

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL LADDER BALL RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of one (1) player.
3. Players will be responsible for contacting their opponent to set up a match time. Contact will be made through IMLeagues.
4. The playing field will consist of 2 ladder ball ladders, 15 ft. apart from each other.
5. The first person to 21 will win the game.
6. A coin flip will be used to determine who goes first.
7. Each participant will have three bolas to throw. When throwing the bola, the participants will throw in an alternating order.
8. Bolas must land and stay on a rung to receive points:
  - Bottom Rung 1 point
  - Middle Rung 2 points
  - Top Rung 3 points
9. Bolas that hit the ground and then attach to a run are legal.
10. Bolas that completely miss the ladder will score zero points.
11. Points will cancel each other out. Example: Participant 1 has 2 bolas on the second rung for a total of 4 points. Participant 2 has 1 bola on the second rung for a total of 2 points. Participant 1 would then receive 2 points.
12. Results must be emailed to [getfit@washburn.edu](mailto:getfit@washburn.edu) within 24 hours of match being complete. Failure to do so may result in both teams forfeiting the match.

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