The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
   A. **CatCard is required. NO ID = NO PLAY! NO exceptions!**
   B. Attire: Players must wear athletic attire and shoes
   C. Participants check in with supervisor when they arrive and get their score sheet
   D. All climbers must be present at 8pm on the night they are registered
   E. Climbers must climb all routes one night.
   F. You will be scored on completion of each section of each route.
   G. Routes are marked with colored tape. Touching or using a hold off route will not count and you will be given the score of the last section you completed.
   H. Most total points in each division wins
   I. If a tie occurs a random climb will be selected and the climber who completes it the quickest wins.

II. Scoring
   A. Climbing starts when you leave the ground
   B. You have 3 minutes to climb the route
   C. You will be scored on how far you make it up through each section of the route.
   D. In order to get points for the section both hands must be established on the climbing hold at the section break.

III. Conduct
   A. The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Revised (7/13)