Tech Rec Bowling League Rules

Teams

- Each team consists of four players. Roster limit is four (4) bowlers with 2 alternates
- You must have four players to start. If you are bowling with fewer than four players, a blind score of 80 will be used for the missing bowler
- A player may not compete on more than one team.

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. There are no substitutions allowed.
- If a player begins a game but leaves prior to completion, the player's current score will stand.
- Due to time constraints, each bowler will bowl one game per league date, one standard and one Baker Game. A Baker Game consists of one game of ten frames where each member of the team will bowl in order frame by frame twice through; the first bowler will bowl the first frame and the fifth frame, the second bowler will bowl the second and sixth frame, the third bowler will bowl the third and seventh, and the fourth bowler will bowl the fourth and the eighth frame. The ninth and tenth frame are up to the team to decide which two players will bowl the ninth and tenth frame in the Baker Game. (Note: during playoffs, the Baker Game will not be played if the winner has already been determined).
- Each day a total of eight points are won in each match. Three points are awarded for each regular game won and one point for largest total pin count and one point for the largest Baker Game. If total pins are tied at the conclusion of any game or for overall total pins, each team will designate a player for a sudden-death roll/ball-off, with the highest ball winning the respective points for their team. The designated bowler must have bowled in that game. If needed, another sudden-death roll will be thrown by different players of each team. This will continue, if needed, for the four players who bowled the last game. A team with three bowlers will forfeit their fourth, sudden-death roll.
- Foot faults will result in a zero for the ball that was thrown during the offense "Mark it zero, Donny". (Big Lebowski Reference)
- 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.
- Forfeit or no-show team scores are 300 for the first and second forfeit or no-show and 100 for the third forfeit or no-show.

Winner

- Winner of the Faculty/Staff bowling league will be determined by most points earned over the course of the four week competition. Playoff match will be scheduled for Thursday, July 5 from 11am-1pm. Need for playoff match will be determined after June 26th final round of competition.
  Points awarded as follows:
  3 points each game to the team who beats the competition team (vs): total possible points: 3 points per week
  1 point to the highest Baker’s Game each week out of all teams
  1 point to the highest total pin count each week out of all teams