
  - *“A” Player and “D” Player*
  - *“B” Player and “C” Player*
  - *Any other combination lower than this*
- **“C”** – The “C” Tournaments are intended for Competitive players.  
*Eligible Teams:*
  - *“B” Player and “D” Player*
  - *“C” Player and “C” Player*
  - *Any other combination lower than this*
- **“C/D”** – The “C/D” Tournament is intended for competitive and social players to play.  
*Eligible Teams:*
  - *“A”, and “B” Player cannot play*
  - *“C” Player and “D” Player*
  - *Any other combination lower than this*
- **“D”** – The “D” Tournament is designed for social players that enjoy playing casually to a competitive cornhole. Social players that can enjoy the sport and events.  
*Eligible Teams:*
  - *“D” Player and “D” Player*

## Michigan Madness Signature Series Events

These events are intended to provide players an opportunity to compete against the BEST players from all MCL regions.

- There will be 4 of these events during Season I.
- Dates and locations to be announced later.
- The two-day events will include
  - Doubles
    - "A"
    - "B"
    - "C"
    - "D"
  - Singles
    - "A"
    - "B"
    - "C"
    - "D"
  - MCL Standings will take the Top 3 Michigan Madness Singles scores and Top 2 Michigan Madness Doubles scores for MCL Overall Points Rankings.

### Event Details

- Each division will begin with a main double elimination bracket with a max of 64 teams.
- If a division has more than 64 teams that division will be divided up into multiple brackets.
- When the double elimination bracket(s) gets down to 16 players (8 teams for doubles) play will stop.
- The players still alive will advance to the Sweet 16 bracket to be played later in the event.
- Eliminated players from the main bracket(s) will be placed in tiered brackets to compete for places 17, 18, ....
- Seeding in tiered brackets determined by where teams finished in the main bracket(s)

## Michigan Madness Eligibility

### “A” players

- Michigan Madness #1
  - Open to any player who has played a minimum of one MCL point event.
- Michigan Madness #2
  - Registered to Play in a Weekly League or a combination of 3 Regional / Super Regional Tournaments
  - One Michigan Madness Doubles and Singles
- Michigan Madness #3
  - 1 Weekly League and Combination of 4 Regional / Super Regional Tournaments
  - 1 Michigan Madness Doubles and Singles
- Michigan Madness #4
  - 1 Weekly League and Combination of 6 Regional / Super Regional Tournaments
  - 2 Michigan Madness Doubles and Singles

\*The above eligibility also includes registered pro / elite players in a national organization.

\*\*If bumped to an “A” player in the season you will need to obtain this minimum by the 2nd Michigan Madness after your bump

\*\*\*For all players without a Pro status from another organization - If a player has NOT played in a MCL event, they are eligible to play in one event to secure their MCL

Tier ranking before minimums apply.

## MCL Standings

- The VanDyk Mortgage MCL Points Series Standings include singles, doubles, and league events.
- Michigan Madness Points Standings is a Combination of:
  - Top 2 Singles Points
  - Top 2 Doubles Points
- Super Regional Tournament Standings are Based on a Combination of:
  - Top 2 Regional Doubles Points
  - Top 2 Regional Singles Points
- Regional Tournament Standings are Based on a Combination of:
  - Top 2 Regional Doubles Points
  - Top 2 Regional Singles Points
- Regional Weekly Leagues are Based on a Combination of:
  - Top 2 Regional League Points (from Fall, Winter or Spring)



## MCL Conference and League Championship

- **Date and location TBD**
- The **MCL League Championship** will be a multi-day event.
- Live Stream broadcasts will also be held for many of the events.
- **POST SEASON ELIGIBILITY**
  - Conference Championship and MCL League Championship
  - ELITE or “A” players
    - Full Michigan Madness Scorecard
    - At Least 1 Singles and 1 Doubles Super Regional Scores
    - At Least 1 League Score
    - At Least 2 Singles and 2 Doubles Regional Scores
    - Full SCR Scorecard
  - “B” players
    - At Least 1 Singles and 1 Doubles Michigan Madness Scores
    - At Least 1 Singles and 1 Doubles Super Regional Scores
    - At Least a 2nd Michigan Madness or Super Regional for both Singles and Doubles - At Least 1 League Score
    - At Least 2 Singles and 2 Doubles Regional Scores
    - At Least 2 SCR Scores

\*Any player that is or becomes an “A” or “B” Player by Feb 1st will need to obtain these levels to play at Conference Championship or MCL League Championship

## MCL Rules and Regulations

### 1. Equipment

- a. BAGS
  - i. Players must supply their own MCL Approved Bags for play in a MCL sanctioned event.
  - ii. Directors may provide players with bags if they meet the bag criteria listed below.
  - iii. Regardless of division, bags used in play must be on the MCL Approved Bag List published annually.
  - iv. Bags must measure 6 inches wide and 6 inches long (+/- ¼ inch).
  - v. Bags must weigh between 15.5 and 16.25 ounces.
  - vi. Bags must have a thickness no less than 1.125 inches and no greater than 1.5 inches.
  - vi. Bags may not be filled with any material other than plastic resin.
  - vii. After purchase from the manufacturer, bags may not be altered in any way.

- viii. Alterations include repair, stitching, removing resin, adding resin, ironing, and any other manipulation that results in a bag becoming different than the original state of purchase.
- ix. Players may wash bags using fabric softener and/or detergent and dry in the dryer.
- x. PLAYERS ARE NOT ALLOWED TO DYE BAGS A DIFFERENT COLOR.
- xi. Players may label their bags with initials or a name with a permanent marker.
- xii. The label must not exceed 1 inch.
- xiii. Bags with holes where plastic resin can leak will not be allowed.
- xiv. Faded logos will not be accepted. A player MAY NOT have his or her bags re-stamped and reapproved by the manufacturer.
- xv. Manufacturers are not allowed to re-stamp or re-logo a bag.
- xvi. Bags are not required to, but usually feature two different materials on each side.
- xvii. Any cloth, suede, or fabric like material is permitted for use on either side of a bag.
- xviii. There are currently no banned materials for use, but the Michigan Cornhole League
  - xix. reserves the right to deem a set of bags “not permitted” if a material is found
  - xx. either to be either:
    - xxi. Damaging to other equipment.
    - xxii. Damaging the integrity of the game.
  - xxiii. Players may dry bags, but no foreign substances can be applied to the outside of a cornhole bag.
  - xxiv. All bags in a set of four must have the same design and color for each corresponding side on all four bags.
  - xxv. For example, a player may use a gray suede side and a red duck cloth side for a cornhole bag.
  - xxvi. All three of the other bags must have a red duck cloth side and a gray suede side.
  - xxvii. For example, a player cannot have four bags that have a gray suede side and alternating colors of red, blue, yellow, and green on the duck cloth side of the bag.
  - xxviii. A Player may not switch bags during a singles game (but can after a single game
  - xxix. in a series) unless a bag has been unintentionally damaged and leaking or if a bag mid game has been unintentionally altered such that it affects the play of the game differently for one player in comparison to the other.
  - xxx. In the event of a damaged bag all four bags in that set must be swapped out at the end of the
  - xxxi. round for a new set of four bags (intentional damage leads to forfeit of the game).

- xxxii. If a player finishes a tournament and has earned prize money for his or her performance, the Michigan Cornhole League reserves the right to inspect all bags used by that player throughout the tournament.
  - xxxiii. If any bags used by that player are inspected and found to not meet the criteria above, the player will forfeit all his or her prize money for that tournament.
- b. Boards
- i. Boards shall be made of wood for use in MCL sanctioned events. The most common types are maple, birch, and oak.
  - ii. Boards shall have a finished coat that features a smooth texture.
  - iii. Boards must measure two feet wide and four feet long, with a +/- ¼ inch tolerance.
  - iv. The hole must be 6 inches (+/- 1/8 inch) in diameter, centered width wise.
  - v. The center of the hole must be 9 inches (+/- 1/8 inch) from the back edge of the board.
  - vi. Boards must have a minimum top layer thickness of ¾ inch with cross-section support.
  - vii. Boards must have a weight of at least 15 pounds.
  - viii. The front edge of the board should be raised 3 ¼" from the ground (+/- ¼ inch).
  - ix. The top of the board should rest 12 inches above the ground (+/- ¼ inch). ix. No foreign substances may be applied to a board after it has been purchased from a manufacturer.
  - x. Substances include but are not limited to baby powder, cleaning spray, and silicone sprays.
  - xi. A dry cloth may be used to wipe down a board prior to play.

## 2. Layout

- a. COURT
  - i. A court is defined as the total area of play for a cornhole game consisting of two boards.
- b. PITCHER'S BOX
  - i. A rectangle measuring 3 feet wide by 4 feet long (length of board) on either side of a board designates a player's pitcher's box.
- c. LANES
  - i. A lane is defined as two pitcher's boxes directly across from one another on two different boards on one court.
  - ii. If a right-handed player is in the pitcher's box forcing his right hand to be directly over a board, the other pitcher's box in his or her same lane would be on the opposite board forcing his right hand to be on the outside towards the edge of play.
  - iii. In doubles play players on the same team will line up directly across from each other in the same lane, not diagonally from each other in opposite lanes.

- d. **BOARDS**
  - i. 2 boards should be located exactly 27 feet (+/- ½ inch) apart, from front of one board to front of another.
  - ii. The front edges of the 2 boards must face each other.
- e. **FOUL LINE**
  - i. The foul line is designated as the front end of the board, which is also marked by the front edge of a player's pitcher's box.
- f. **VERTICAL CLEARANCE**
  - i. For play indoors or under covering, the recommended minimum vertical height of a ceiling or covering is 12 feet.
  - ii. If you have a ceiling height lower than this, you need to disclose this on your event page for players to see before the event.
- g. **SCORE TOWER**
  - i. 1 score tower per court (2 sets of boards) should be used and shall be placed a minimum of 1 foot behind one board, outside of the field play.
  - ii. Score towers are not required for play.

### **3. Pre-game**

- a. **COIN TOSS**
  - i. Each game begins with a coin toss.
    - 1. One player or team flips a coin, and the other player or team calls their choice "heads" or "tails".
    - 2. Spinning or flipping of a bag is allowed if both players agree.
  - ii. In singles play, the winner of the coin toss will choose which lane he or she will pitch in for the entirety of the game and choice of bag color OR First Bag to be thrown to start the game.
  - iii. In doubles play, the winner of the coin toss will choose bag color and either choose (not both):
    - 1. The lane and location of each player of that team which will be permanent for the entirety of the game and first bag to be thrown to start the game.
    - 2. The player matchup for each board.
  - iv. In doubles play, the loser of the coin toss will get to decide the outcome of the other option in the previous bullet not selected by the winning coin toss team.
  - v. In a series best of 3. The loser of the coin toss in game 1 will have the first choice in game 2. If the match goes to a 3rd game, you will use a coin toss to determine the choice.

**b. PRACTICE**

- i. Unless unanimously decided otherwise by all players on a court, it is customary to complete a “down and back” practice round before beginning a game.
  - 1. For singles play, players will complete one round of practice throws, walk down to the other board staying in their same corresponding lanes, and then complete one additional round of practice throws before the game begins.
  - 2. For doubles play, competing players on one board will complete one round of practice throws, and then each player’s corresponding doubles partner will complete a practice round throwing from the opposite board in the same lane as their partner before the game begins.

**c. BAG CHALLENGING**

- i. If a player or team believes that the opposing player or team is using a set of bags that does not abide by the bag policy, they may challenge the bags before the beginning of the game.
  - 1. To complete a challenge, a Michigan Cornhole League director or corporate member (also referred to as an official) not currently playing in the game must be contacted and he or she will complete a bag inspection.
    - a. If the set of bags are approved, the game is set to begin as scheduled.
    - b. If the set of bags are not approved, that player or team is given a warning and the bags cannot be used for that game. The team or player must find an alternate set of bags to use for the remainder of a tournament.
  - 2. If a player or team already with a warning during one season has the same set of bags challenged OR has a different set of bags challenged that are, in turn, disallowed, that player or team forfeits all remaining matches in that tournament and is given a 1-month suspension from the Michigan Cornhole League.
  - 3. If a player who has already served his or her 1-month ban is found to be playing with bags in a MCL sanctioned tournament that does not meet the bag requirements again, he or she will be suspended for the remainder of the season and or the following season also.
- ii. Bags that are not challenged prior to a match are deemed acceptable for use during that match.
  - 1. As mentioned previously, MCL still reserves the right to inspect a player’s or team’s bags used in a tournament at its conclusion. If any of the bags do not meet the bag requirements, that player or team will forfeit the winnings for the tournament.

## 4. Gameplay

### a. Proper Pitching Technique

- i. A pitch is defined as one player throwing a cornhole bag towards the opposite board from which he or she is standing attempting to make the bag onto the board or into the hole.
  1. A player is not necessarily required to attempt to contact the board. He or she may voluntarily choose to earn zero points on a pitch by pitching the bag intentionally off to the side or short of the board.
- ii. A pitch of a cornhole bag must be underhand. NO over hand pitches.
- iii. Upon release of the bag during a pitch, a player must have at least part of one foot inside the pitcher's box.
- iv. A player may not step on or over the foul line during a pitch of a cornhole bag.
  1. In the event of a player stepping over a line before the bag lands on the opposing board an official must be contacted.
  2. Once the official is contacted, he or she will come watch the remainder of the match.
  3. If the player steps over or on the foul line during this observation. The player will receive a warning from the official if NO team has 15 or more points. If 15 or more points go to the next rule below.
  4. For every pitch from that point in the game onward that the player steps on or over the foul line, he or she will have the bag corresponding to that pitch forfeited.
    - a. A forfeited bag will be removed from the area of play during that round by the official with as little disturbance to play as possible.
      - i. If the forfeited bag has already caused bags in play to move, the player or team opposing the player who pitched the forfeited bag decides to either (not both):
        1. Have an official place the moved bags back in their original location as best as possible per instructions by both teams.
        2. Accept the new bags' locations and proceed through the remainder of the round.
    - b. Any scoring that is unavoidable when removing the bag from play will still count.

### b. Sequence of Play

- i. Rounds
  1. A round is defined as a complete sequence of 8 bags thrown by two players (4 each) towards one board.
  2. Scoring is calculated at the conclusion of each round.

3. A Player may adjust the board to which he or she is pitching only before a round if it is misaligned or not at the correct distance.
    - a. A player may adjust the board from which he or she is pitching at any point if it does not disrupt the opposing players' pitch, in which case that player would have his or her next bag forfeited.
- ii. Pitch Sequence
1. A game begins with a round in which the winner of the coin toss chooses who pitches the first bag.
  2. The opposing player at the same board in the opposite lane then pitches his or her first bag.
  3. Pitching alternates until all 8 bags (4 by each player) have been pitched which concludes the round.
  4. For singles play, the players will then walk to the other board, remaining in their designated lane, and complete another round of pitching.
  5. For doubles play, the two players' partners at the opposite board will then complete another round of pitching.
  6. Playing continues until a score of at least 21 points is achieved by one team at the conclusion of a round.
    - a. A player or team does not have to win by a minimum of two points.
    - b. A player or team is not penalized for achieving a score over 21 points, the game is finished, and that player or team wins the game.
  7. If a player pitches in an incorrect sequence, the bag or bags that is incorrectly pitched is forfeited.
    - a. Then, to reestablish the correct sequence of pitching, the opposing player will pitch two consecutive bags.
  8. If a player refuses to finish a game, that player will forfeit the game by a score of 21-0.
  9. If one partner of a doubles team cannot finish the match for any reason that game will be forfeited by the team that could not finish by a score of 21-0.
- iii. Timing
1. Each player will have 12 seconds to pitch his or her bag from the moment that the opposing players' bag comes to rest on the other end.
    - a. If a player has the first pitch in a round, they will have 45 seconds from when the last bag from the previous round comes to rest on that side of play for doubles and 1 minute for singles play.
  2. Bags must not be picked up while still moving. Players can pick up bags 10 seconds after the bag comes to a complete stop.
  3. In singles play, each player is awarded (2) 90 second timeouts.

- a. During a timeout, a player may leave the pitcher's box to view the other board.
  - b. If a player crosses the foul line prior to pitching a bag attempting to get closer to the opposing board for viewing purposes, it is inferred that the player is choosing to take a timeout.
  - c. Timeouts taken more than the allowed timeouts will lead to that player or team forfeiting all remaining bags during that round.
4. Touching of the bags is prohibited.
    - a. If a player (or a player's teammate) touches their own bags that are in play during the timeout (or during play outside of a timeout before the round is complete), the bags touched will be removed and valued as 0 points.
    - b. Any opposing bags touched will be removed and become automatic 3 points per bag.
    - c. If any bags still need to be thrown. All untouched bags will remain on board when play is resumed.
  5. In doubles play, each team is awarded (1) 90 second timeout.
    - a. Same timeout rules apply as above.

### c. Scoring

- i. Scoring is always completed at the end of a round, not during.
- ii. A bag lying on top of the board at the end of a round is valued at 1 point.
- iii. A bag through the hole at the end of a round is valued at 3 points.
- iv. A bag that neither went through the hole nor is lying on top of the board at the end of the round is valued at 0 points.
  1. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points.
  2. Bags that touched the ground or any other surface before touching the board or going into the hole are valued at 0 points and must be removed from the board by an official.
    - a. If this bag causes other bags on the board to move, the final resting places of the bags will count.
- v. All scoring for a round features cancellation.
  1. For example, Player A pitches 3 bags in the hole and 1 bag on the board for a total of 10 points. Player B pitches 2 bags in the hole and 2 bags on the board for a total of 8 points.
  2. Player A will then earn 2 points ( $10-8=2$ ) towards his or her overall score (or teams' score for doubles play).



- vi. In some instances, the bags in the hole will stack on top of each other until they reach the threshold of the hole. In this instance, a player may ask a spectator to “sweep” the bags from under the hole.
  - 1. If a player throws a bag and it “hangs” in the hole but is touching a bag in the hole, an official must come and, if at all possible, “sweep” the bags in the hole without disturbing or touching the hanging bag.
    - a. If the hanging bag does not fall into the hole after a correct “sweep”, the bag is valued at 1 point.
    - b. If the hanging bag unavoidably falls into the hole after a correct “sweep” the bag is valued at 3 points.
- vii. Players must wait 10 seconds after a bag comes to a stop on the board before the players may pick up a bag at the end of the round. If a bag is slick enough that it begins to slide down on the board, players must wait for that bag to come to a complete stop before proceeding with a round.

#### **d. Player Interaction / Player Conduct**

- i. Players may not contact each other during game play with the intent to disrupt pitching motions.
  - 1. If a player disrupts another player’s pitch with obvious intent, an official reserves the right to disqualify a player for that game resulting in a forfeit.
- ii. Players may not interfere with an opponent’s bag during its flight path.
  - 1. If a player interferes with the flight of a bag, the rest of that player’s bags are forfeited for the remainder of the round and the pitching player gets to re-pitch the bag.
    - a. If bags in play are moved because of the interfered bag, see section 4.a.iv.4.a.i for how to proceed.
- iii. Talking, yelling, and movement that is distracting to the opposing team is not permitted.
  - 1. MCL and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game.
  - 2. Officials may award warnings to any players who display inappropriate behavior.
  - 3. If a player continues to display inappropriate behavior during a tournament after receiving a warning from an official, the official reserves the right to disqualify the player for the remainder of the tournament.
- iv. Coaching is not permitted during a match by Spectators.
  - 1. Spectators standing on the opposite side of the board may not comment on specific bag situations.

2. Spectators may not give specific strategic advice to a player during a game. This includes spectators that may be in the ear of a player on the same side of the board during a game.
  3. Spectators may encourage players with general statements like “push the bags in” or “drag the bags in” or “nice block” if it is not intended as coaching the player.
  4. In Doubles and other Team Events, teammates may coach players if they are clearly identifiable and do not interfere with the timing of the play.
  5. The MCL Directors and League may punish spectators and players engaged in coaching however they see fit.
- v. Player Conduct
1. The MCL and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game or the reputation of the MCL.
  2. Officials may award warnings to any players who display inappropriate behavior including but not limited to negative references towards the MCL, throwing bags in anger, cursing, fighting, inappropriate gestures and comments disparaging the MCL, its staff, sponsors, players, and fans.
  3. If a player continues to display inappropriate behavior during a tournament, on social media or in the presence of sponsors after receiving a warning from an official, the official reserves the right to disqualify the player for the remainder of the tournament and/or ban them from playing in the MCL for the entire season.
  4. If a player makes physical conduct with another player or spectator with the intent to harm that player will be suspended for 60 days and 1 Michigan Madness Event.
  5. If the same player does this again in MCL the suspension is 6 months and Ryder Cup or League Championship.
  6. If a player does this a third time that player is suspended for the remainder of that season and the next 2 seasons.

MCL Cornhole League reserves the right to make changes to the rules and regulations as they see fit during or after the 2021-22 season. If Rules are adjusted the rule will be posted for Directors to share with their regions.

*Rule Changes during the season will require a Supermajority of 80% votes for the change by MCL Ownership.*

Rules for Season 2022-23 will be published no later than August 15<sup>th</sup>, 2022.