



Spencer Makenzie Throwdown 2021

Hosted by the California Cornhole Association powered by Scoreholio

FRIDAY- CHECK-IN DAY

- Check-In Friday 11am to 9pm.
- All players/teams MUST Check-In/Scan in on Friday by *9pm.
- All players/teams must match the Main Registered Roster and stay the same both days of event.
- Registered players/teams MUST play all assigned games on both days of the event.
- The main check-in tent is where you will find which group/court you were randomly assigned to.
- Once you know what group/court you are on you will go to the corresponding check-in station to scan into the tournament.
- Every Player in the Throw Down must have the Scoreholio app downloaded to their phone and use it to check in to the main tournament.
- Every Player MUST have their full name listed in the Scoreholio app. No Emoji's or symbols.

SCOREHOLIO:

To download Scoreholio:

- Open the app store on your phone
- Search for "Scoreholio" and download it
- When prompted ALLOW NOTIFICATIONS
- Go to Green Player Button
- Type in your name and email
- Click Generate QR
- Bring QR to check-in station
- If you already have the Scoreholio App downloaded to your phone, be sure prior to the event that you have allowed Scoreholio to send you push notifications.

Check-In AND Round Robin (Saturday) Score Reporting Stations:

CHECK-IN STATION	COURTS	ROUND ROBIN REPORTING STATION
1	1-16	1
2	17-32	2
3	33-48	3
4	49-65	4
5	66-81	5
6	82-98	6
7	99-114	7
8	115-128	8

SATURDAY- Round Robin Day

- Starts at 11:00 am
- 128 courts will be used- Every court will have corresponding group of 8 teams on it.
- If you are assigned to group 10, you will play on court 10. If you are in group 50, you play on court 50.
- Every 16 courts will have a reporting station **central to its location** with staff manager and additional staff to monitor and manually enter scores. See reporting stations above.

Of the 8 teams in every group, the top 3 teams will go to A bracket, the next 3 teams go to B bracket and bottom 2 teams go to C bracket.

Seeding for Bracket is based on → **1. W/L 2. Total Points 3. Point Differential**

Note - In the case of a tie in all the above areas we will refer to the previous head-to-head game for the results. The winning team of that previous head-to-head match will be placed in the higher position.

KNOW WHEN YOU ARE UP AND STAY CLOSE:

- Stay close to your round robin group and court throughout the entire day.
- The **UP Next** feature within Scoreholio will be active during Round Robin play. You will have the ability to see when you are up next on the court. **There are no EXCUSES to miss your game.**
- Scoreholio will send you a notification when you are up **AND** it is still the responsibility of each team to monitor when they are up during round robin play and report to the court in a timely fashion.
- If a team is up and they do not report to the court, the opposing team will wait 3-5 minutes and then let the station manager know. The station manager will send one extra phone notification to the team. If the team is not there within 5 minutes from that second notification, then it is an automatic loss for the No Show team of 21-0- NO EXCEPTIONS!

REPORTING SCORES:

- Scores for each RR game will be manually kept on scorestands.
- The winning team after each game will be responsible for promptly reporting the full game score to their Station Manager. See reporting stations above.
- Scores **MUST** be reported as follows:
 - **“On Court 3, Team OVC won against Team CCA 21 to 18”**
 - The station Manager will then repeat it back to confirm prior to submitting.
 - The losing team is also responsible to check Scoreholio to be sure the score was reported accurately.
- You **MUST** report an **ACCURATE** losing team score- so take your time and be sure you have it right.
- Any discrepancy in scores is to be brought immediately to the Station Manager. The discrepancy will be logged, reviewed and then if determined to be an error, will be corrected.
- It is **BEST Practice** to have both teams come to the station if there was any type of data entry error.

SUNDAY- Bracket Day

- Starts at 9:00am
- There will be three Tournament Centrals: A, B and C
- All games will be manually scored, and the winning team will report scores to Tournament Central.
- On bracket day each regular seeded double elimination tournament will play out ONLY to the final 8 spots. Once the Final 8 are determined the bracket is then closed and the final 8 teams from each tournament move to the Championship full double elimination bracket.

A Bracket- 384 Team Double Elimination

Utilizes courts 1-60

- Breaks into six 64 team DE Bracket.

Tournament	A1	A2	A3	A4	A5	A6
# of Teams	64	64	64	64	64	64
Courts	1-10	11-20	21-30	31-40	41-50	51-60

Final 8 teams from each bracket move to a seeded double elimination A Championship Bracket. At this time, each player advancing to the Championship bracket will have their ID checked.

B Bracket – 384 Team Double Elimination

Utilizes Courts 61-120

- Breaks into six 64 team DE Bracket.

Tournament	B1	B2	B3	B4	B5	B6
# of Teams	64	64	64	64	64	64
Courts	61-70	71-80	81-90	91-100	101-110	111-120

Final 8 teams from each breakout bracket move to a seeded double elimination B Championship Bracket. At this time, each player advancing to the Championship bracket will have their ID checked.

C Bracket – 256 Team Double Elimination

Utilizes courts 121-160

- Breaks into four 64 team DE brackets

Tournament	C1	C2	C3	C4
# of Teams	64	64	64	64
Courts	121-130	131-140	141-150	151-160

Final 8 Teams from each bracket move to a seeded double elimination C Championship Bracket. At this time, each player advancing to the Championship bracket will have their ID checked.

***ODDS-N-ENDS:**

- If there is a **valid** reason you cannot check-in Friday, we will be able to check you in Saturday morning between 9am-10am.
- Teams must make it into the Championship bracket to qualify for the NorCal, SoCal & Ventura extra payouts.

HIGHLIGHTED RULES:

- **In doubles play you must pick your match ups and go to your ends before the spin/toss.** The spin/toss will be made by the team members that have the bags on their end. **It is up to each team to decide what end their players toss from before the spin/toss.** If no decision can be made on match ups, then another spin/coin flip may be needed. **Players cannot switch ends after the spin/toss.**
- The player/team that wins the spin/toss will choose either to go first or which lane they will throw from. If you chose to go first the other team chooses sides. If you choose to pick sides, then the other team goes first.
- If a team touches a fair bag before all the bags are thrown this is now a dead inning. Game play must stop. The team that touched the bags is now penalized. The inning is now scored 12 points minus the offending team's bags on the board and in the hole is awarded to their opponent. Players may not hide bags to coerce the other team into grabbing bags prematurely. **Any player caught hiding their bags risk forfeiture of the game.** The decision will be made by the tournament director at their discretion.
- **The player tossing a bag must have any grounded foot or stride start in the pitcher's box.** If a grounded foot is outside of the pitcher's box anytime during the players stride or toss it will be a foul bag and removed from the playing surface. Players may stride over the players box if their bag is released before a foot contacts the ground.
- If the ability to mark out the pitcher's box is not available players should step off the allotted 3' before they toss when stepping out and confirm the distance with the opposing team member on their end before the toss is made.

PROTEST:

- If a player wants to make a protest or a foul has occurred, the player calling the foul must call time and make the protest/call to the players in his game. If there cannot be an agreement on the rule called and its outcome, then a certified official must be called to the protest. **If a bag from the player/team that is protesting has been tossed after the problem occurs there can be no protest.** A certified CCA official has the final say on the protest outcome.

It is the responsibility of every player to know and abide by the full CCA rules for this tournament listed on the CCA website. For full CCA Rules please visit- www.calcornhole.com/rules

The 2021 Throwdown will be run exclusively on the Scoreholio App and will follow CCA Rules!