7X7 BEAN BAG TOSS RULES
MINNESOTA STATE UNIVERSITY - MOORHEAD INTRAMURAL SPORTS
LAST UPDATED: APRIL 3, 2013

Team Captain’s Meeting
Attendance at the team captain’s meeting is MANDATORY for new captains. The captain’s meeting is also highly recommended for every captain to attend.

Entry Fee
The entry fee of $20/team must be paid at the captain’s meeting. The acceptable forms of payment are cash or checks made out to: MSUM Intramurals. Payments can also be made online at IMLeagues.com via PayPal.

League Schedules
Schedules for league play and playoffs will be done through IMLeagues. Please go to the MSUM Campus Rec website at http://www.msumdragons.com/sports/2012/5/9/Logo.aspx?tab=homepage and click on the IMLeagues hyperlink to access the IMLeagues website.

Forfeit/Default
If you are unable to compete in a contest, please notify the Intramural Director by phone (218.477.2016) by 5pm day of competition. After ten minutes if your team does not show, or you do not have enough players, it will result in a forfeit.

Questions
Please feel free to contact the Intramural Staff with any questions or concerns.

Name  Position  Contact Number
Kari Peterson  Intramural Director  218-477-2016
  Graduate Assistant
  Sports Coordinator

General Procedures
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests. The handbook can be found on the Intramural Sports at website (Insert webpage hyperlink here)

1. Each participant must present a valid MSUM student I.D. to the intramural staff stationed at the check-in desk.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she
participated on. Roster additions are only allowed during the regular season and cannot be made for post-season contests.

3. Each participant must wear appropriate apparel and non-marking athletic footwear.

4. First aid treatment is typically, but not always, available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. All visible jewelry: i.e. earrings, watches, and bracelets etc. must be removed or covered legally prior to participation.

Rules

1. SCORING:
   a. Games will be played to 21.
      • If one team scores 11 points before the other team scores any points, a “Skunk” is declared and the team with 11 wins.
   b. Cancellation scoring:
      • The score from the lower scorer will be subtracted from the score of the higher scorer to determine the score for the inning.
      • Ex. Team A gets 5 points. And Team B gets 3 points. = Team A is awarded 2 points.
      • Only one player/team can score per inning.
   c. Should a player/team go over the score of 21, they will go back to 15. Since that player/team technically scored last, they will throw first in the next inning.

2. GAME SETUP:
   a. Opposing players will take turns throwing bags.
   b. The player/team who scored last will throw first in a new inning.
   c. In 1-on-1 games, both players will start at one board, throwing to the opposite, then walk to the other board, throwing to the original board.
   d. In 2-on-2 team games, teammates will stand by opposite boards and remain there throughout the game.
   e. A player’s foot cannot cross the foul line on the front of the BAGGO board when throwing. If it does, the throw will not count (bag must be removed from board) and the turn will be lost.
   f. A bag that lands in the hole is worth three points. A bag pushed in by an opposing player counts as three points.
   g. A bag that lands on the board is worth one point. A bag must stay on the board throughout the inning to be of value and cannot touch the ground before touching the board.
   h. Players can choose to throw from either side of the board at the beginning of the game, but must stay on that side throughout the game.
   i. When a player is throwing, opponents should refrain from talking and step out of the thrower’s line of sight.
   j. If there is any deliberate distraction or interference on the throw, a re-throw will be allowed.