

TENNESSEE GAME RULES

“LADDER GOLF”

1. **OBJECTIVE:**

As teams or individuals, score exactly twenty-one (21) points.

2. **SET-UP:**

Assemble both three (3) rail targets per illustration and set them thirty (30) feet apart. Place the scoreboard in view of all players and assign a score keeper. If individual players, both toss from the same end to the opposite target. If you're playing teams of two (2) players each, one member from each team goes to opposite targets and they **alternate tossing rounds**.

3. **PLAYING THE GAME:**

Prior to game play a line must be set five (5) paces from the ladder. This is called the **toss line**. The official toss line is fifteen (15) feet away but most players measure five (5) paces from the game ladder to set the toss line. This allows for a closer toss line for children's games.

Ladder Golf is played in rounds; each round consists of all players tossing three (3) **bolas**. A coin toss is used to decide which player or team will toss first.

The first player must toss all three (3) bolas before the next player is able to toss his or her 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.

Games are played to an exact point total of twenty-one (21).

In order to win, a player must be the only one to score exactly twenty-one (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.

For example:

A player with eighteen (18) points needs three (3) points to get the exact score of twenty-one (21) in order to win. If that player has five (5) points hanging on the ladder after all the players have tossed all strands, none of those points count and the player will enter the next round with eighteen (18) points again needing three (3) points to win.

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 two (2) points ahead of the other player. The two (2)-point rule only applies in overtime rounds. During regular play any player can win as long as that player is

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the only one to score an exact total of twenty-one (21) points at the end of that round no matter how many points the other players have.

4. ETIQUETTE OF THE GAME:

Basic etiquette of Ladder Golf states that 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.

3. SCORING:

After all teams have tossed all their bolas, scoring is determined by the bolas that is 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 is knocked off during play does not count as points. Only bolas that are left hanging after all bolas are tossed are counted as points.

4. POINTS:

Points are determined by which step your bola wraps around. The top step is worth three (3) points, the middle step is worth two (2) points and the bottom step is only worth one (1) point. Players can score an optional bonus of (1) point by hanging all three (3) bolas from the same step or by hanging a bola on all three (3) (1-2-3) steps in one round. The highest amount of points available per player is ten (10). This is accomplished by hanging all three (3) bolas on the top (3 point) step.

5. TEAM PLAY:

Four players can play Ladder Golf by alternating play each round. Players simply alternate turns with teammates. Extra bolas can also be purchased so up to four (4) players can play individually on the same ladder or a second ladder can be purchased for team play. With multiple ladders two (2) players on opposite teams would be on one side and the other two (2) opposing players would be at the other game ladder. One side would toss all bolas and the other team would toss them back. Same rules apply.

6. WINNING:

Score EXACTLY twenty-one (21) points. If your 'tosses' at the end of a round bring your total to over 21, you do not lose points; you keep your score from the beginning of that round.

7. TIE BREAKER:

If both sides end a round with exactly 21 points, you play a tie breaker series. Each participant has three (3) tosses, the team or individual with the highest score in the tie breaker wins. Play a 2nd or 3rd tie breaker series, if necessary.

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GLOSSARY OF TERMS:

Bolas: A Bola consists of two (2) golf balls attached together with a piece of nylon rope. Golf Balls are spaced 13” apart.

Ladder: The ladder is the structure that consists of three (3) steps each spaced thirteen (13) inches apart.

Steps: Each ladder has three (3) steps. The top step is worth three (3) points, the middle two (2) and the bottom one (1) point.

Toss Line: The line that the player tosses from. Officially is set to fifteen (15) feet. For backyard games five (5) paces works fine.