



Bouldering League

(8 Week Season)

# **Bouldering League**

## **Rules and Regulations**

### **Registration**

- I. Each team must have 2-3 team members and a team name by the end of the first day of league.
- II. Team members must be 14 years or older to participate in the Bouldering League.
- III. Each participant is required to pay a one time \$30 registration fee.
  - A. Registration fee includes:
    1. League T-shirt
    2. Chance to win prizes at the end of the season
  - B. NOTE: League participation fee DOES NOT include climbing day pass or rentals
- IV. All team members should be aware that the season lasts for a total of 8 weeks (1 orientation/training night, 6 competition nights and 1 party/tiebreaker night).

### **Orientation**

- I. The first week of the Bouldering League session will be an orientation session to go over rules, answer any questions, reveal prizes, and announce teams. This will be a time for teams to meet each other and begin training.

### **Baseline**

- I. Each climber must select a baseline climbing grade based on the hardest boulder problem you have been able to complete with some regularity (flash approximately %50 of the time).
  - A. If you are not sure of your baseline a staff member will help to adjust as needed on orientation day.
- II. It is advisable to test your baseline before registration so that you are aware of what your abilities are so that you do not exaggerate or underestimate your baseline.
  - A. It is both in your best interests and in the best interest of the league that you are as honest as possible about your baseline (see Baseline III. and IV.).
- III. North Wall reserves the right to change any participating climber's baseline if we deem necessary (i.e. if a climber sandbags their baseline at V2 but can actually climb V4 within a week).
- IV. If a baseline is changed for a climber by staff for sandbagging, any previous week's score will no longer be counted for that climber.
  - A. A climber's baseline will only be changed if North Wall sufficiently believes that the climber's points are a result of sandbagging the original baseline rather than improvement throughout the season.

## Training

- I. There are no limitations on the amount of training that can take place during the week. Team members are encouraged to train together and share beta.
- II. No climbs during normal days during the week will be counted for league points; however, projecting during the week can be very beneficial on competition day.
- III. New climbers should take note that training during the week will help improve over the season. However, overtraining everyday may encourage injury and decrease performance.

## Competition Nights

- I. League competition nights will be held on Tuesday evenings or Saturday mornings. You will have to select a league day at time of registration.
  - A. North Wall holds the right to change the competition date to accommodate unforeseeable circumstances.
  - B. It is encouraged that you climb on your specified competition night but make up days can be done on the alternate competition night as needed.
- II. Competition time will last 60 minutes (preceded by a 30 minute warm up period).
- III. You are allowed to climb up to 18 boulders; however, only your top 5 boulders will count for main points and the rest will be counted as volume.
  - A. Additional completed problems will count towards volume bonus points.
- IV. Only **one problem per wall** will be can be counted toward your final score if your baseline is V5 or below(This excludes volume points which can come from any wall)
  - A. Multiple problems can be completed on any competition wall for points if your baseline is V6 or above
- V. Competition wall sections: Thirty-three, Eighteen, Cave, Lower Cave, Overhang, Flat, Buldge (El Cap), Bar 9, Arete, Pillar, Warm-up Wall, 60, Back Slab
- VI. **A team must have at least 2 members from their team members competing on a competition night to count their points.**
- VII. A team member can attempt a problem as many times as they want to during the allotted time limit.
- VIII. A climber can only climb each problem once per night for scoring purposes. If a climber completes a problem, the score is counted and it cannot be used again for points that night.
- IX. Basic bouldering rules apply during competition nights:
  - A. The climber must start with both hands on the marked starting holds.
  - B. The climber may use any feet on route that he or she desires as long as the climber is off the ground when starting.
  - C. The climber must be completely off the ground when starting a problem.
  - D. The climber cannot touch the mat, use another color hold or use a wall feature that is marked "off-route" while climbing the problem. The climb will not count if this rule is broken.

- E. T-nut holes cannot be used as holds.
- F. The climber must reach the top of the problem and hold it for at least 3 seconds to ensure that they have completed it.
- G. Topping out is not necessary.
- X. If a climber falls, they must give up the wall to another climber if they are waiting for the wall. If no one else is waiting for that wall, the climber may attempt the climb again.
- XI. A climb can be repeated each league night for points.
- XII. At the end of a climbing competition night, the staff member will collect all score cards from teams to submit to North Wall League Scoring. No points will be applied to a climb that has not been signed by the proper parties.
- XIII. If you miss a league day you are able to show up on the alternate league day to make it up or talk to the staff member running the league to schedule a make-up session.
  - A. No make-ups allowed after the last day of competition.
  - B. Make-ups are only allowed for missed days - no re-do's for an off night.

### **Scoring**

- I. Scoring will be tracked based on a scale provided. The scale is based on a baseline difficulty selected by the climber at the beginning of the season (see Baselines). This allows novice climbers to compete with veteran climbers and promotes the necessity of improvement during the season.
- II. To score points for a climb, a climber must complete a problem from start to finish with no falls (see competition Nights).
- III. Problems must be witnessed and signed off on by someone from an opposing team for the score to be submitted.
- IV. The top five scoring problems plus volume for each climber will be added together at the end of the competition night and then divided by the number of team members climbing to determine the team's overall score for the night. Taking the average of the team's climbs.

### **Scorecard**

<b>Baseline</b>	5	10	<b>15</b>	20	25
<b>V0</b>	N/A	N/A	<b>V0</b>	V1	V2
<b>V1</b>	N/A	V0	<b>V1</b>	V2	V3
<b>V2</b>	V0	V1	<b>V2</b>	V3	V4
<b>V3</b>	V1	V2	<b>V3</b>	V4	V5
<b>V4</b>	V2	V3	<b>V4</b>	V5	V6
<b>V5</b>	V3	V4	<b>V5</b>	V6	V7

<b>V6</b>	V4	V5	<b>V6</b>	V7	V8
<b>V7</b>	V5	V6	<b>V7</b>	V8	V9
<b>V8</b>	V6	V7	<b>V8</b>	V9	V10
<b>V9</b>	V7	V8	<b>V9</b>	V10	V11
<b>V10</b>	V8	V9	<b>V10</b>	V11	V12

- I. The scorecard is a sliding scale meant to award more points for improvement over the bouldering season.
- II. The highest amount of points a climber can earn for any one climb is 25 pts. This is meant to deter sandbagging. Any climb completed more than two grades above a climber's respective Baseline will net 0 points and the climber will automatically be moved to a higher Baseline.

#### **Baseline Graduation & Graduation Multiplier**

- I. Any climber who completes and submits 5 problems above their baseline score will be moved into a higher baseline score the following week without penalty.
  - A. Baseline grade will be increased the following league day.
- II. Climbers are **not** allowed to graduate two weeks in a row.
- III. Climbers cannot graduate more than **twice** per season.
- IV. A bonus of **50** pts will be awarded to a climber who graduates to a higher climbing grade. These points will be added on top of the climbers top 5 climbs for the week.

#### **Bonus Points**

- I. Dyno Problems - dyno problems can be completed on competition night for an additional 10 bonus points per dyno.
- II. Volume Bonus - climbers will receive bonus points for every additional unscored problem completed within the climbers minimum and maximum grade ranges during the allotted competition time. Volume points only count for 1 above 1 below and equal to baseline.
  - A. Volume bonus cap = 13 climbs
    1. Unscored Problem > Baseline = 7 pts
    2. Unscored Problem = Baseline = 5 pts
    3. Unscored Problem < Baseline = 3 pts
- III. Comp Wall is worth a bonus 10 pts per competition night.

#### **Tie Breaker**

- I. In the event of a tie, three new boulder problems will be created/taped during the 8th week of the session. They will be labeled - easy, medium, hard. The climbers will not know the exact difficulty of the wall.

- II. The teams that tied will be alerted before the competition night so that they know they will be climbing that night.
- III. Each team member will choose one climber from their team to represent them in the tiebreaker.
  - A. North Wall employees have final say in which route each climber must climb based on the climber's previous scores throughout the season.
- IV. North Wall setters will award points to certain holds so climbers will receive points even if they do not finish the problem.
- V. The team representative will have three attempts starting from the bottom to reach the highest hold that they can to earn points.
- VI. Only the best attempt will be counted towards tie-breaking points.
- VII. If there is still a tie at the end of the first round, a second climber from each team will be chosen to represent the team.

### **Season End**

- I. Each team member's lowest scoring week will be dropped at the end of the season. This is to allow a team member to miss a week for emergencies (or you just sucking) without adversely affecting the rest of their team.
  - A. At least 2 scores must be averaged for a final score. Therefore, if the lowest score for two or more climbers falls in the same week, only the lowest among the climbers' scores will be dropped. The 2nd lowest score for the other climbers will be dropped.
- II. Point totals will be counted and the winner will be announced at the end of season party.
- III. In the event of a tie, teams will be notified that there will be a tie-breaking event at the beginning of the party to crown a winner (see tiebreaker)

### **Additional Awards**

- I. Alex Honnold Endurance Award - The climber(s) with the most *volume* points earned over the course of the season.
- II. Dyno All Star(s) - The climber(s) with the most amount of points earned over the course of the season from dyno bonus points.
- III. MVP - The climber with the most individual points earned over the course of the season.
- IV. Scholar - The climber whom the league administrator feels has improved the most over the course of the session.
  - A. A climber must have increased their baseline at least one time to qualify for this award.