## Ladder Golf Updated: June 14, 2021

## 1. Playing Court and Equipment

- a. The ladder consists of 3 steps, a top, middle and bottom step.
- b. Prior to the start of the game a line must be set 15 feet between the two ladders, this the toss line.

## 2. Players and Equipment

- All participants must present their valid University of Wyoming ID card to enter the facility.
- b. Teams will consist of 2 or more players or teams.
- c. No Jewelry This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case, it must be taped down. If you refuse to remove your jewelry, you will not be allowed to participate. Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed. If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started.
- d. It is recommended that participants wear closed-toe shoes in order to prevent injury.
- e. No hats are to be worn during competition.
- f. Each player has 3 golf ball bolas
- 3. Starting the Game: A coin toss is used to decide which player or team will toss first. The first player must toss all 3 bolas before the next player is able to toss his or her bolas.
- **4. Scoring:** Top Rung: 3 points, Middle Rung: 2 points, Bottom Rung: 1 point
- 5. The Game: Game time is start time. Ladder golf is played in rounds, each round consists of all players tossing 3 bolas. Bolas can be tossed in anyway the player chooses, as long as they are tossed individually and can be bounced off the ground. The winner of the round earns the first toss in the next round. The game is played to an exact point total of 21. In order to win, a player 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 players points for the round do not count.
  - a. **Ex.** A player with 18 points needs 3 points to win. If that player goes has 5 points hanging on the ladder after all players have tossed all strands, none of those points count and the player will enter the next round with 18 points again needing 3 points.
- **6. Tiebreaker:** The players that tie will play as sudden-death overtime until one player ends a complete round 2 points ahead of the other player. During regular play any player can win as long as that player is the only one to score 21 points at the end of the round, regardless of how many points any other player has.
- 7. **Sportsmanship:** Teams must maintain a Sportsmanship Rating of 2.0 or better to remain in the bracket. No player, participant, substitute, or spectator shall act in a manner that is seen as poor sportsmanship by an official. Examples of poor sportsmanship include but are not limited to

insulting language or gestures, or disrespectfully addressing an official, or the opposing teams' participants. The penalty for unsportsmanlike conduct shall be an indirect free kick. If the conduct is flagrant, an immediate disqualification will occur. A team is responsible for the actions of all members and spectators directly related to the team before, during, and after the game. Any individual that is involved in any type of physical altercation or flagrant unsportsmanlike conduct may be automatically suspended along with the entire team. Sportsmanship ratings will be assessed after each game.

**8. Protests:** All contest protests must be made immediately before the next round following the incident. The protest is made to the supervisor onsite and the supervisor will make the final decision. Once play has resumed following a protest, the protest is complete.

\*The Intramural Sports Staff reserves the right to stop any game whenever such stoppage is in the best interest of all players, their safety, and the goals of the program. The Intramural Sports Supervisor Staff reserves the right to change or make any calls during games when necessary. The Intramural Sports Staff reserves the right to combine divisions and move teams to another classification for tournament competition.