



ACO SEASON 19

ACO OFFICIAL RULES

FOR THE SPORT OF CORNHOLE



AMERICAN
CORNHOLE
ORGANIZATION

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1 **ACO APPROVED EQUIPMENT**

1.1 ACO APPROVED BOARDS

ACO Approved boards may be used for the coordination of ACO Regional tournaments during ACO Season 19.

ACO Approved Boards are not limited to ACO branded equipment, they must only meet the ACO Approved Specs below.

- Hardwood plywood playing surface measuring 47.5" to 48" x 23.5" to 24".
- The playing surface has a minimum thickness of 1/2" with cross-section backing, or 3/4" with or without cross-section backing.
- Each hole is 6" diameter (+/- 1/8 inch), centered 9" (+/- 1/8 inch) from the top of the board and centered from each side edge.
- The front of the board is 3" to 4" from the ground to the top of the playing surface.
- The back of the board is 12" (+/- 1/2 inch) from the ground to the top of the playing surface.
- The playing surface should be finished and sanded to a smooth texture. There should be little to no blemishes in the wood surface that may disrupt or distort play.
- The playing surface can be painted with a high gloss latex paint or varnish. The surface should allow bags to slide when thrown, but not be so slippery that the bags slide back down the platform.
- Every effort shall be made to keep the cornhole playing surface in good playing condition. Players are responsible for making sure the court is in good playing condition prior to starting the match.
- No foreign substance (such as Pledge®, talc powder, baby powder, silicone sprays) may be applied to the playing surface or bags by an individual player before or during cornhole play.
- A dry clean cloth may be used to wipe down the boards prior to the start of the game.

1.2 ACO APPROVED BAGS

- Only ACO Approved Stamped bags manufactured by ACO Season 19 Bag Partners can be used in any ACO Divisions at ACO Regionals, ACO Majors, and the ACO World Championships of Cornhole 19

NOTE: Older models of (ACO Season 18) ACO stamped bags may be used if the bag manufacturer is an ACO Bag Partner for ACO Season 19

See a complete list of ACO Approved Bags at AmericanCornhole.com/bags

1.3 ACO APPROVED BAG SPECS

- Each bag is filled with plastic resin/beads which will not breakdown
- Each bag weighs between 15.75 ounces (447g) and 16.25 ounces (461g)
- When flat, each bag not to exceed a thickness of 1.5 inches (3.8cm)
- When flat, each bag to have a minimum thickness of 1.125 inch (3.19cm)
- When flat, each bag to be a minimum of 5.75 inches (14.60cm) across at its narrowest point (side to side)
- When flat, each bag not to exceed 8.25 inches (21cm) across at its widest point (corner to corner)
- Each bag must have clearly printed manufacturer logo/name and series name
- Bags must be one primary color
- Bags may have rounded corners but cannot be rounded more than 0.5" from the corner on a 6" x 6" bag

1 **CORNHOLE PLAYING EQUIPMENT**

1.4 PLAYER RESPONSIBILITIES FOR BAGS

- Bags must maintain all ACO Approved specs above regardless of wear and tear
- Bags must have clearly printed manufacturer logo and series name
- Bags must not be altered from their original state- altered/new seams, refilled/alterd filling, restamped logos, etc
- Bags must not have any foreign substance applied- sprays, talc powder, etc.
- Bags must not leave any residue on the playing surface
- Bags must appear clean and free of excessive wear
- Bags must be one primary color

1.5 CORNHOLE COURT LAYOUT

Cornhole Court:

8ft (2.4m) wide

40ft (12m) long

Recommended 12ft (3.6m) of vertical clearance

Minimum 10ft (3m) of vertical clearance

NOTE: A vertical clearance of less than 12ft (3.6m) must be noted in the tournament description

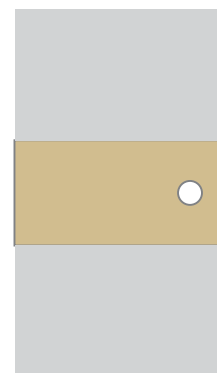
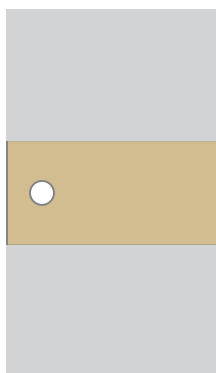
Lanes: A cornhole court consists of two lanes. Lanes are the two pitcher's boxes directly across from one another on two different boards on one court.

Pitchers Boxes: Designated pitcher's boxes are 4' x 3' areas at both ends of each lane adjacent to the boards. There are four (4) pitcher's boxes in all.

Cornhole Boards: Boards are positioned 27' (+/- ½ inch) from the front edge to front edge of the board.

Cornhole Foul Lines: The front edge of the cornhole board is the foul line.

Scoreboard: Each court will utilize (1) scoreboard either electronic or manual



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PREGAME

2.1 LANE ASSIGNMENTS, BAG COLOR, PITCHING ROTATION

First pitch, lane choice, and bag color will be determined based on the format of the tournament:

Seeded Tournaments:

- The player/team with the higher seed has their choice of bag color.
- The player/team with the higher seed pitches first.
- In singles play, the player with the higher seed chooses lane assignments.
- In doubles play, the higher seeded team chooses one of the following options:
 1. Choose lane assignments
 2. Choose their opponent to pitch against (head-to-head)
- If option #1 is selected, the higher seed chooses their lane and takes their positions in the pitcher's boxes, then the lower seeded team chooses their own pitcher's boxes to determine head-to-head matchups.
- If option #2 is selected, the lower seed chooses their lane and takes their positions in the pitcher's boxes, then the higher seeded team will choose their own pitcher's boxes to determine head-to-head matchups.

NOTE: If playing best 2 out of 3 matches, the first pitch and lane assignment options go to the higher seed in the first game and to the lower seed in the second game. If a third game is needed, first pitch and lane assignment options return to the higher seed.

Randomly Seeded Tournaments:

- The players/teams will perform one (1) coin toss
- The player/team winning the coin-toss chooses their bag color.
- The player/team winning the coin-toss pitches first.
- In singles play, the player winning the coin toss chooses their lane assignment.
- In doubles play, a coin-toss is used to determine which player/team selects one of the following options:
 1. Choose the lane assignments
 2. Choose their opponent to pitch against (head-to-head)
- If option #1 is selected, the coin toss winner chooses their lane and takes their positions in the Pitcher's boxes, then the opposing team chooses their own Pitcher's boxes to determine head-to-head matchups.
- If option #2 is selected, the coin toss loser chooses their lane and takes their positions in the Pitcher's boxes, then the coin toss winner will choose their own

NOTE: If playing best 2 out of 3 matches, the first pitch and lane assignment options go to the coin toss winner in the first game and to the coin toss loser in the second game. If a third game is necessary, another coin toss will decide who gets the first pitch and lane assignment options

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PREGAME

2.2 PRACTICE

- It is standard to perform a “down and back” practice round before beginning a game, unless there is unanimous agreement among all players on the court to begin the game without a “down and back”
- In singles play, players will pitch one round of practice throws, proceed to the opposite board within their respective lanes, and then conduct an additional round of practice pitches prior to the game’s start.
- In doubles play, competitors on one board will perform one round of practice pitches, after which each player’s respective doubles partner will pitch a practice round
- If there is a series of consecutive games played by the same teams/players, and there is a change in sides, opponents, or bags, a “down and back” will take place, unless all players unanimously opt not to complete another “down and back.”
- Any additional practice rounds must receive unanimous approval from all participating players in the game.

2.3 BAG CHALLENGING AND PLAYER RESPONSIBILITIES

- Bags may be subject to inspection at any time by an ACO Official
- Players may request an ACO Official to inspect their opponent’s bags prior to the start of a game
- Once a game begins, bags are deemed legal, and the results of the game will stand
- When choosing bag colors prior to the start of a game, the higher seeded or coin toss winner chooses their color first, then the opponent must choose another, distinguishable color

- During a game, each player must use all four (4) of the same series bag from the same manufacturer
- Players found to be in violation of any bag policies due to bag inspection may be subject to disciplinary actions:

1st violation at an ACO Tour Event: Forfeiture of the offending bags for the remainder of the tournament. Player must choose another set of their bags or choose ACO provided house bags for the remainder of the tournament

2nd violation at an ACO Tour Event: Forfeiture of game. Player must use ACO provided house bags for the remainder of the tournament

3rd violation at an ACO Tour Event: Disqualification from tournament. Possible further Membership suspension based on review

Violations at 2 separate an ACO Tour Events during the season: Disqualification from tournament. Possible further Membership suspension based on review

- The coordinating ACO Official has final say on all disputes. At any time, an ACO Official may require one or both players/teams to use ACO house bags
- For games to be filmed for broadcast, livestreaming, etc., if a player/team’s bags are deemed too old, dirty, or worn to pass visual inspection, players may be required to use ACO house bags

GAMEPLAY RULES

3.1 PITCHING CORNHOLE BAGS PITCHING

- Players alternate pitching bags (one player at a time) until each player has pitched all (4) of their bags.
- A player must pitch all (4) cornhole bags from their designated pitcher's box.
- Players must pitch the bag with an underhanded release.
- One foot must be completely within the pitcher's box at the time of releasing the bag.
- A player may not touch the ground on or beyond the foul line before their bag has contacted the board at the opposite end of the cornhole court. If a player crosses the foul line prematurely, it will be considered a foot foul.

3.2 FOOT FOULS

- A foot foul is called when a player's foot touches the ground on or beyond the foul line before their bag has contacted the board at the opposite end of the cornhole court.

Procedure and Penalties for foot fouls:

- If a foot foul is witnessed by the opponent, they must call a time-out and notify a Certified Official. The player will not be charged for the time-out.
- A Certified Official will report to the court to observe the game.
- The Certified Official will alert both players as to why they have been called to the court, as a "warning."
- If the Certified Official witnesses additional offenses, penalties will be as follows:

1st Strike: The offending player's bag will be declared a "dead bag" and removed from the playing surface. The non-offending player may ask the observing Certified Official to replace bags that were affected by the foul bags. EG Bags that were knocked off the board or into

the hole

2nd Strike: The offending player's bag will be declared a "dead bag" and removed from the playing surface. The non-offending player may ask the observing Certified Official to replace bags that were affected by the foul bags. EG Bags that were knocked off the board or into the hole

3rd Strike: The player forfeits their current match

NOTE: A Certified Official who may also voluntarily officiate the game without a request from players

3.3 ACCIDENTAL RELEASE

- Any cornhole bag that leaves a player's hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched bag.
- A cornhole bag that is accidentally dropped by a player before the final step (if taken) and final forward swing has started, shall not be considered a foul bag and may be picked up and pitched.

3.4 PITCHING THE NEXT FRAME

- The player/team who scored in the preceding frame will pitch first in the next frame.
- If neither player/team scores, the player/team who pitched first in the preceding frame will retain first pitch in the next frame.

3.5 PITCHING OUT OF TURN

- If a player pitches in an incorrect sequence, the bag that was pitched out of order is forfeited and taken out of play.
- To restore the correct pitching sequence, the opposing player will pitch two consecutive bags.

GAMEPLAY RULES

- In the event of a player pitching out of sequence without immediate identification or call, the current round proceeds with the incorrect sequence. If the round ends in a wash or push, the subsequent round is played in the correct sequence, as originally intended. If one team scores points in that round, that team initiates the next round.

3.6 TOUCHING BAGS BEFORE FRAME IS COMPLETE

- If any bags in scoring positions (woodies or cornholes) are touched by a player, whether intentionally or unintentionally, before all bags during the frame are pitched, the frame is over.
- The offending team who touched the bags forfeits all remaining bags and tallies the score for the bags they have already pitched during the frame.
- The non-offending team tallies 12 points as if they had thrown 4 cornholes during the frame.

IMPORTANT NOTE: 12 pts are NOT automatically added to the overall score (scoreboard). The 12 pts are only used within this specific frame before cancellation.

EXAMPLE:

Red has thrown 3 bags equaling 5 points to this point in the frame

Blue has thrown 3 bags equaling 7 points to this point in the frame

Blue reaches down and touches the bags

The frame is over

Blue's remaining bag is declared dead and their previous points are tallied

Red tallies 12 points for the frame, as if they had thrown (4) cornholes

12 Red points

7 Blue points

Red scores 5 points for that frame

3.7 TIME LIMITS

- A player must pitch each cornhole bag within fifteen (15) seconds of their opponent's bag coming to rest.
- Procedure and Penalties for time violations:
- If a time penalty is witnessed by the opponent, they must call a time-out and notify a Certified Official. The player will not be charged for the time-out.

- A Certified Official will report to the court to observe the game.

- The Certified Official will alert both players as to why they have been called to the court, as a "warning."

- If the Certified Official witnesses additional offenses, penalties will be as follows:

1st Strike: The player will receive a "1st Strike."

2nd Strike: The player will receive a "2nd Strike"

3rd Strike: The player forfeits their current match on the third offense.

NOTE: A Certified Official may also voluntarily officiate the game without a request from players

- In singles play, once the final bag comes to a rest, each player has 30 seconds to walk to the other end, pick up their bags, and ready themselves to pitch.

NOTE: Exceptions may be made by the Certified Official considering any physical disabilities or difficulties scoring

- The frame will be scored 5 seconds after the last bag is pitched and contacts the opposite board.
- If either player believes that bags may still be moving, they are to immediately alert their partner or opponent not to touch the bags, and to begin counting aloud, using the 1-second cadence "One ACO, Two ACO, Three ACO, Four ACO, Five ACO."
- Any bag that moves in position after 5 seconds will be scored based on its previous position.
- If timing cannot be agreed on, the Certified Official will score or negate the frame.

GAMEPLAY RULES

3.8 STRAIGHTENING CORNHOLE BOARDS

- A player can only straighten cornhole boards in between frames and with the approval of their opponent. A Certified Official may be called to determine re-placement if a discrepancy is in question.

3.9 APPROACHING THE OPPOSITE BOARDS

- A player may only approach the opposite board during a frame under three (3) circumstances:
 1. A timeout has been called.
 2. To rake bags piled inside the cornhole board hole.
 3. To sweep bags that are considered foul bags from the playing surface.

3.10 TIMEOUTS

- Each player or team is allowed two (2) time outs per game.
- Timeouts can be up to two minutes long.
- A player may only call a timeout when it is their turn to pitch.
- Both players may walk to the other boards to examine bag position during the timeout.
- Players may not touch the cornhole bags or boards during a timeout.

IMPORTANT NOTE: Official time outs may be granted in the case of a busted cornhole bag, equipment malfunctions, or other circumstances at the discretion of the Certified Official. A player will not be charged for time out.

3.11 RAKING CORNHOLE BAGS

- If bags become piled inside the hole and may interfere or obstruct with the next pitch or if there is question as to whether a cornhole bag would have naturally fallen through the hole, a player may request to rake the cornhole bags that have fallen inside the hole. To request a rake, the player must audibly ask.
- One or both players may walk to the other board and rake the bags from under the board. One player rakes and the other player watches.
- A spectator may be called to rake the bags if both players agree.
- A Certified Official may be called to rake the bags if there is a discrepancy.
- Anytime 4 cornhole bags have entered the hole, or a pile of bags is visible in the hole, a player may request a rake and will not be charged a timeout.

IMPORTANT NOTE: During raking, all efforts should be made to leave bags on the playing surface undisrupted, in their natural state, and to leave bags that may hang on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole because of raking, then it shall be counted as a cornhole.

3.12 SWEEPING CORNHOLE BAGS

- If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.
- The non-offending player may ask a Certified Official to replace bags that were affected by the foul bags. EG Bags that were knocked off the board or into the hole

GAMEPLAY RULES

3.13 ACO ADAPTIVE CORNHOLE DIVISION

- The ACO is happy and proud to be adding the ACO Adaptive Cornhole Division to select tournaments during ACO Season 19.
- As we coordinate more events and collect data from the adaptive athletes, the ACO reserves the right to adjust rules and make allowances on a tournament-to-tournament basis in the ACO Adaptive Cornhole Division (non-points earning)

EXAMPLES:

Time allowance between frames

Time allowances between pitches

Distance between boards

Length of games

- Rules will be clearly explained by the ACO Tournament Director prior to the start of the tournament

3.14 ADAPTIVE ATHLETES IN CURRENT ACO POINTS EARNING DIVISIONS

- The ACO Adaptive Cornhole Division will have their own amended rules, but any adaptive athletes who are currently competing in other current ACO Competitive Divisions must abide by the current rules. (EG 27ft distance, pitching time, etc.)

Foul Line

- A player may not touch the ground on or beyond the foul line before their bag has contacted the board at the opposite end of the cornhole court
- This would apply to any appendage or apparatus

EXAMPLE - Where the front wheels of a wheelchair touch the ground

3.15 BAG TERMINOLOGY

Woody

- Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame.

Cornhole

- Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame.

Frame

- Refers to the completion of four (4) bags from each player from one end of the boards to the other. A total of eight (8) bags from which a score will be tallied.

Foul Bag

- Refers to any cornhole bag that is not considered a woody or a cornhole.
- A foul bag is any bag that meets any of the following criteria:

Any bag pitched without at least one foot completely inside the pitcher's box at the time of release

- » Must be witnessed and enforced by a Certified Official
- » Penalty: Dead bag and CO Strike

Any bag that was thrown when the player foot fouls

- » Must be witnessed and enforced by a Certified Official
- » Penalty: Dead bag and CO Strike

Any bag not pitched within the 15 second time limit

- » Must be witnessed and enforced by a Certified Official
- » Penalty: Dead bag and CO Strike

A bag pitched from a different pitcher's box than their designated pitcher's box

- » May be enforced by self, or opponent, or Certified Official
- » Penalty: Dead bag

3 **GAMEPLAY RULES**

Any bag that contacted the court or the ground before coming to rest on the playing surface

- » May be enforced by self, or opponent, or Certified Official
- » Penalty: Dead bag

Any bag that comes to rest touching the ground and the board.

- » May be enforced by self, or opponent, or Certified Official
- » Penalty: Dead bag

Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

- » May be enforced by self, or opponent, or Certified Official
- » Penalty: Dead bag

CHAPTER 4: SCORING AND GAMEPLAY FORMATS

4.1 SCORING

Cancellation Scoring

- The approved method of scoring for the sport of cornhole is cancellation scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.

Woody

- Each woody is worth one (1) point

Cornhole

- Each cornhole is worth three (3) points

EXAMPLE:

Red achieves one (1) woody and two (2) cornholes during the frame (7 total pts)

Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total pts)

7 points – 2 points = Red scores 5 points for the frame

4.2 TOURNAMENT FORMATS – TRADITIONAL 21

- The most commonly used format in ACO points earning Divisions
- Singles or Doubles play in which the first player/team to reach or exceed (21) pts at the conclusion of a frame is the winner.
- A player or team is not required to win by (2) pts. They must only reach or exceed (21) pts before their opponent

Singles Play

- Player A competes against Player B.
- Both players stay in their designated lane for the whole game.
- Players start the game at the headboard and will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other cornhole board.

Doubles Play

- Team A competes against Team B
- Each team is composed of two (2) people.
- Each team will stay in their designated lane for the whole game.
- Players at one board will alternate pitching bags until each player has pitched all (4) of their bags.
- Players at the other board will take score and resume pitching back to the other cornhole board.

4.3 TOURNAMENT FORMATS ACO QUADS

- Four (4) players per team
- Individual tournaments may vary: Players may register as two (2) player teams and be matched with another team, or register as a complete four (4) player team. See individual tournament descriptions
- Cancellation scoring
- The first team to reach or exceed (21) pts at the conclusion of a frame is the winner.
- Two (2) teammates toss from each end of the boards, each teammate pitching (2) bags each, in any order

CHAPTER 4: SCORING AND GAMEPLAY FORMATS

4.4 TOURNAMENT FORMATS ACO SKINS

NEW for the ACO-PRO Series during ACO Season 19:

- The first player/team to reach or exceed (7) skins, at the conclusion of a frame is the winner.
- Cancellation scoring
- Each game will be worth a total of thirteen (13) "Skins"
- Each Frame of a game is equal to one (1) Skin
- A player earns a Skin by outscoring their opponent during the given Frame. It doesn't matter if they are outscored by 10 pts or 1pt, the result is winning one (1) Skin.
- If the Frame is a push, then that Skin carries over to the next Frame, and so on
- Example: During Frame #1 of the game, Player 1 and Player 2 "push" the Frame by each throwing 8pts. The Skin from Frame #1 now carries over, making Frame #2 worth two Skins.
- Once one player wins seven (7) Skins, the game is over, that player is the declared winner and advanced to the next round of the bracket
- All remaining Skins of the original 13 will be awarded to the winner

4.5 RECORDING THE SCORE

- No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, a Certified Official will be called to determine the scoring for the frame in question.
- Players are always encouraged to pay close attention to the score. Players are required to update their score on the scoretower/scorepad at the conclusion of each frame. Players may call upon the Certified Official between frames if there is any discrepancy about the correct score.
- When a third party is being used to manage the scoretower/scorepad, it is the responsibility of the player/ team who scores in each frame to call out the score to the scorekeeper. It is the responsibility of the players/teams to ensure the score is represented correctly on the scoretower/scorepad at the conclusion of each frame before moving to the next frame.

5 **CODE OF CONDUCT**

5.1 INTENTIONAL FOULS

- Any foul that is perceived by an observing ACO Certified Official to be “intentional” may be subject to any level of discipline based on the seriousness of the infraction and is at the discretion of the ACO Certified Official.

5.2 DISTRACTING BEHAVIOR

- While in competition, cornhole players should not make disturbing noises or movements that would distract their opponent or other nearby players. Players who feel that there is an issue with player conduct should alert a Certified Official immediately.
- Examples of inappropriate behavior includes:
 - Use of profanity
 - Use of abusive language
 - Use of obscene gestures
 - Flipping or juggling bags
 - Reaching down to pick up bags from the board
 - Making noise during an opponent’s throw
 - Or other types of disturbing noise or movements

5.3 PROCEDURE AND PENALTIES FOR DISTRACTING BEHAVIOR

- If distracting player conduct is witnessed by the opponent, they must call a time-out and notify a Certified Official. The player will not be charged for the time-out.
- A Certified Official will report to the court to observe the game.
- The Certified Official will alert both players as to why they have been called to the court, as a “warning.” If the Certified Official witnesses additional offenses, penalties will be as follows:

1st Strike: The player will receive a “1st Strike”

2nd Strike: The player will receive a “2nd Strike”

3rd Strike: The player forfeits their current match on the third offense

- Any further offense may call for disqualification from the Tournament/Events and Memberships suspension.

NOTE: A Certified Official may also voluntarily officiate the game without a request from players

5.4 SPORTSMANSHIP

- Cornhole players (and spectators) may not indulge in any of the following actions:
 - Heckling
 - Using profanity or abusive language
 - Making obscene gestures
 - Making unwarranted physical contact with other players
 - Or any other type of unsportsmanlike conduct
- Players that exhibit unsportsmanlike conduct toward other players, spectators, or officials will be subject to expulsion from the tournament and from the event site.

5.5 GIVING/RECEIVING PLAYER ADVICE

- It is legal for a teammate or spectator to provide advice on bag position and/or next pitch recommendation.

CODE OF CONDUCT

5.6 AMERICAN CORNHOLE ORGANIZATION VIDEO RELEASE

- By becoming an American Cornhole Organization member or purchasing a ticket or entry to any American Cornhole Organization event; You are giving physical permission to the American Cornhole Organization and its affiliates the rights of your image, and video or still, and of the likeness in sound of your voice as recorded on audio or video tape. Your image may be edited, copied, exhibited, published, or distributed for ANY USE and You waive the right to inspect or approve the finished product. You also waive any right to royalties or other compensation arising or related to the use of your image or recording.

5.7 DRESS CODE

- Players appearing on the livestream in the Finals of an ACO event must wear ACO Approved gear at the discretion of the ACO Certified Official.
- Players may not wear any of the following on livestream:
 - Cut-off sleeves
 - Logos or designs representative of other national cornhole organizations

5.8 ACO PLAYERS' CODE

- I will respect the players, officials, spectators, and families.
- I agree to implement a quality cornhole program that encourages high standards of integrity for all participants and supports ACO standards.
- I agree to make the appropriate decisions that will be in the best interest of all participants and ACO.
- I agree to endorse the principle of due process that protects the rights of all participants.

- I agree to organize, direct, and promote cornhole events that are a direct reflection of American Cornhole Organization's values, policies, and procedures.
- I agree to work with the American Cornhole Organization (ACO) to establish, implement, and support all policies.
- I agree to fulfill my duties to the best of my abilities with honor, respect, integrity, and loyalty.
- I agree to advocate the values of the American Cornhole Organization (ACO) and represent the players, ACO staff, and the public in the highest regards.
- Certified Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm, and controlled manner.
- Certified Officials shall work with each other and their State Ambassadors in a constructive and cooperative manner.
- Officials shall maintain an ethical approach while participating in forums, chat rooms and all forms of social media.
- The Certified Official acknowledges that he/she has read and understands the terms of this Code of Conduct. He/she agrees to conduct him/herself according to the terms of this Code of Conduct. He/she further understands and agrees that if he/she violates the terms within this Code of Conduct, he/she may be suspended or terminated as a result of the penalties imposed for violating this agreement under American Cornhole Organization LLC. policies.

5 **CODE OF CONDUCT**

5.9 ACO PROHIBITED CODE

- American Cornhole Organization may, in our sole and absolute discretion, immediately terminate your membership privileges if we believe that you have engaged, or are engaging in, certain conduct, or have been alleged to have engaged in certain conduct, including, without limitation, conduct involving harassment, discrimination, violence, intimidation, criminal activity or moral turpitude of a nature which, in American Cornhole Organization's sole and absolute discretion, reflects or could reflect unfavorably upon the reputation of American Cornhole Organization.
- Such a termination will be effective immediately and shall be without refund of any membership fees and/or ticket purchase fees.
- In the event of any such termination, American Cornhole Organization will use our best efforts to notify you/the member of such termination.
- No terminated member may participate in any American Cornhole Organization events, nor shall any terminated member identify himself or herself as being a member of or being in any way affiliated with American Cornhole Organization.



GAME ON!

ACO: WE ARE CORNHOLE.



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