

BOWLING RULES

Revised: August 2014



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
- 4. BOWLING FEE:** The cost of bowling will be \$6.00 per bowler. Each team is responsible for paying \$24.00 per night. This money will cover three games of bowling for 4 players. This fee will be collected by the Intramural Sports supervisor before each game.
- 5. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team. After each team has signed in with the supervisor, paid their nightly fee and received their shoes they may begin practice at their assigned lane.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 4 players. A minimum of 3 players are required to start the game. If a team bowls with only 3 players, the absent 4th player will receive a score of 75 for men and 50 for women for each game.
- 2. TARDY PLAYERS:** A player who arrives late, after his/her team has started bowling shall be permitted to begin bowling in the first frame without practice provided both teams have not completed the fifth frame. He/she may not bowl if the fifth frame has already been completed and must use his/her blind score.
- 3. CAPTAIN:** Each team shall designate a team captain to make all decisions. The team captain is responsible for the eligibility, conduct, and attendance of his/her team. He/she is responsible for the validity of the team score sheets after having the score audited by the opposing team's captain. Each captain will sign the score sheet after completion of play.
- 4. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official's time out.

RULE 4: PLAYING AREA AND EQUIPMENT

- 1. PLAYING AREA:** All games will be played at the Hub Bowling Lanes. They will be open Monday – Wednesday 10:00 p.m. – 12:15 a.m.
- 2. BALLS:** Players may use their own bowling balls or check one out from the Hub Bowling Lanes. Once finished all balls must be returned to their proper location.
- 3. SHOES:** Bowling shoes will be checked out at the Hub Bowling Lanes service desk and returned when finished.
- 4. FOOD AND DRINKS:** There will be food and drinks available to buy from the concession stands. No food is allowed in the bowling area or on top of the wall. Keep all food and drinks behind tables.
- 5. ACOHOLIC BEVERAGES:** If you are under the age of 21 and you are caught with alcoholic beverages, the owners of the bowling alley will prosecute to the fullest extent. You will also be subject to suspension from the Intramural Sports Program.

***The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

- 1. LENGTH OF THE GAME:** The teams will play 3 games each consisting of 10 frames. Each team will have 120 minutes to complete all 3 games.
- 2. SEASON:** Each team will play pool play and advance to the playoffs pending that they do not have more than one default/forfeit. Performance during pool play will determine each team's position in the playoffs bracket. The playoffs will be single elimination matches consisting of three frames each.

RULE 6: PLAYING THE GAME

- 1. START OF THE GAME:** Following the prescribed warm up period, each team may begin bowling.
- 2. SCORING:** Scoring will be kept electronically for the participants. If you should have any problems call one of the bowling alley attendants to come and help. The match will be won by total pin fall for all three games.
- 3. TIE-BREAKER:** If the match ends in a tie, the tie-breaker will be which team won the most games total throughout the season.

RULE 7: SPORTSMANSHIP

- 1. BEHAVIOR:** While bowling at the Hub Bowling Lanes, all participants must abide by the rules set by management. Any infractions of such rules will be automatic expulsion from the league. Sportsmanship is of the utmost importance.
- 2. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.

A. (4.0) – Excellent Sportsmanship: Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

B. (3.0) - Good Sportsmanship: Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

C. (2.0) - Mediocre Sportsmanship: Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.

D. (1.0) - Below Average Sportsmanship: Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

F. (0) - Unacceptable Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE 8: COREC CLARIFICATIONS

- 1. TEAM COMPOSITION:** Each team will consist of 4 bowlers (2 males and 2 females). A minimum of 3 players are required to start the game. A team with 3 bowlers can consist of 2 males and 1 female or 2 females and 1 male. A missing male will receive a blind score of 75. A missing female will receive a blind score of 50.