Tech Rec Individual League Rules

Players

● Each player will choose which league they want to be a part of. Cannot change after payment is processed.
● You must be present and on time to participate. Not showing up will give you a score of 0.
● If you have a prior engagement you will be allowed to reschedule your game on the terms with the person you are bowling against. This must be done at least one week before the match. If suitable time cannot be found you will bowl your game alone.
● A player may not compete in more than one league.
● Sign up link [here](#).

Equipment

● All players must wear bowling shoes, which are included in the registration fee. You may also bring your own bowling shoes if you own a pair.

Rules

● Once a bowler begins his/her game, they must complete it.
● If a player begins a game but leaves prior to completion, the player's current score will stand.
● Each bowler will bowl two games per match against the same competitor.
● Competitors will be switched weekly. Winners of the previous weeks will play against each other. Same with losers.
● Foot faults will result in a zero for the ball that was thrown during the offense.
● Any ball that enters the gutter will result in zero pins (even if while in the gutter it bounces into a pin and knocks it over). Players will need to inform staff when this occurs so scores can be appropriately adjusted.

Winner

● Winner of Individual bowling league will be determined by most points earned over the course of the two-week playoffs. Not the amount of games won. If there is a tie for most points a playoff match will be scheduled at a time convenient for both players.
● Playoffs will be top 50% of each league, at least 4 people, based on point totals. Points will reset for playoffs.
● Points awarded as follows:
  o Winner of game gets 100 points
  o Each strike is 20 points
  o Each spare is 10 points
  o Every consecutive strike is worth 20 more points than the previous
  o Every consecutive spare is worth 10 more points than the previous
  o Strike or spare with any colored pin doubles the amount of points that throw is worth