

RCSSC SKEE-BALL TEAM RULES

These rules were last updated on November 20, 2018

RULE 1: TEAM AND PLAYER RULES

Section 1. Team Formation

- 1. Leagues Offered.** There is one Skee-ball league: **SUPER SOCIAL**. SUPER SOCIAL is designed for teams/individuals who love to socialize and have LIMITED athletic skills.
- 2. Number of Players.** There is a minimum of six (6) players required on a team roster with no less than two (2) females. An Ideal Team size is six (6), but there is no maximum. All players must be listed on the roster and sign the RCSSC waiver before participating in a game.
- 3. Adding Players.** Teams can add players at any time until the final tee shirt order date. From the order date through the third week of play, a team must drop a player before it may add a player. The dropped player must give his/her tee shirt to the added player. After the third week of play, team rosters are frozen. See the Commissioner for additional roster forms.
- 4. Playing Short.** A team must have at least four (4) players present to start a game, one (1) of whom must be female. A team will be capped on scoring based on the number of bowlers present during the game.

Section 2. Player Restrictions

- 1. Age.** Team members must be 21 years old by the start of the season.
- 2. Professional or Division I Athletes.** Players who have participated in Division 1 skeeball in the last five years may not participate in the RCSSC. (lol)
- 3. Team Membership.** Players may only play for one team, regardless of division.
- 4. Violations.** Teams that violate the rules in this section will forfeit the entire season's games **and must pay a fine.**

Section 3. Uniforms

- 1. Tee shirts.** RCSSC will provide each team with tee shirts for its roster. All players must wear the official RCSSC tee shirt for each game.
- 2. Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
- 3. Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
- 4. Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

RULE 2: MATCH PLAY

Section 1. Facilities and Equipment

1. **Facility.** All games will be played at The Circuit Arcade Bar. (3121 W Leigh St. 23230)
2. **Equipment.** RCSSC will provide all required equipment.
3. **Free Play.** Machines will be set on “free play” so no coins are needed. (or coins will be provided)
4. **Referees.** RCSSC will provide a “host” to oversee all matches.

Section 2. Clock

1. **Match Time.** A match will take about an 45 minutes, but will depend on league size and play. First games start @ 6:00pm or later.
2. **Game Clock.** A RCSSC Staff member will keep the official game time.
3. **Double Time.** If a match (Traditional play ONLY) has not reached the 8th frame by the 40-minute mark, then all rolls will double up. Each bowler will now roll two (2) frames at a time to speed up match. That's 2 sets of nine rolls per bowler.

Section 3. Play of Game (one of 2 ways) Traditional OR Match play.

1. **Start of Play.** Rock- Paper- Scissors will determine which team gets to roll first at the beginning of the match. (Traditional play ONLY with use of one machine)
2. **Substitutions.** Substitutions may be made only between frames and/or if there is an injury.
3. **Time Outs.** No time outs.
4. **Score Keeping.** RCSSC will provide the scoring device.

Section 3.1. Standard/Traditional Play. (10 rounds)

1. **Match.** Three (3) ten (10) round games are played which consists of Two (2) teams rolling seven (7) regular frames and three (3) “mystery round” (worth 100 bonus pts).
2. **Frame.** One (1) full game with Nine (9) consecutive rolls by one bowler.
 - a. Every team member present and able to bowl must roll at least one (1) frame unless more than 10 players are present.
 - b. Each team must have four (4) bowlers per match.
 - c. No bowler may roll more than three (3) regular frames in any given match.
 - d. If only two or three bowlers show they may play but their score will be capped at their best 6 or 9 frames respectively.
3. **Re-Skees.** Mulligans
 - a. Teams have three mulligans or “re-skees” they can use throughout the match if a bowler is unhappy with his/her first score.
 - b. If a bowler chooses to roll a second frame they must first wait for their opponent to finish their first frame.

- c. At this point they may announce “I’m rolling again” and may proceed to begin their 2nd game.
- d. If they use a re-skee, the second score will be counted even if it is lower than the original score.

4. **Scoring.** Each bowler will roll their 9 balls, the score shown on the machine will be divided by 10 (just take off a zero) to simplify scoring, then this score is recorded on the score sheet. Each Round, the teams will switch lanes.

- a. Teams will roll at the same time.
- b. Skee-ball etiquette requires both players to pause and wait before they roll the 9th (and final) ball. The person with the higher score rolls first.

5. **Points.** When all frames are finished, each team’s 30 frame scores will be added together, and the team that has the highest total points scored wins the Match. A Match is over once 3-games (30 frames) have been completed. (Match winner receives three (3) points in league standings)

Section 3.2. Match Play. (11 or 13 series)

1. **Match.** A match will consist of two teams playing a best of Eleven (11) or Thirteen (13) series, depending on the league size and number of machines (first team to win 6 or 7 games wins the match)

2. **Series.** The “series number” will be spelled out for each league and season

- c. Teams will roll at the same time.
- d. Each team must have a minimum of 3 bowlers per game.
- e. Each bowler will roll three consecutive balls, and no bowler may roll more than 3 balls in any given game.
- f. Skee-ball etiquette requires both players to pause and wait before they roll the 9th (and final) ball. The person with the higher score rolls first.

3. **Scoring.**

- a. Winning team gets a point toward the total tally and play continues into the next game.
- b. If the final score results in a tie, there will be a tie breaker round as determined by the host.

4. **Points.** A series win is worth three (3) points in league standings.

Section 4. Mystery Round/Tie Breakers (Spin Wheel provided)

1. **Speed.** Both teams will present one bowler who will each begin to roll their balls at the command of the host. The first player to roll all of their balls and have the machine flash “game over” or for their score to flash will be considered the winner.

2. **Relay.** Each member of the team present will roll one of the 9 balls. If less than 9 players are present the team will rotate through their players in the same order as they began the frame. The team with the highest score wins that round.

3. **Speed Relay.** Using the above relay rules the winning team will be decided not by total score but by the first team to have their machine count all 9 balls rolled and the game to be declared over, indicated by the flashing score or “Game Over”.

4. **Blind Folded.** One roller will be blind folded and led to the machine where they will roll one full frame (9 balls). Teammates may assistance through verbal direction but are not allowed to physically aid the blinded folded roller. Top score between the two teams wins the round.

5. **Skee-off.** Teams choose one roller from the opposing team to compete against the player the opponents have chosen from their team. The roller with the highest score after a single round of 9 balls wins a bonus 100 points for their team.

6. **Lowest Score.** The team with the lowest total score after rolling all nine balls wins the round. Rollers must score at least 10 points with each ball (no gutter balls or else you are disqualified).

7. **Price is Right.** Host designates a total score (160, for example), and the team that gets closest to that score without going over wins the round

Section 5. Ball and Roll

1. Ball in Play.

- a. Every ball must be rolled with both feet behind the lane.
- b. Players may not rest any part of their body on the lane.
- c. Kneeling is permitted as long as player is behind the machine.

2. **Ball Out of Play.** Any balls rolled in violation of the above rule will count as zero.

3. **Ball Roll Back.** If any balls bounce back down the ramp without scoring they may be re-rolled.

4. **Gender Play.** At Least One (1) female must be playing in a game at all times from each team.

Section 6. Machine Malfunctions (Scoring)

Bowlers are advised that the league plays on a variety models, styles, and ages of machines and that scoring errors are an inescapable aspect of the game.

1. **Scoring error.** It is the responsibility of the witnessing party to IMMEDIATELY bring the scoring error to the attention of the other team and host.

2. **Agree.** If both captains are able to agree upon the alternation of the score to fix the machine error the game may continue.

3. **Disagree.** If captains are unable to agree then the host will make a judgement ruling given the testimony of the captains and their personal knowledge of the machines.

4. **Ruling.** The ruling will be in the form of a score alteration and will be considered FINAL.

Scoring errors do NOT result in re-rolls or voids of frames.

Section 7. Contacting During Game

1. . If an opposing player obstructs the bowler through contact of player, ball, or any other inappropriate behavior, the bowler will get a re-roll of that ball if they choose. If this behavior continues, the offending player will get a zero for the game.

RULE 3: FORFEITS

1. **Avoiding Forfeit.** If a team knows in advance it will not have enough players to field a team, and the team contacts the Commissioner 24 hours before match time, a forfeit fine will not be assessed. This notice will allow the opposing coach to inform his/her team of the forfeit. Email forfeit to riverscityssc@aol.com.

2. **Minimum Players.** A team may play short the entire match. If a team has less than the 4 rollers show up for a match, than a dummy score of 100 per frame will be used for the missing bowler. If a team does not have at least one(1) female during the match, it will be assessed a loss and a \$50 forfeit fine will be assessed.

3. **Forfeit Fine.** Any team assessed a forfeit fine must pay the fine before the next scheduled game. If the fine remains unpaid, the team will be excluded from playing until it is paid, and the team will receive losses for games

on the schedule. The \$50 fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the tab will not be carried over.

RULE 4: SPORTSMANSHIP

1. **Social Aspect of League.** The league's focus is on being social, not winning or losing
 - a. Teams & Rollers are encouraged to introduce themselves to their opponents prior to the start of each frame.
 - b. Teams are encouraged to "line up" after their match and shake hands, give high fives, or otherwise congratulate their rivals
 - c. Skee-ball is considered a game for the civilized and friendly. While healthy competition is encouraged, any player deemed to be acting in an unsportsmanlike manner Examples of unacceptable conduct include (to include cussing, shouting or heckling) and or League Reps will have final decision on any issues regarding enforcement of this rule.
2. **Rules.** Players are expected to know the rules and abide by them.
3. **Unsportsmanlike Conduct.** Any RCSSC member that does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his/her own teammates and other teams will be removed from the league. RCSSC staff will keep a record of all players and/or teams who engage in unsportsmanlike conduct. Bowlers will be warned on their first instance, removed from the game on their second (and their score fore-fitted) and finally removed from the league on their 3rd infraction.
4. **Types of Illegal Conduct.** Unsportsmanlike conduct includes, but is not limited to, the following:
 - a. Rolling the ball with unnecessarily excessive force.
 - b. Arguing with officials or other players.
 - c. Intentional grabbing, slapping, or pulling on the net or its supports.
 - d. Abusive or insulting language to any other player or referee.
 - e. Throwing the ball at another player in an unsportsmanlike manner.
 - f. Excessive badgering of players.
 - g. Excessively rude conduct to other bar patrons or bar staff.
5. **Player Penalties.** Ejected players cannot play in the following week's game. Players who engage in two offenses will be suspended from the league and cannot participate in any RCSSC sports for one year.
6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.
7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from the RCSSC.

RULE 5: TEAM STANDINGS

1. **Points Awarded.** Points will be awarded to teams as follows: Win, 3 points; Loss, 0 points.
2. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regular game days.

REMINDERS

- PLEASE police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.
- The RCSSC officials have the final call on all game rules.