

Rec Sports Bowling League Rules and Format Fall 2019

5 Week Regular Season will run October 13, 2019 through November 17, 2019, with one match played per week. 1 week postseason will then follow on November 24, 2019. No games on November 10

The following rules of the league will be used to govern play.

1. Format (Triples)

- 1.1 Teams of 3 will bowl 3 games per week. Each player will bowl 3 games per night, thus each team will bowl 9 games per night (series bowling).
- 1.2 Each bowler MUST bowl under their own name in order to maintain the integrity of the averages and handicaps used. If you would like to change the order of the bowlers on the team roster, please inform the Games Area front desk so they can assist you with this.

2. Format (Doubles)

- 2.1 Teams of 2 will bowl 3 games per week. Each player will bowl 3 games per night, this each team will bowl 6 games per night (series bowling).
- 2.2 Each bowler MUST bowl under their own name in order to maintain the integrity of the averages and handicaps used. If you would like to change the order of the bowlers on the team roster, please inform the Games Area front desk so they can assist you with this.

3. Schedule

- 3.1 Teams will bowl 5 weeks. Teams will play once per week.
- 3.2 Games will be played on Sundays. Doubles will play from 6:40 – 8 pm and Triples will play from 8 – 10 pm. Every week 10 minutes of warm-up will be given before scoring starts beginning at game time.

4. Handicap

- 3.1 The league will determine handicaps using a 90% of 200-pin game formula.
Example: A bowler's average per game score is determined by the total pins for every three game series, divided by number of games bowled to date. Handicap is then based on subtracting that average from 200 and that difference is multiplied by 0.90, which becomes the handicap for that bowler for that week. Every week three more games are bowled by each league member, which gives them a new total pins divided by a new number of games bowled.
- 3.2 The Handicap will be calculated automatically.

5. Fees

- 5.1 \$20 per bowler paid in full by their first game. \$20 is paid directly to the MU Games Counter for league fees. All bowlers must have the Annual or Quarter Rec Sports ONE pass to be eligible. Any bowler who has not paid in full by their first game will be dropped from the league. The fee covers all 6 weeks of bowling including shoe rental.

6. Absences or Substitutes

- 5.1 If a player is absent, we will use a blind score of their average minus 10 pins for their games. Subs will NOT be allowed for IM play.

Example: If a player's average score is 135, then a score of 125 will be recorded for each game

7. Legal Line-ups

- 6.1 A legal line-up for each team is one half the full playing strength, which would require at least 2 or more bowlers for triples and 1 or more bowlers for doublers present to avoid forfeiting the match.

- 6.2 You are playing league rules which means that if you step over the line into the lane you will receive a gutter, if your ball goes into the gutter and miraculously pops out and hits pins it is a gutter, if your lane malfunctions and doesn't let you bowl your second turn you must tell Games Area Staff and they will fix the lane so it re-spots your pins (YOU DO NOT GET A WHOLE NEW TURN).

8. Team Points and Team Results

- 8.1 1 point is awarded to the winner of each team game and 1 point is awarded for the winner of the team series (total pinfall with handicap).

- 8.2 When bowling against a BYE or Forfeit, the team must bowl within 40 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points are not split).

9. Team Standings

- 9.1 Team standings are determined by the actual number of points won. Total pinfall with Handicap then actual game won (not points) is the priority in how to break Team Standings ties when teams are tied in Points Won.

10. Postseason

- 10.1 On November 24, match ups will be determined based on final standings as follows:

- 10.1.1 Top 4 teams will compete for Gold and Silver. The top scoring team will earn Gold championship and the 2nd highest scoring team will earn Silver.

Winners of the championships will receive a Championship shirt and have their picture taken

- 9.2 All remaining match ups will be the final match for the season.

5v6, 7v8