

## LADDER BALL RULES

- 2 teams with 2 players on each team
- Ladder Ball will be a best of 3 series. Meaning, the first team to win 2 games advances to the next round
  - Games 1 and 2 will be played to 21 points (no two-point rule)
  - Game 3, if needed, will be played to 15 points
- Teammates will stand at opposite ladders during game play
- A coin toss will determine who throws first for game 1
  - Turn order will alternate for game 2
  - A coin toss will be used in the event of a game 3
- Each player has three bolas and must throw all three of their bolas before another player can go.
- The goal is get the bolas to catch on one of the rungs, the top rung is worth three points, second is worth two and the bottom rung in worth one point.
- There is no set way to throw a bola, therefore a player may toss anyway he/she likes and can even bounce a bola on the ground.
- The player with the most points at the end of the round gets to throw first the next round.
- After a round is played, points are totaled. Whichever bolas are still hanging are awarded points.
- It is okay, encouraged even, to knock the bolas of other players off the rungs; in that case, those bolas do not count as points.
- The first player to get to 21 points exactly is the winner. If a player goes over 21 points, the points they earned during that round do not count.
- This will be a rally-scoring system (like Kan Jam.) Meaning, points do not cancel each other out. All points score and are added to a team's total score at the end of each round.
- In the event of a tie, both teams will have another turn and the highest score wins.

