



# OKLAHOMA CORNHOLE ASSOCIATION LLC

[WWW.OKLAHOMACORNHOLE.COM](http://WWW.OKLAHOMACORNHOLE.COM)

## WELCOME TO THE OKLAHOMA CORNHOLE ASSOCIATION LLC

*Season 24-25!*

*Welcome to Oklahoma Cornhole Association (OCA), the state's largest points system for players in Oklahoma. As a regional or local director, you accept certain responsibilities for your players to participate competitively in the OCA. Once your players become OCA members, they will accumulate points and standings in Oklahoma. The season will begin in October and run through August ending with the championship tournament in the summer of 2025. All events and points will be completed before the championship.*

### OCA REGIONS/ CLUBS

#### OCA SEASONS (located in Scoreholio App)

- All points will be contained in Scoreholio "OCA Seasons." There are 5 divisions offered at each tournament: **Elite**, Advanced, Competitive, Intermediate, Backyard.

#### How to Become a Member

1. Download Scoreholio App on your smart device
2. Create an account if you don't already have one.
3. Make sure your display name is your real first & last name
4. **Register under the seasons tab inside of the Scoreholio App.**

\*Every month memberships will stop on Sunday before a regional and resume after the tournament is over. You can buy membership at the OCA event.

Players who do not pre-register for Regionals by the deadline will incur a late fee. OCA will call for all pre-registered players to check in first. Then we will scan all the late registrations.

SCOREHOLIO RULES- YOU MUST CHANGE YOUR "DISPLAY NAME" IN YOUR SCOREHOLIO PROFILE TO YOUR FIRST AND LAST NAME BEFORE ENTERING A TOURNAMENT. VERY IMPORTANT!!!!!!

## OCA REGIONALS

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### DIVISIONS-

- Backyard
- Intermediate
- Competitive
- Advanced
- Elite

### MEMBERSHIP REQUIRED

Only OCA members can participate in OCA REGIONAL events.

### REGIONAL FORMAT- SINGLES / DOUBLES

- Divisional Rounders + Tier 1 (A) Tier 2(B) Double Elimination Tournament with minimum number of teams/players met.
- **Players are locked in for the weekend. We do NOT bump at Regionals on-the-spot because it causes the player's teammate to find another partner or play up last minute. We feel like this is unfair practice.**
- However, players may be bumped between one tournament to the next based on PPR, Regional Director, and Rules and Regulations Committee.
- **Those who don't pre-register on scoreholio for singles & doubles events will be charged \$10 late fee per event.**

## OCA LOCALS

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- 8 Singles and 8 Doubles will be on the OCA Scorecard.
- Players may participate in **any** local OCA tournaments across the state.
- Players may play in **unlimited** local tournaments. The top 8 singles and doubles results will go into the scorecard.
- Non-OCA members may play in locals but will **NOT receive points**.
- 70% or higher payout
- 6 Player/Team Minimum

## OCA SCORECARD

● 8 REGIONALS (TOP 6 SCORES COUNT TOWARD CUMULATIVE STANDINGS)
● 8 LOCAL SINGLES (TOP 8 SCORES ALL SEASON COUNT TOWARD CUMULATIVE STANDINGS)
● 8 LOCAL DOUBLES (TOP 8 SCORES ALL SEASON COUNT TOWARD CUMULATIVE STANDINGS)
● 1 LEAGUE (ONLY 1 LEAGUE WILL COUNT TOWARD CUMULATIVE STANDINGS)

\*Oklahoma Cup and Weekend of Champions are NOT a part of cumulative points and standings. However, OCA will use the points and standings for seeding and Weekend of Champions requirements.

## ENTRY FEES

<b>REGIONALS (MEMBERS ONLY)</b>	<b>10\$ fee per event if you are not pre registered.</b> *DOUBLES RULE- TEAMS MUST PLAY UP IN THE HIGHEST DIVISION OF THE TWO PLAYERS. EXAMPLE: IF ONE PLAYER IS RANKED COMPETITIVE (ELIGIBLE PPR COMPETITIVE) AND THE OTHER PLAYER IS RANKED ADVANCED (ELIGIBLE PPR ADVANCED), THE TEAM CAN ONLY PLAY ADVANCED.
<b>Per event</b>	
<b>ELITE SINGLES</b>	
<b>\$60</b> <b>(will play w/advanced for doubles)</b>	
<b>ADVANCED SINGLES &amp; DOUBLES</b>	
<b>\$45</b>	
<b>COMPETITIVE SINGLES &amp; DOUBLES</b>	
<b>\$40</b>	
<b>INTERMEDIATE SINGLES &amp; DOUBLES</b>	
<b>\$35</b>	
<b>BACKYARD SINGLES &amp; DOUBLES</b>	
<b>\$30</b>	

## MEMBERSHIPS

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- OCA Memberships for Oklahoma residents cost \$40.
- Sign up for membership under the season tabs in the scoreholio app.
- Must be a member of OCA to participate in OCA REGIONALS, CUP, AND Championship events.
- Out-of-state players may purchase an OCA membership for **\$40, same price**, and must follow all requirements regarding ppr, new profiles, etc.
- A membership entitles the player to points for the “OCA Season 24-25” beginning the day the membership is purchased at a regional or from a director.
- **NO MEMBERSHIP MONEY MAY BE GIVEN TO A REGIONAL DIRECTOR A WEEK BEFORE A REGIONAL. WAIT AND PAY FOR THE MEMBERSHIP AT THE TOURNAMENT.**
- Everyone must be a member to play at OCA Regionals.
- Players can buy memberships from their regional director. Each director will have a Membership Tournament in Scoreholio with list of all paid members.

## BUMPS

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\*Podium Points Table \*

Placement	1st	2nd	3rd
Singles Points	3	2	1
Doubles Points	1.5	1	.5

Division	Advanced	Competitive	Intermediate	Backyard
Points Limit	9	8	7	6

- **AUTO BUMP-** A player that places “in the money” **3 TIMES** in a season at a regional IN THE A BRACKET will be auto-bumped. This may be singles or doubles or any combination of both. (THE BUMP WILL TRUMP THE PPR RANGE SET IN OCA.)
- ONCE THE PLAYER MOVES UP, THEY MUST PLAY IN AT LEAST 2 MORE TOURNAMENTS AND FINISH 0-2 BEFORE A PETITION TO DROP CAN BE SUBMITTED TO THE RULES AND REGULATIONS COMMITTEE AND DIRECTORS.
- **SELF BUMP-** AT TIMES OCA RECOGNIZES PLAYERS WHO ARE HIGHLY SKILLED IN THEIR CURRENT DIVISION. WE MAY REACH OUT TO DISCUSS A SELF BUMP. OCA WORKS HARD TO GET ALL PLAYERS WHERE THEY NEED TO BE. THE PLAYER DOES NOT HAVE TO ACCEPT A SELF BUMP. ONCE THE PLAYER MOVES UP, THEY MUST PLAY IN AT LEAST 2 MORE TOURNAMENTS AND FINISH 0-2 BEFORE A PETITION TO DROP CAN BE SUBMITTED TO RULES AND REGULATIONS COMMITTEE AND DIRECTORS.
- **PETITION TO DROP-** must be submitted and approved one month prior to a regional. OCA TEAM AND RULES AND REG COMMITTEE WILL NEED TO BE INFORMED AND APPROVE.

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*Sandbagging kills the spirit of new throwers who might have otherwise loved the game. We stand to lose players in the lower divisions if sandbagging occurs. We will always encourage self-bumps to players who are outplaying their competition consistently. PPR ranges should help the sandbagging situation. OCA will use the 120-day average ppr range with 75% of games within the last 30 days tracked. Otherwise, the player will need to play at or above the OCA ranking or at level the regional director approves.*

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### SCOREMAGIC

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Scoremagic is 100% required at ALL OCA events. <https://scoreholio.com/scoremagic/>  
An average PPR must meet the following criteria: 75% of games must be bag tracked within the last 30 days for OCA to use PPR. Otherwise the player will play up in the next highest division or play at current OCA ranking.

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### PPR RANGES

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\*Disclaimer- OCA reserves the right to adjust (PPR) ranges after season has begun using data from regionals.

BACKYARD	5.8 & BELOW
INTERMEDIATE	5.81-6.90
COMPETITIVE	6.91-7.90
ADVANCED	7.91-8.60
ELITE	8.61-UP

- PPR RANGES WILL DETERMINE THE DIVISION THE PLAYER IS ELIGIBLE TO PARTICIPATE AT EACH REGIONAL ONCE THE PLAYER HAS 75% OF GAMES WITHIN THE LAST 30 DAYS TRACKED. \*OCA USES THE 120 DAY AVERAGE PPR RANGE.
- PLAYERS WHO DO NOT MEET THE PPR REQUIREMENTS WILL PLAY IN THE DIVISION OCA HAS SET FOR THE PLAYER.

## PLAYER SKILL LEVEL

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OCA uses a 120 average (PPR) range. 75% of games within the last 30 days must be tracked using Scoremagic.

**Elite (E)** - The player averages 8.61 - UP (PPR) Elite is considered any player that has been a pro in the previous 3 years or competes as a pro in any other organized cornhole organization. Elite exception can be made based on injury or extended illness only.

**Advanced (A)**- This player will compete against anyone. The player can execute a slide bag, block bag, flop, roll, cut, and airmail when called for in a game. The player will step out using the entire box to throw around a block bag. The player understands game strategy and likely plays and practices on a regular basis. The player averages 7.91-8.60 (PPR).

**Competitive (C)**- The player can execute a slide bag, block bag, and airmail but may struggle with consistency. The player understands the strategy of the game. The player may dominate another player one game and then struggle in the next. The player is concerned with playing competitors that are better than them in order to increase their skill. The player seeks every opportunity to play and advance their game. The "C" players may be divided into a "high C+" category and "low C" category. The high C+ player may try to play at an advanced level to try and increase their skill. The low C player should play in competitive events. The player averages 6.91-7.90 (PPR).

**Intermediate (I)**- The player attempts a slide bag, block bag, and airmail but cannot completely use the skill when needed in a challenge or game. The player may be consistent using 1 or 2 of the skills but not all 3. The player is starting to develop some consistency with skills such as the block, slide, and airmail. The player has a basic understanding of game strategy but has not mastered the different skills. The "I" players may be divided into a "high I+" category and "low I" category. The high I+ player may try to play at a competitive level to try and increase their skill. The low I player should play in intermediate events. The player averages 5.81-6.90 (PPR).

**Backyard (B)** - The player can make all 4 bags on the board or occasionally throw 1 bag in the hole. The player will at times throw a bag or two off the board with a lot of inconsistency. The player struggles to use skills and is mostly trying to get the bags on the board. The "B" players may be divided into a "high B+" category and "low B" category. The high B+ player may try to play at an intermediate level to try and increase their skill. The player averages 5.8 & below (PPR).

## BAG POLICY

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*PLAYERS MAY PLAY WITH REGULATION BAGS THAT WEIGH 15.5 OZ-16.25. PLAYERS WHO THROW WITH MANIPULATED BAGS SUCH AS ADDING ANY KIND OF GREASE OR ADDED FOREIGN SUBSTANCE FOR ENHANCEMENT OF PLAY WILL FORFEIT THE TOURNAMENT. HOMEMADE BAGS AND CORN BAGS ARE NOT ALLOWED. PLAYER HAS THE RIGHT TO INSPECT THE OPPONENT'S BAGS BEFORE MATCH HAS BEGUN. ALL BAG CHALLENGES MUST BE MADE BEFORE THE GAME BEGINS AND FIRST BAG IS THROWN. PLAYERS WITH MODIFIED BAGS RISK LOSING PRIZE MONEY PAYOUTS. BAGS THAT GET WET MAY BE SWITCHED OUT FOR AN ENTIRE NEW SET OF BAGS IF BOTH TEAMS/PLAYERS AGREE.*

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## GAME RULES

**Coin Flip/ Bag spin on board. Seam decides. -Singles-**the winner gets to throw first or choose a side.

**Coin Flip/ Bag spin on board. Seam decides. -Doubles-** the winners get first bags and sides or match up.

In all two out of three matches, the team who wins the coin flip will choose sides and first bags or match up. The second game, the team that loses the coin flip will get sides and first bags or match up. Match up means the winners of the coin flip choose the players they want to throw bags against. The other team will get sides and first bags if this option is taken.

In singles games, the player who wins the coin flip will choose sides or first bags.

Cancellation ruling- points cancel, no bust rules.

Singles Events are one game in the winners and one game in the losers (cancellation ruling).

In the case of emergency time issues and the venue is going to close, the tournament director may either change the format to place time limits on games and matches and also switch the format to race to 15 (all points count) or continue with cancellation ruling but first team to 15 wins to speed up timing or move to the following day.

If a player throws out of turn, the bag is removed, and no points are counted. The opponent will throw 2 bags in a row.

Bracket finals- Best of 1 Format- if the team/ player from the loser's side wins the first game it forces another best of 1 with a new coin flip. If the team/player from the winning side wins the first game in the winner's final; the final is over, and the team/player wins the tournament.

If a foul bag has caused other bags to be moved or pushed in the hole, the foul bag will not count, and the bags will be moved to the original spot.

If a player cannot finish the game, the opponent gets an automatic win and the player forfeits. Player will get the rest of points to 21 for the win.

Time outs-During a singles game, each player is allowed two 90 sec. time outs. In a doubles game, each team is allowed **two 45 sec. time outs**. Any Crew cup format will be allowed the same timeouts as doubles two 45-second timeouts. Any bags still in play, must be left on board and both players may walk to look at the board and bags or discuss strategy. At no point may the bags be touched or picked up during the timeout. If any bags are moved or touched the offending team or person who touches the bags, forfeits all remaining bags left in hands. The non-offending team tallies an automatic 12 points no matter what is showing on the board to be canceled out against the opponent's points. To be clear, the 12 is canceled by any points the opponent has on the board.

Bag Sweep-Bags that are stacked under the hole may cause a bag to sit or hang inside the hole on top of the bags. A sweep by the director or another player may occur without disturbing or touching the hanging bag. If the bag does not fall after the sweep, the bag counts as 1 point. If it falls, the bag counts as 3 points.

After a round is thrown, typically the bags are touched 3 seconds after. If a bag is about to fall in the hole, the players will wait 3 seconds and then grab bags and count points.

Step-out-When pitching a bag, a player must have at least part of one foot inside the pitcher's box and not cross the foul line.

\*Any bag removed from the board or touched before scoring has been agreed, the offending team who touches the bags forfeits all remaining bags left in hands are dead bags worth no points and tallies the score of just the bags thrown before the foul was reported. The non-offending team tallies an automatic 12 points no matter what is showing on the board to be canceled out against the opponent's points.

Foul:

Bag that hits the ground first does not count. If a bag is hanging off the board and is touching the ground, the bag does not count toward points.

A player that steps over the foul line before the bag is pitched is a toe foul. The bag cannot be counted as points. Make sure the toes are not crossing the front of the boards **before the bag is pitched**. Points are added in favor of the opponent and no points are awarded to the offender. The bag is removed from the board.

A step after the bag is thrown is highly controversial. It is a foul if the step is after the bag is pitched. The player will remain in his or her lane and will not step over into the opponent's lane. A warning is typically given before the rule becomes enforced as a courtesy to the player. If the issue is not fixed after the warning, the player will forfeit points made from the pitched bag and the opponent will earn points resulting in the bag thrown. Offending player's bag will be removed with no points scored for that round. An OCA official may be requested to supervise the match at a player's discretion.

A player must stay inside the pitcher's box to throw a bag or have one foot inside. The player must deliver bag within a 20 second time limit.

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## PROFILES IN SCOREHOLIO/ RULES/ PROCEDURES

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### DO NOT RECREATE PROFILES

- **PLAYERS MUST USE THE SCOREHOLIO 'LIVE CHAT' AND WORK DIRECTLY WITH THEM TO SOLVE THE PROBLEM.**
- **IF THERE ARE NO OTHER OPTIONS AND "LIVE CHAT" DID NOT WORK, REACH OUT TO JAMES BRANTLEY.**
- **James Brantley and Regional Directors may approve a new profile.**

***THERE ARE HARSH PENALTIES ATTACHED TO THE BREAKING OF THIS PROCEDURE.***



## **RULES FOR RECREATING PROFILES WITHOUT FOLLOWING THE PROCEDURE**

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If caught with a recreated profile without prior approval and the player did not follow the procedure, the player will forfeit for the rest of singles with **no refund**.

The player can still play in doubles but in the **next highest division** with his/her partner.

## **RULES FOR MANIPULATING YOUR PPR**

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**Tampering with accounts or manipulating the system if caught during the tournament will result in forfeit immediately if in singles.** The player will be required to play in the **next highest division** until the 120 average PPR with 75% of games within the last 30 days is met.

**If caught during doubles, the doubles team will forfeit the remainder of the tournament with a refund to the player's partner only.** The player will be required to play in the next highest division until the 120 average PPR with 75% of games within the last 30 days is met.

## **OKLAHOMA CORNHOLE CHAMPIONSHIP**

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- Calcutta silent auction will be offered at the Weekend of Champions Tournament with possibility of live auction if time permits.
- Trophies Galore!
- **Top 5 in each division jerseys are white with player's number/division.** Other players may buy an Oklahoma Cornhole Association jersey with the same design but without the number and a different color.

### SEASON RECOGNITIONS AT Weekend of Champions Tournament

- **Top 5 players in each Division** will earn a chance to buy specialty jersey.
- players of the year will go to the top female and male with the highest points in OCA.
- The top 2 finishers in each division will be eligible for ALL STAR trophies
- Regional directors will choose 2 Rising Stars to earn trophies
- Players will be boosted to **GOLD VIP** status for attending all **8** regionals, **plus 16 locals (8 singles 8 doubles) and 1 league.**
- **Bronze** VIP shall be awarded to all players who have filled their scorecard by attending **6** regionals and playing in **16 locals (8 singles 8 doubles)** as well as **1 league.**
- Only these players will be offered end of season perks.
- The regional directors will earn end of season perks and recognition.

## OCA POINTS BREAKDOWN

### Round Robin

The points you score within your round robin rounds will be added to your scorecard the max you can score is 84 points (4 RR x 21 points)

### Tier A Bracket

ELITE		ADVANCED		COMPETITIVE		INTERMEDIATE		BACKYARD	
1st	100	1st	100	1st	100	1st	100	1st	100
2nd	95	2nd	95	2nd	95	2nd	95	2nd	95
3rd	90	3rd	90	3rd	90	3rd	90	3rd	90
4th	85	4th	85	4th	85	4th	85	4th	85
5th-6th	80	5th-6th	80	5th-6th	80	5th-6th	80	5th-6th	80
7th-8th	75	7th-8th	75	7th-8th	75	7th-8th	75	7th-8th	75
9th-12th	70	9th-12th	70	9th-12th	70	9th-12th	70	9th-12th	70
13th-16th	65	13th-16th	65	13th-16th	65	13th-16th	65	13th-16th	65
17th-24th	60	17th-24th	60	17th-24th	60	17th-24th	60	17th-24th	60
25th-32nd	55	25th-32nd	55	25th-32nd	55	25th-32nd	55	25th-32nd	55
33rd+	50	33rd+	50	33rd+	50	33rd+	50	33rd+	50

### Tier B Bracket

ELITE		ADVANCED		COMPETITIVE		INTERMEDIATE		BACKYARD	
1st	75	1st	75	1st	75	1st	75	1st	75
2nd	70	2nd	70	2nd	70	2nd	70	2nd	70
3rd	65	3rd	65	3rd	65	3rd	65	3rd	65
4th	60	4th	60	4th	60	4th	60	4th	60
5th-6th	55	5th-6th	55	5th-6th	55	5th-6th	55	5th-6th	55
7th-8th	50	7th-8th	50	7th-8th	50	7th-8th	50	7th-8th	50
9th-12th	45	9th-12th	45	9th-12th	45	9th-12th	45	9th-12th	45
13th-16th	40	13th-16th	40	13th-16th	40	13th-16th	40	13th-16th	40
17th-24th	35	17th-24th	35	17th-24th	35	17th-24th	35	17th-24th	35
25th-32nd	30	25th-32nd	30	25th-32nd	30	25th-32nd	30	25th-32nd	30
33rd+	35	33rd+	35	33rd+	35	33rd+	35	33rd - 48th	35

Locals		Upper Leagues Brackets		Lower Leagues Brackets	
1st	50	1st	200	1st	100
2nd	45	2nd	190	2nd	90
3rd	40	3rd	180	3rd	80
4th	35	4th	170	4th	70
5th-6th	30	5th-6th	160	5th-6th	60
7th-8th	25	7th-8th	150	7th-8th	50
9th-12th	20	9th-12th	140	9th-12th	40
13th-16th	15	13th-16th	130	13th-16th	30
17th-24th	10	17th-24th	120	17th-24th	20
25th-32nd	5	25th-32nd	110	25th-32nd	10
33rd+	5	33rd+	100	33rd+	5
		16 or less Players		17 or More Players	

## PLAYER CODE OF CONDUCT

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- Player will not disrupt another player's pitch with obvious intent. Results in a forfeit of game.
- Player may not interfere with an opponent's bag during the flight path. Results the rest of the player's bags are forfeited for the remainder of the round. The player gets to re-pitch the bag.
- Yelling or movements that are distracting to the opposing team is not permitted. Warning will be issued. The player is disqualified for the rest of the tournament if the behavior continues to disrupt the game.
- Coaching on the sidelines is not permitted.
- Spectators may not give strategic advice.
- In doubles, the partner is the only one that may coach the partner.

SOCIAL MEDIA OCA RULE- derogatory comments, pictures, distorted information, etc. of OCA owners, regional directors, players, OCA families will result in the following:

Warning to remove comment, post, picture, thread etc. immediately.

- If not taken down immediately, suspension for 2 upcoming regional events and block on OCA social media pages, groups etc.
- 2<sup>nd</sup> Time Social Media bashing of OCA owners, regional directors, players, OCA families... suspension for **half** the season.
- 3<sup>rd</sup> Time "" suspension for **entire** season.

*The owners and/or the OCA regional directors group reserves the right to deem any behavior inappropriate if it harms the integrity of the game or the reputation of their region or OCA business either at a tournament or on social media. The player may have to forfeit the game, be disqualified from a tournament, be placed on suspension, or banned from OCA for the entire season. A player that has already been reprimanded or suspended will be banned if the same problem continues to happen.*

**ANY OCA PLAYER OR TEAM MEMBER PARTICIPATING IN THE FOLLOWING ACTIONS WILL BE ASKED TO LEAVE THE TOURNAMENT IMMEDIATELY WITH FORFEITURE OF MONEY FOR THE REMAINDER OF THE TOURNAMENT:**

**JUST DON'T DO IT RULES: PROHIBITED!!!**

- \*FIGHTING
- \*CHILDREN IN GAMBLING AREA
- \*CHILDREN IN BAR AREA
- \*PLAYERS SHAVING HEADS
- \*PLAYERS WITHOUT SHIRTS
- \*BRINGING IN ALCOHOLIC BEVERAGES OR BEER NOT PURCHASED AT THE TOURNAMENT
- \*NO OUTSIDE CUPS AT OCA TOURNAMENTS UNLESS BYOB

- \*TAKING ALCOHOL OUTSIDE THE VENUE (THIS IS A LAW.)
- \*USING TOURNAMENT MICROPHONES WITHOUT APPROVAL
- \*CUSSING AT VENUE STAFF AND BAR STAFF
- \*CUSSING AT THE OCA OWNERS, TEAM, REGIONAL DIRECTORS
- \*ENTERING AND EXITING DOORS THAT ARE PROHIBITED
- \*SMOKING/VAPING IN UNAUTHORIZED PLACES

\*Our venues are important to us, and we want to build strong business relationships that will last from year to year. We want to be known for integrity and respect. We want to keep the venue clean of trash and debris on the floor. We want our players to be honorable with their words and actions. Unfortunately, every single one of the things listed above has happened. We will NOT allow any of this to happen this season. We need everyone to pull together and help us spread the word regarding these rules, so everyone knows.

***Thank you for being a part of the Oklahoma Cornhole Association (OCA) SEASON 23-24!***



**OKLAHOMA CORNHOLE ASSOCIATION**