

NCTA INTRAMURALS

LADDER GOLF RULES

The object of the game:

To wrap bolas around the steps of the ladder. A bola is 2 golf balls attached by a nylon rope. Each player/team gets 3 bolas.

Etiquette:

Contestants should make as many remarks, sounds or movements as possible during play in order to distract the opponent's during play. Touching the player during tossing is never allowed. In the course of play no contestant is to walk to the ladder prior to completion of the current round of play.

Tournament Set-up:

1. Players are randomly placed by the Intramural personnel on the tournament bracket. The player listed on the top of the bracket will start the first round.
2. Teams will make arrangements with the other team for a time that they will play on the day they are assigned to play.
3. Supplies can be checked out and returned to the Residence Life Office in Aggie West.
4. The winner will be reported the Student Activities Coordinator

Game Play:

5. Games are played to an exact point total of 21. In order to win, a player/team must be the only one to score exactly 21 points after the completion of a round. If a player goes over the exact point total, that player's points for that round do not count. In the case of a tie, the players that tie will play as many overtime rounds as needed until one player ends a complete round 2 points ahead of the other player. The 2 point rule only applies in overtime rounds.
6. A round consists of each player tossing 3 bolas. The first player must toss all 3 bolas before the next player is able to toss his or her bolas.
7. Toss line is 25 ft. away from the ladder and is the width of the ladder. Never step past the line during game play, if a player does it is called a foul and voids the toss.
8. Bolas can be tossed in any way the player chooses, even bounced off the ground if the player prefers, as long as they are tossed individually and underhand. The winner of the round earns the first toss in the next round.

9. Scoring: After both players have tossed all their bolas, scoring is determined by the bolas still hanging from the steps. Players can knock-off bolas during the course of the game, in fact knocking-off other players bolas is encouraged and a good way to play defensively. Bolas that have been knocked off during play do not count as points.
10. Points: The top step is worth 3 points, the middle step is 2 points and the bottom step is 1 point. Bonus point: Players can score a bonus of 1 point by hanging all 3 bolas from the same step or by hanging a bola on all 3 steps in one round. The highest amount of points a player can receive is 10.
11. Team play: Players alternate turns with teammates. Two players on opposite teams would be by one ladder and the other two opposing players would be by the other ladder. One side would toss all bolas and the other side would toss them back during the next round.