



## Co-Ed Bowling Rules

Revised: 28 November 2018

### TEAM ROSTERS

- 8 players per team
- All 8 players will bowl during the game and the Top 5 player scores will count to the team's total.
- Each week, teams MUST use the same player names when setting up the game electronically. Do not change your name every week (e.g. first week "The Dude," second week "Walter," etc). This is the only way your scores will be saved each week and handicaps will be recorded.
- If a team has a substitution, this person must sign in with the League Coordinator before bowling. The substitute will sign the liability waiver and pay the sub fee (\$10).

### GENERAL GAMEPLAY

- Lanes will be assigned each week. Cross lane bowling format is used if the facility allows: 8 players per game, 1 game per match, 1 game = 10 frames.
- Game Play: When your timeslot begins, each team will use the time to bowl one full game (10 frames).
  - A timeslot is 1 hour. Due to limited space and time please plan to arrive no later than 10 minutes before the start of your game.
  - Games will begin on time. Games that start late because of team arrivals will have that time deducted from your total game time.
  - If there is time before the match, we may allow teams to have warm ups.

### EQUIPMENT

- Bowling balls and shoes ARE provided. You are allowed to bring yours if you have them.

### SCORING, HANDICAP & FOULS

- Combined score (Top 5 players) is used to determine the winner of each game.
  - Handicaps may be established after the first night to level the playing field so that someone who averages 100 can still compete



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with someone who averages 175. The handicap is based on 90% of the difference between your average and 200.

- Example:  $(200-140) * 0.9 = 54$  ...  $54+140=194$  (194 is recorded as your score)
- Handicaps may not exceed 99.
- Handicaps may be updated mid-season or before the playoffs.
- Awarded Points for Each Week
  - Two points are awarded to the winning team of each game.
  - One point is given to the team with the highest combined score of the night.
  - Team captains are responsible for copying the electronic scores onto the score sheet after every game and bringing the score sheets to the registration desk at the end of the match.

### PLAYOFFS

- Teams eligible for the playoffs will be based on the number of teams in the league.
- Teams that do not make the playoffs may be offered a consolation game based on league policy.

### FORFEITS

- Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game.
- Each team must have at least 5 players to start a game.
- The League Coordinator will give a 10 minute grace period and determine forfeits at the lane. Due to the extremely tight schedule, we strongly suggest arriving at the alley a few minutes before game time for warm-ups.

### SPECIALS

- Discounted validation for parking in the Harrah's garage is provided by Fulton Alley at the main desk.
- PLAYNOLA specific drink specials are extended for the full playing time for all bowlers.

**Please drink responsibly.**

**If you need a ride home, let someone know and we will get you a cab/uber/lyft.**