Game Factors, Time, and Length

1. Each match will consist of the best two out of three games. The first team to score or surpass 21 points will be declared the winner of each game.

2. Each match will have a time limit of 30 minutes. If the time limit expires before the match is completed, a winner will be determined as follows:
   a. The team that is ahead when time expires will be declared the winner of any game that is in progress
   b. If teams are tied in number of games won after two games, then a third game will be played to 11 points

3. The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.

4. Each game is divided into frames of play. A frame consists of one player from each team pitching four bags.

Rules of Play

1. Scoring: Traditional 21-point scoring will be used for each game. This is cancellation scoring, in which opposing players’ frame points cancel one another out. Only points that do not cancel out will count toward the frame score:
   a. The winning team does not need to win by two or more points
   b. If a game is tied at 21 or more at the end of a frame, play continues until one team achieves a higher score at the end of a frame and wins the game
   c. A game may not end in the middle of a frame. If a team pitches first or exceeds 21 points, the game cannot end until the second team pitches all of its bags and the frame is completed

2. Position of Players: Each player's partner is positioned directly across from him or her at the opposite board. Each team has one player throwing from the left and one throwing from the right. Each player will stay completely behind the board when tossing his or her bag. Players on the opposite board will also stay behind their board during each toss.
3. **Delivery of Bags**: Opposing players (one from each team) alternate pitching until all eight bags have been tossed and the frame is completed. Teammates should then call out the score before removing the bags. The remaining two opposing players will then pitch in the same manner to complete the next frame:
   a. The team that scored in the preceding frame will pitch first in the next frame
   b. If neither team scores in a frame, the team that pitched first in the preceding frame will pitch first in the next frame

4. **Scoring Designations**: A toss has the possibility of ending up as an ace or a boarder:
   a. An ace (three points) is a bag thrown through the hole in the board. A bag already resting on the board can be pushed into the hole by other bags and still count as an ace
   b. A boarder (one point) is a bag thrown onto the board that remains resting on the board but not in the hole. Bags that touch the ground before landing on the board will not count. Bags that hang off the board and touch the ground will not count

5. Players will officiate and keep score of their own games. Any protest must be made to the Intramural Sports Manager on duty before another toss occurs.