



NU Intramural Sports

Ladder Golf

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. The front of the ladder frames will be positioned 25 feet apart.
2. The game begins with a coin flip to determine which team begins in the first round. In all subsequent rounds, the first team will be the last team to score.
3. One player from each team will stand next to each ladder.
4. During each round, one (1) player from each team will toss three (3) bolos. Teams alternate tossing until both players have thrown his/her bolos. Once the points are tallied, the bolos will be passed to the other team member.
5. Players cannot step in front of the ladder while tossing.
6. Points are scored with each bolo that lands on a rung. If a bolo wraps around two rungs, points are scored for both rungs. If a player lands all three (3) bolos on one rung, an extra one (1) point is awarded.
7. One (1), two (2), or three (3) points are awarded for the bottom, middle, and top rungs, respectively. Bolos that bounce off the ground or miss the ladder will not be scored.
8. To win, a team must score exactly 21 points. If a round would put a team over 21 points, that round's score will not be used.