SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will be five (5) weeks long and consist of two (2) games per match.
      i. Two (2) points will be awarded to the winner of each game.
      ii. One (1) bonus point will be awarded to the team with the highest two-game totals.
   B. Participants will be able to choose which day of the week and what time they play their tournament games via the instant scheduling process.

II. Playoff Format
   A. Following season play, the top two (2) teams per division will compete in the playoffs. If only one division is needed then the top four (4) teams will compete in the playoffs.
   B. Playoffs will be a one (1) day, two (2) games, winner-take-all format.
      i. There is no head-to-head competition and no bracket. The team with the highest total pins plus handicap will be declared the winner.
         a. Tie Breaker: if two or more teams tie with the same amount of net pins then the winner will be determined by the highest total of pins without handicaps.

III. Location
   A. Games will be played at the Purdue Memorial Union’s Rack and Roll location.
   B. Teams will have a designated league day and time.
      i. This assignment can be found in IM Leagues.
      ii. In the event of a conflict with the scheduled date, teams may request to bowl unopposed before the regularly scheduled match.
         a. All pre-bowling must be completed before the normal league time.
         b. Pre-bowling must be scheduled through the Manager of Rack and Roll.
         c. The Rack and Roll staff must be notified prior to starting your game.

IV. Supervision
   A. Intramural Supervisors will be on-site
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor or Rack and Roll staff if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the lane ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:

Last Updated: 8/7/2015
i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.

ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.

B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. A game consists of ten (10) frames.
   B. A player must deliver two (2) balls in each of the first nine (9) frames unless a strike is scored.
   C. In the 10th frame, a player delivers three (3) balls if a strike or spare is scored.
   D. Every frame must be completed by each player bowling in regular order.

II. The Lanes
    A. The Rack and Roll will provide standard size bowling lanes.

III. Beginning Play
    A. Upon arrival, teams must check-in with the Rack and Roll staff.
    B. The Rack and Roll staff will then coordinate lane locations and start times with participants.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. House balls will be available on a first-come-first-serve basis.
   B. Players may use their own bowling balls as long as they conform to USBC regulations.

II. Illegal and Required Equipment
    A. Proper bowling shoes must be worn during play.
       i. Participants can rent shoes from the Rack and Roll at the regular rate ($2.25/pair).
    B. Players must wear shirts.
    C. No special equipment that adds force to the ball may be used to put the ball into play.
    D. Altering the surface of a bowling ball by the use of abrasives while bowling in USBC competition is prohibited.
       i. Any bowling balls so altered must be removed from the remainder of competition.
       ii. Competition is defined as the remainder of the current game and remaining game(s) in the series.

III. Optional Equipment
    A. Any optional equipment such as rosin, alcohol, or skin patches are the sole responsibility of the participant.
    B. The use of approved cleaning agents such as isopropyl (rubbing) alcohol and polishing machines is permissible.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of three (3) players bowling in regular order.
B. (Co-Rec Modification) Teams may consist of either two (2) men and one (1) woman or one (1) man and two (2) women.

II. Minimum Team Requirements
   A. A minimum of two (2) bowlers, including pre-bowled scores, must be present to start any match.
   B. (Co-Rec Modification) Teams with only two players must have one (1) male and one (1) female.

III. Substitutions
   A. Prior to each match, substitutions are unlimited.
   B. Once play begins, no substitutions are permitted.

IV. Roster Restrictions
   A. A player must bowl during the first four weeks of the regular season in order to bowl in week 5 or the playoffs. No new player without a handicap will be permitted to bowl in the final week of the regular season or playoffs.

SECTION 5. SCORING

I. Scoring
   A. A game consists of ten (10) frames.
   B. A player must deliver two (2) balls in each of the first nine (9) frames unless a strike is scored.
   C. In the 10th frame, a player delivers three (3) balls if a strike or spare is scored.
   D. Every frame must be completed by each player bowling in regular order.
   E. All scoring is handled electronically by the Rack and Roll’s system.
   F. Players should familiarize themselves with scoring in case of a mechanical failure (see Section 5.III).

II. Handicap
   A. Handicaps will be figured as 100% of 200 pins.
   B. After the first week of bowling, each bowler will have a handicap that will be used to add to their team’s score every week.
      i. Handicaps will be calculated and retroactively enforced to determine the winner of the first week.
      ii. A substitute bowlers’ handicap will be figured after the first week that they bowl and will be retroactively enforced on the game they bowled.

III. Bowling Scoring Terminology
   A. Strike
      i. A strike is scored when all ten (10) pins are knocked down by the player’s first throw at the pins.
         a. No second throw is taken after a strike.
      ii. A frame in which a strike is scored will count for ten (10) pins plus the next two (2) throws.
   B. Spare
      i. A spare is scored when, after both of the player’s two throws, all ten (10) pins have been knocked down.
      ii. A frame in which a spare is scored will count for ten (10) pins plus the next throw.
   C. Open
      i. An open is scored when a player fails to knock down all ten (10) pins with two (2) throws.
      ii. Such a frame will be scored as the number of pins in that frame only.
   D. Delivery
i. A delivery is made when the ball leaves the player’s possession and crosses the foul line into playing territory.

E. Foul
i. A foul occurs when a part of the player’s body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery.
ii. Foul lines extend infinitely to any part of the bowling center that is beyond the foul line.
   a. Touching the columns or walls at the Rack and Roll is considered a foul.

IV. Absentee Scores
A. Absentee scores will be allowed when a team has a legal lineup, but less than a full lineup at the start of any game in a series.
   i. The absentee score will be the absent member’s average minus ten (10) pins.
B. If a team has an incomplete roster, a score of 120 shall be used for any vacant players.

SECTION 6. LEGAL AND ILLEGAL PINFALL

I. Legal Pinfall
A. Pins to be credited to a player following a legal delivery shall include:
   i. Pins knocked down or off the lane surface by the ball or another pin.
   ii. Pins knocked down or off the lane surface by a pin rebounding from a side partition or rear cushion.
   iii. Pins knocked down or off the lane surface by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.
   iv. Pins that lean and touch the kickback or side partition. All such pins are termed dead wood and must be removed before the next delivery.
B. No pins may be conceded, and only pins actually knocked down or moved entirely off the playing area of the lane surface as a result of a legal delivery may be counted.

II. Illegal Pinfall
A. When any of the following occur, the delivery counts but the resulting pinfall does not:
   i. A ball leaves the lane before reaching the pins.
   ii. A ball rebounds from the rear cushion.
   iii. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
   iv. A pin is touched by mechanical pin-setting equipment.
   v. Any pin knocked down when dead wood is being removed.
   vi. Any pin knocked down by a human pinsetter.
   vii. The player commits a foul.
   viii. A delivery is made with dead wood on the lane or in the gutter and the ball contacts such dead wood before leaving the lane surface.
   ix. A delivery is made with dead wood on the lane or in the gutter, and a pin, after coming into contact with the dead wood, knocks down one (1) or more pins.
B. If an illegal pinfall occurs and the player is entitled to additional deliveries in the frame, the pin(s) illegally knocked down must be re-spotted where it (they) originally stood before the delivery of the ball.
SECTION 7. IMPROPERLY SET PINS

I. Player’s Responsibility
   A. It is each player’s responsibility to determine if a setup is correct.
      i. The player must acknowledge any such issues prior to delivering the ball.
      ii. If the player does not acknowledge an incorrect setup, the delivery setup is deemed acceptable.
   B. If it is discovered immediately after the delivery that one or more pins are set improperly, but not
      missing, the delivery and resulting pinfall count.

II. Permissible Change
   A. No change can be made in the position of any pin(s) left standing after the bowler’s first delivery, unless:
      i. The pinsetter moved or misplaced any pin(s).
      ii. Any standing pin(s) is (are) outside the range of the sweep bar.
   B. Any such pin(s) will be re-spotted where it (they) originally stood before the delivery.

SECTION 8. MISCELLANEOUS

I. Rebounding Pins
   A. Pins that rebound and stand on the lane shall be counted as standing pins.

II. Bowling on the Wrong Lane
   A. During play, a dead ball shall be called and the player(s) required to re-bowl on the correct lane when:
      i. One (1) player bowls on the wrong lane.
      ii. One (1) player from each team bowls on the wrong lanes simultaneously.
   B. If more than one (1) player on the same team bowls on the wrong lane in turn, all deliveries stand as
      bowled.
      i. Upon discovery, players shall bowl on the correctly assigned lanes.

III. Delay of Game
   A. No unreasonable delay in the progress of any game is permitted.
   B. If a player refuses to proceed with a game after being directed to do so by the Rack and Roll Staff, the
      game or series shall be declared forfeited.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may
      be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Rack and Roll Staff and both captains will be required
      to fill out information on the protest form.