

# 2008 Bowling Rules & League Policies

## Structure of the League

1. The 2008 Intramural Bowling League will be a 6-week league with matches played on Monday nights at 9 p.m.
2. All matches will begin promptly at 9:00 pm each week. Teams will be given five minutes of warm-ups at that time. Competitive play will begin at 9:05.
3. Teams must be comprised of three original members, but are allowed an unlimited number of alternates. However, **ALL ALTERNATES MUST BE INTRODUCED INTO LEAGUE PLAY PRIOR TO THE FOURTH WEEK OF THE SEASON.** You will not be allowed to insert a new sub into your lineup during the last three weeks of the season. There are no restrictions as far as the total number of players each team can have on its roster; however, **ONLY THREE PLAYERS MAY BOWL FOR EACH TEAM EACH WEEK**
4. For every match, each team will bowl 3 games against a randomly assigned opposing team each week. The team with the highest score, handicapped at the end of each game wins that game. However, the team with the most total pins from the three games will win an extra game. Therefore, in all there are 4 total points to be won in each match.
5. The entry fee for the bowling league is **\$115 per team.** Payment must be made **by the first week of bowling.**

## Forfeits, Make-ups, Absentees, and Substitutes

1. Any team that cannot present at least one member by 9:05 pm (after practice bowling) will forfeit the first game of the match. However, if that team has a player or multiple players arrive prior to the start of the second game, they will be allowed to participate in that game. Please arrive at first week's matches at 8:45 so that we can get all participants organized and signed in.
2. There will be **NO MAKEUPS**, so it is imperative that each team has at least one member present by match time.
3. A "blind bowler" will replace any absent bowlers (2 at the most). This means that the computer will enter the average of the bowlers minus 10 pins from each game.
4. Handicap will be 100% of 200.

## **Team Responsibilities**

1. Intramural sports supervisor Brad Matthews or Quinn Morris will pass on any information about the league to the team captains. The captains are then responsible for notifying each member of their team.
2. Each team is responsible for presenting at least one player by game time, so as not to forfeit.

## **Etiquette & Sportsmanship**

1. A person should not step onto the approach when another bowler is already on the immediate right or left lane preparing to bowl. If two people step onto the approach at the same time, they may decide between themselves who goes first.
2. When bowling, a person should stay in his/ her lane and not make any distracting movements or noises, so as not to affect other bowlers. This also applies to others that are waiting their turn.
3. Arguing will not be allowed. If a team is arguing, they can be forced to forfeit at the discretion of the proprietors of the lanes. If a problem arises, the proprietors of the lanes should be notified.
4. Inappropriate behavior in general will not be tolerated and could be grounds for forfeit and/ or removal from the premises.
5. No food is allowed in the bowling area. Drinks must be kept towards the rear of the area (away from the approach and computer console). No outside food (i.e. McDonald's, Taco Bell, ect.) is allowed.
6. **Absolutely NO ALCOHOLIC BEVERAGES are allowed.**

## **Questions & Comments**

1. For more information, contact the WFU Campus Recreation Office at 758-5838 or 759-4192 (leave message)
2. Any suggestions on how to improve the league (promotion, structure of the league, and/ or tournament) are welcome.