

Sportcial

PLAY HARDER

BOWLING RULES

BASIC INFORMATION

- Teams play two (2) match head-to-head each week. A match consists of four (4) individual players game scores added together.
- Four (4) players play each match per team.
- Substitutions are only permitted after a match is complete.

GAMER

Sportcial will provide a Gamer on-site to assist players with any problems or questions they may have.

To coordinate and run the league, our Gamer will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask via the [Dayton Bowling Facebook Group](#) or email us directly at daytonsportcial@gmail.com.

If an issue arises that you are uncomfortable bringing to the attention of the Gamer please email us at daytonsportcial@gmail.com.

BEGINNING OF THE GAME/SET UP

- When you arrive at the alley please head to your assigned lane. Your team will be assigned a lane at the beginning of the league that will serve as your team lane for the entire league.
- If you need rental shoes, head to front desk and pick up a pair (don't forget your socks).
- If you need a house ball, feel free to select any available ball off the racks.
- Each lane will have a scorecard ready for your team and placed on the scoring computer. If you cannot find the scorecard, please ask the Gamer for one.
- Determine your line up and input into the scoring computer.

- Once you've completed the above steps feel free to participate in practice bowling. Practice bowling occurs during the 10 minutes preceding league play.

GAME PLAY AND SCORING

The first match each night will be "9 Pin No Tap".

- If your first ball knocks down 9 pins, it counts as a strike.

The second match will follow traditional bowling rules.

All scores are handicapped. Handicaps are determined by taking the bowler's average subtracted from the average of the top 5% of the league, then multiplied by 90%.

- Example: Bowler A's average is 100. The top 5% of the league averages 200. The bowler's handicap is 90. $(200-100)*.9 = 90$

Each team has the potential to win three (3) points per night:

- One (1) point for the first match,
- One (1) point for the second match, and
- One (1) point for the highest total score when summing the two (2) matches.

Each week a Strike King and Queen will be crowned and rewarded.

ETIQUETTE

The traditional rules of bowling etiquette must be respected and followed.

- Use a one (1) lane courtesy. Do not bowl at the same time as someone on the lanes immediately on either side of you.
- There is to be only one bowler up on the approach per lane at any time
- Do not start your approach until after the person on the lanes immediately on either side of you has turned around and started to walk back to the seating area.
- Stay on your own lane. Do not cross over into an adjacent lane.
- Exit the approach immediately after taking your turn.
- There is to be no bowling between your legs, bowling between someone else's legs, bowling backwards etc.
- If there is an issue with the ball return or pins not setting properly, contact the Gamer or a bowling alley manager immediately to fix the problem.
 - **Do not throw additional balls down the lane** to attempt to fix the issue. The bowling alley staff will address and fix the problem.
 - **Never walk down the lane or in the gutters** to attempt fixing any issue.

FORFEITS

Teams will forfeit the first game/match at 10 minutes after the start time, and the second game/match 30 minutes after the start time.

Teams will forfeit the entire match and lose all three (3) possible points if they fail to show up 30 minutes after the start time.

Teams that do not show up or only have one player will forfeit all 3 games of their match.

If your team forfeits a match during the season, the following rules apply:

- First Offense: Loss of game.
- Second Offense: Loss of game and Sportcial reserves the right to remove team from playoffs.
- Third Offense: Possible removal from the league.

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, please post in the [Dayton Bowling Facebook Group](#) or email us directly at daytonsportcial@gmail.com. In some cases it's possible to avoid a forfeiture either by finding a sub or rescheduling the match.

WAIVERS

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our Gamer before participating. These waivers will also serve as your final roster.

PLAYER ELIGIBILITY

Any protest made during a game or after a game will NOT be considered a formal protest. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name and email) in writing to the Gamer member prior to the start of the game. This qualifies as an official protest and only applies to Championship Week. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other "logged" protests. All protest need to happen prior to any match/game starting, otherwise the match/game will stand as a legal match. All rulings by the Gamer are considered final. Substitutes are allowed during the regular season, but only roster players are allowed for the playoffs.

SPORTSMANSHIP

The idea of Sportcial is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the Gamer may result in suspension and/or ejection from a game or the league.