



OFFICIAL RULE BOOK

BOWLING

Revised - July 2015

www.PlayMoreSJ.com

1. **EQUIPMENT**

- I. PlayMore asks that all players participating wear their PlayMore issued shirt.
- II. The bowling alley will supply bowling balls for use.

2. **REFEREE FEES**

- I. There are no referee fees for this league because there are no referees.

3. **PLAYER CONDUCT**

- I. Players are expected to act responsibly and appropriately while at the bowling alley.

4. **GAME PLAY RULES**

PlayMore follows the standard bowling rules, with the following rules being changed or highlighted.

This will be a '90% handicapped' league.

Line-up

- I. Must have two players present in order to play (one of each gender).
- II. If a male bowler is missing, a team will be awarded a ghost score of 100 pins.
- III. If a female bowler is missing, a team will be awarded a ghost score of 70 pins.

Match

- IV. There will be three games played in a single match each night.
- V. A total of 7 points can be won by a team each night.
- VI. Teams will receive 2 points for each game victory.
- VII. (In the event of a tie game, each team will receive 1 point)
- VIII. Teams will receive 1 point if their highest game total is greater than that of their opponent's.
- IX. (In the event that each team has the same high score for the night, each team's second highest scores will be used to determine which team earns the bonus point.)
- X. The team with the most points in the match will be declared the winner and receive one win.

Ghost Team

- I. If the league does not have an even amount of teams, PlayMore will create a ghost team.
- II. The Ghost Team scores an automatic 370. In order to win, your team must bowl a 371

Tie Game

- I. *Are there extra frames played during the regular season? No.*
- II. During the regular season, each teams receives 1 point in the event of a tie game.
- III. During the playoffs, the two teams will bowl 3 more frames to determine a winner.

If there is a tie after that, they will play a sudden death frame and continue until there is one winner. Teams cannot change their line-up for the overtime frames.

FORFEIT POLICY: The score will be recorded as 7-0 for the winning team.