RCSSC BOWLING TEAM RULES

These rules were last updated on December 1, 2018.

RULE 1: TEAM AND PLAYER RULES

Section 1. Team Formation

1. **Leagues Offered.** There is one Bowling 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/maximum of six (6) players required on a team roster with no less than two (2) females. A Team size is six (6), no more, no less. 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 to be eligible for full points awarded, one (1) of whom must be female. Any team who is short players, will receive a vacant score of **75** for each missing player (provided they have at least 3 bowlers with one being a female).

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 Bowling in the last five years may not participate in the RCSSC. (unless he/she uses their opposite hand to bowl 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 River City Roll.   (939 Myers St. 23230)

2. **Equipment**. All bowling equipment will be provided by the venue including balls, shoes, etc. The cost of this equipment is included in the cost of your registration. You may bring your own bowling shoes and bowling ball.

3**. Referees**. RCSSC will provide a "host" to oversee all matches.

Section 2. Clock

1. **Match Time**. A match will take about 60 minutes, but will depend on league size and play. First games start @ 6:00 pm or later

2. **Game Clock**. A RCSSC Staff member will keep the official game time.

Section 3. Play of Game (Traditional bowling with Mystery Frames).

1. **Start of Play**. All 6 players names are typed in and displayed on the monitor over their lane. The 1st named person bowls…1st.

2. **NINE PIN PLAY.** If you knock down 9 pins on the first roll, you get a Mark of a Strike (X).

3. **Substitutions**. No Subs.

4. **Time Outs**. No time outs.

5. **Score Keeping.** River City Roll will provide the scoring device.

Section 3.1. Traditional Play. (10 pin bowling)

1. **Match.** Two (2) teams of Six (6) players bowling One (1) Ten (10) frame game each, that consists of seven (7) regular frames and three (3) "<u>mystery frames</u>".

> a. Every team member present and able to roll must bowl all 10 frames.
> b. Bowlers will roll in the order shown on the monitor at the start and MUST stay in that order.
>> 1.   Male/Female order does not matter.
> c. Each team must have six (6) bowlers per match.
> d. If a team is short players, they will receive a vacant score of **75** for each missing player (provided they have at least 3 bowlers with one being a female).
> e. The scores of all 6 bowlers will be added together to determine their score for the match.

2. **Frame.** A bowler will have two chances to knock down as many pins as possible with their bowling ball in each frame. A game of bowling consists of ten frames.

3. **Foul Line.** When making an approach, the bowler must not step over the line. The foul line is located 60 feet before the head pin.

4. **Scoring.** In general, one point is scored for each pin that is knocked over. So if a player bowls over three pins with the first shot, then six with the second, the player would receive a total of nine points for that frame.

a. **Open Frame**. When a player fails to knock down all ten pins after their second ball.

b. **Bonuses.** Awarded in the event that all ten pins are knocked over by a player in a single frame.

   1. **Spare.** Awarded when no pins are left standing after the second ball of a frame; i.e., a player uses both balls of a frame to clear all ten pins. A player is awarded ten points, plus a bonus of whatever is scored with the next ball (only the first ball is counted). It is typically rendered as a slash on score sheets in place of the second pin count for a frame.

      Example:

      Frame 1, ball 1: 7 pins
      Frame 1, ball 2: 3 pins (spare)
      Frame 2, ball 1: 4 pins
      Frame 2, ball 2: 2 pins

      The total score from these throws is:

      Frame one: 7 + 3 + 4 (bonus) = 14
      Frame two: 4 + 2 = 6
      TOTAL = 20

   2. **Strike.** When all ten pins are knocked down with the first ball (typically rendered as an "X" on a score sheet), a player is awarded ten points, plus a bonus of whatever is scored with the next two balls. In this way, the points scored for the two balls after the strike are counted twice.

      Example:

      Frame 1, ball 1: 9 or 10 pins (strike)
      Frame 2, ball 1: 3 pins
      Frame 2, ball 2: 5 pins

      The total score from these throws is:

      Frame one: 10 + (3 + 5) = 18
      Frame two: 3 + 5 = 8
      TOTAL = 26

      A player who scores multiple strikes in succession would score like so:

      Frame 1, ball 1: 9 or 10 pins (strike)
      Frame 2, ball 1: 9 or 10 pins (strike)
      Frame 3, ball 1: 4 pins
      Frame 3, ball 2: 2 pins

      The score from these throws are:

      Frame one: 10 + (10 + 4) = 24
      Frame two: 10 + (4 + 2) = 16
      Frame three: 4 + 2 = 6
      TOTAL = 46

c. The most points that can be scored in a single frame are 30 points (10 for the original strike, plus strikes in the two subsequent frames).

d. A player who **bowls a strike in the tenth** (final) frame is awarded two extra balls so as to allow the awarding of bonus points. If both these balls also result in strikes, a total of 30 points (10 + 10 + 10) is awarded for the frame. These bonus points do not count on their own; they only count as the bonus for the strike.

e. A player who **bowls a spare in the tenth** (final) frame is awarded one extra ball to allow for the bonus points.

f. **Prefect Game**. 12 strikes in a single game, with a maximum score of 300 points.

5. **Points.** When all frames are finished, each team's player's final score will be added together, and the team that has the highest total points scored wins the Match. A Match is over once all 6 players from each team completed their 10 frames. (Match winner receives three (3) points in league standings)

6. **USBC** – United States Bowling Congress will be followed for any rules not specifically mentioned in here.

Section 4. Mystery Frames (Spin Wheel provided)

1. **Weak Hand.** Players will bowl with their non dominant hand for this frame.

2. **Granny Style**. Player will bowl with two-hands. Holding ball underhanded between legs and rolling ball for this frame.

3. **Backward Granny Style**. Player will bowl with their back facing the pins and between their legs using two hands for this frame.

4. **Blind Folded**. Player will be blind folded and led to the lane where they will roll this frame. Teammates may assistance through verbal direction but are not allowed to physically aid the blind folded roller.

5. **Foot Roll.** Player will bowl using their foot to push the ball down the lane for this frame. PLEASE DO NOT KICK THE BALL, YOU WILL BREAK YOUR FOOT.

6. **Opponent's Bowl.** Player will bowl the other team frame. Bumpers will be used for this frame.

7. **Social.** Player will "Cheers" their drink with the other team prior to bowling this frame.

Section 5. Etiquette & Safety

1. **Approach.** Do not take too much time. Take a few moments to concentrate but do not take an unnecessarily long time to do so.

2. **Be Ready** - to bowl when it is your turn to avoid lags in playing. Only one bowler can play at a time. The rule of thumb, should there be any contention, is to allow the bowler on the right to go ahead.

3. **When not in play**. Stay out of sight and/or seated behind the bowler currently playing. This is to avoid distractions. Heckling and/or making unnecessary sounds at any time during a play is prohibited as well.

4. Never cross the black foul line.

5. At no time are patrons permitted on the bowling lanes.

6. Anyone needing assistance should contact RCSSC Staff or River City Roll personnel.

7. Correct footwear should be used at all times and soles should be kept clean and dry.

8. Always keep hands out of the ball return.

9. Report any mechanical problems, spills or other concerns to RCSSC Staff or River City Roll personnel immediately.

Section 6. 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 rivercityssc@aol.com.

2. **Minimum Players**. A team may play short the entire match. If a team has less than the 3 bowlers show up for a match, than a dummy score of 75 points 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 & Bowlers 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. Bowling 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. Abusive or insulting language to any other player or referee.
d. Throwing the ball at another player.
e. Excessive badgering of players.
f. 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.

- This is a Recreational Bowling league. The object is to have fun, bowl well, and network with new friends.

- Coaches are responsible for controlling their teams. We are all adults. Enough said.

- The RCSSC officials have the final call on all game rules.

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