

WINTER 2020

Apple Valley INDOOR Adult Bean Bag League – Rules and Guidelines

All matches will be played at the Apple Valley Community Center (14603 Hayes Road)

Welcome to the Apple Valley Adult Bean Bag League! We look forward to an excellent first season. Attached you will find your league schedule, rules, and other pertinent league information.

Our hope is that you enjoy your experience participating in our leagues. If you have a comment, question, or concern, please feel free to contact me at any time during the season. Feedback from participants is extremely valuable and new ideas and suggestions are always welcome. Please contact me at lfrey@cityofapplevalley.org or (952-953-2316)

Rosters & Eligibility

1. **Eligibility:** Teams may be composed of two men, two women or a combination of both. There are no special co-rec rules. All participants must be at least 18 years-of-age as of the start of the season.
2. **Roster:** Players must be on the roster prior to playing in their first match. You may have up to 5 players on a roster. Players are only allowed to play on one team. Players may be added to your league roster at any point in the regular season. Email league director with roster changes & questions. **Rosters will be frozen at the completion of the regular season.**

Inclement Weather

1. **Weather line:** Call 952-953-2399 (option 1) after 5:00pm to verify whether games are on as scheduled. Check the weather line frequently if weather is questionable. The Community Center rarely closes most matches will be played as scheduled.

Late Arrivals and Forfeits

1. **Player limit to play:** A team must have two players to start a game; no team shall start short.
2. **Grace period:** A five-minute grace period is allowed only for the first game. After 5 minutes if the 2nd team is not present the team on site is awarded the 1st game (1 pt.), after 10 min. the 2nd point, after 15 minutes that team is awarded the match (3 pts.)
3. **Forfeits:** The team manager is responsible for notifying their opponents as well as League Directors if unable to play a scheduled game. Please do so as soon as you know you will not be able to play to be courteous to the opposing team(s).

PLAYING RULES

League Format

1. **Match length:** A match will consist of three games to 21 or greater regardless of if one team wins or loses the 1st 2 games. If there are time constraints during the third game, & neither of the teams is to a minimum of 11 pts, a tie will be declared for game 3.
2. **Time limit:** There will be a 45 minute time limit per match. If teams are in the middle of a game when the 45 minutes time limit expires, teams shall finish the round of people currently tossing (both ends) and the score will become official (if one team is to at least 11pts.). Any games not started within that time will be considered a tie. Points earned: Win=1 point, Tie= 1/2 point, Loss=0 points. This is per game. So, the total points that one team could accumulate in one **match** is 3 pts.
3. **Reporting scores:** The winning team should report scores to the front desk staff person. There will be a scoresheet posted at the front desk each week of league as well as for the play-offs. This should be done immediately following the completed matches so that the league standings can be kept up-to-date.

Rules

1. Two players per team (doubles). Team partners face each other from opposite boards.
2. Distance measured between Foot Foul Edges: 27 feet.
3. Teams shall flip a coin or play rock-paper-scissors to determine who starts Game one.
4. Opponents alternate tosses until all eight bags are thrown
5. The round is then scored (See Scoring)
6. The last team to score on previous round tosses first
7. Toss again if any interference occurs
8. Opponents may call Foot Foul and the call must be honored
9. The losing team has choice of sides of the boards & will toss 1st for next game.
10. When done for the evening PLEASE put the covers on the boards & place the boards on the far west wall.

Scoring

1. A game is won by the first team to score 21 points or more, or in the case of the match time limit expiring, whichever team is ahead, (a team must be to at least 11 pts for it to be an official game if time expires.) Games can end in a tie.
2. Three points for each bag in the hole.
3. One point for each bag on the board.
4. Score is the difference in the team totals. For example, after 1 round of 8 bags is played:
Team #1 has 1 bag in the hole and 2 bags on the board. $3+2=5$ points
Team #2 has 2 bags on the board. $1+1=2$ points
So after that round it would Team #1 leading 3-0 ($5-2+3$ points). The next round, Team #1 would go first because they were the last team to score.
5. Bags pushed in by an opponent's toss count as normal scoring.
6. If the bag is on the board it counts. The bag can be rolled on, bounced on, or thrown directly onto the board. Lift the board for questionable calls.

Standings & Awards

1. **Final regular-season league standings** determine playoff seeds and are based on:
 - a. Points earned.
 - b. Tie breakers for final standings, in order used: head-to-head competition; a coin flip.
2. **League awards:** Regular-season determines seeds for the playoffs. Regular season 1st & 2nd place teams & playoff champions will receive an award.
3. **Playoffs:** Playoffs will begin the week following the last regular-season games and will be completed in one or two evenings, depending on schedule availability. Players must have played in at least three regular –season matches to be eligible for playoffs. The higher regular-season seed will start each match-up. Based on league play the top 6 teams will play in the upper division play-offs & the bottom 6 teams will play in the lower division play-offs for the intermediate league. All 6 teams will play in 1 bracket for the A division play-offs as well as all 10 teams will play in one play-off bracket for the Recreational division. All 3 play-off champions will receive a team gift card. **The Apple Valley League Director reserves the right to change or add rules at any time to maintain a fair & enjoyable league for all.** 😊

