

# OFFICIAL RULE BOOK 

 BOWLINGRevised - 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.

