

SPORTS LEAGUE OFFICIALS ORGANIZATION
Coed Rock Climbing League - 4 on 4 Official Rules



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OVERVIEW

All team members will climb and/or belay each night.

Each team is allowed (8) players on a team (MAXIMUM)

The minimum to have a legal game is 2 players (at least 1 female).

The top 4 scorers will dictate weekly team points, at least one of the 4 scorers each week must be female.

BEGINNING OF THE NIGHT

The game will begin when both teams have at least 2 people (1 must be female) as close to the beginning time as possible. Forfeits will be called at 10 minutes after the start time if a team cannot field a legal team. Teams shall field no more than 8 climbers on the wall at one time in any given week. Each week team members must check-in with the First Ascent League Monitor before being allowed to climb. Up to 8 people will be allowed to climb for each team, only 4 scores will count toward a team's nightly points, at least one of these 4 scores must be from a female.

PLAYERS

Teams must have at least two players (1 female) to be considered a legal game. Teams may play with any amount of men or women, no more than 8 players overall. Only 4 scorers from each team will count each week, at least 1 of which must be a female.

SUBSTITUTIONS

Due to the specialty of the league only rostered players may participate. All climbers must be present for week 1 or complete a certification check with First Ascent staff before they will be eligible to climb. This is to ensure the safety of all league participants and climbers and we thank you for your cooperation.

TIME

Play must be completed within 2 hours.

WEEKLY FORMAT

- Week 1: Intro week with rope skills, technique instruction and pre-season mini competition
- Weeks 2-4: Tough, head-to-head competition
- Weeks 5-6: Teams will be seeded according to points/winning percentage and strength of schedule. Playoffs will be a single elimination bracket, however "consolation" games will occur so that all teams are climbing both weeks.

HOW IT WORKS

- Each week teammates may climb as many routes as they are able within the 2 hour duration (possibly less for playoffs). Designated league routes will be marked with the amount of points available for a successful climb. Scores are tallied on an honor system by all players. If a player successfully climbs a route they will earn the allotted points. They may not climb that same route again. If an attempt is made to climb a route and a player "rests" or uses unsanctioned holds, they will need to vacate the route. The player can attempt this route as many times as they would like, but they must go to the end of the line

of any waiting climbers for that route. At 9:30pm all scores must be turned in to the First Ascent League Monitor. Each team will choose 4 scorers to count in their game total, at least 1 of these scorers must be female. A scorer's score will be the total of his or her three (3) highest point value climbs completed that night. The team with the highest overall score from their 4 scorers will win the game.

ROUTES

- Only designated league routes will be counted for points. These designated routes will be marked with possible points by First Ascent staff.
- Designated league routes may change each week.
- Auto-belays and top rope belay will both be utilized for league climbing. Climbing a top rope route will require that 1 teammate must be on the ground to belay.
- Once a route has been successfully completed by a teammate, they may not climb that route again for the night.
- If a climber attempts a route and is unsuccessful, the same route may be attempted again, but the climber must move to the end of any existing queue for that route.

SCORING

- Each week teams will be climbing head to head against another team. The team with the most points from their 4 scorers will earn a win for that game.
- Points are earned for climbing a route completely without rests. Longer and more difficult routes earn more points for completion.
 - "Rests" are defined as a rest aided by gear, ie. Sitting in your harness on top rope belay. The climber must complete the climb on his or her power alone unaided by climbing gear – the climbing gear is simply there so catch a fall if one were to occur.
- Only designated holds may be used to complete a route. The use of additional holds will result in no points awarded for that climb.
- Auto-belay and top rope belay routes may be included in designated weekly league routes. Auto-belay routes will generally be worth fewer points because they are generally easier to climb and do not require a partner on the ground.
- Only 4 scorers from each team count towards the team total. The score of at least one female must be included in the 4 scorers.
- A scorer's score will be the total of his or her three (3) highest point value climbs completed that night.
- Points can only be earned during a strict 2-hour window. Score cards are distributed no later than 7:40pm and must be turned in to the First Ascent League Monitor no later than 9:30pm. Score cards turned in after 9:30pm will not be accepted.

EQUIPMENT

- Rental gear including shoes, harness and chalk bag are provided by First Ascent. Climbers are welcome to bring their own gear or check out gear at the front desk.

LEAGUE POLICIES

GAMES:

Each team will play 1 game per week during weeks 2-4 (Only four players score each game, maximum 8 climbers). In weeks 5-6 teams will play at least 1 game per night, possibly more to complete a single-elimination bracket.

REFS/STAFF:

First Ascent will provide a staff member on-site to assist players with any problems or questions they may have. Scores must be turned into this monitor each night by 9:30pm. There are no referees.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office, at 312.850.8196, so as to help us schedule your opponent a game. (312.850.8196)

Teams have until ten minutes past the designated start time to field a full squad (at least minimum players required according to rules). If at that time one team is unable to field a full team, it will be up to the staff and the opposing captain to determine what is allowable.

STANDINGS:

The updated standings will be posted weekly, displaying each teams rank within its skill level.

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused the reffing or forfeit policies are eligible)

Seeding: Teams are seeded according to points/winning percentage and strength of schedule.

Teams may be dropped from their regular season level based on the above criteria. Teams may be moved to a higher division during the playoffs only if permission is granted.

Skill levels may be divided into separate divisions based upon size of level.

Teams may play more than one match per day, and/or play matches on days/nights other than your regularly scheduled league day/night.

CSSC reserves the right to schedule playoff games on days other than your regularly scheduled league night.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

WAIVERS/ROSTER:

In order to participate in the league, each participant must sign the team waiver and First Ascent waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with staff before participating.

PLAYER ELIGIBILITY:

Any protest made during a playoff game or after a game will NOT be considered a formal protest. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other "logged" protests. All rulings by CSSC staff are considered final. Substitutes are allowed during the regular season, but only roster players are allowed for the playoffs.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Please call our weather hotline for the most up to date information on any cancellations (312.773.7100)

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the weather hotline immediately. CSSC will then attempt call/text all of the captains. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night. CSSC reserves the right to move games to an alternative location when deemed necessary without recourse or compensation.

PRIZES/ JERSEYS:

Each team will receive one shirt per player that has created an online account and officially added themselves to the online roster. The shirts will be handed out at the league. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.