

REVISED 4/22/10

SUMMARY

- ❖ 6 players on the alley maximum including at least 1 male/female
- ❖ 3 players, including at least 1 female AND 1 male required to start a game
- ❖ Self regulated games – there will be a Field Manager to record scores and settle disputes
- ❖ Teams will bowl TWO (2) complete 10 frame games
- ❖ Games will be played 4 (four) on 4 (four) – with at least 1 female and 1 male player playing a full game
(e.g. 1 female and 3 male, 2 female and 2 male, 3 female and 1 male)
- ❖ NO handicap rule will be used in scoring
- ❖ The bowler may not cross the foul line on a throw
- ❖ No “lobbing” the bowling ball down the alley
- ❖ ALL bowlers are required to wear proper bowling shoes
- ❖ Teams may bowl in their respective lanes at the same time, unless otherwise stated
- ❖ Teams must rotate all players present into the lineup within the 2 games played
- ❖ Scoring is based on total number of pins between both games per team, depending on the number of players present per team (See Below)

FORFEITS/GAME TIME

Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 3 players including 1 male/female to start a game. Game time is forfeit time. Due to the extremely tight schedule, we strongly suggest arriving at the alley 10 minutes before game time for warm-ups.

START OF THE GAME

At the beginning of the game, teams will be assigned lanes by the Field Manager then they will enter their Game 1 roster into the scoreboard and begin the match. At the end of Game 1, teams will report scores to the Field Manager and then rotate players from their team who did not play in Game 1 into the Game 2 roster. These names are then entered into the scoreboard, the game is played, and the scores are reported to the Field Manager when each team is finished bowling.

PICKING UP PLAYERS

You may not pick up players for your team. You must have the minimum required from your roster in order for the game to count.

CLOCK

Teams will be required to bowl TWO (2) COMPLETE 10 frame games (ideally 4 bowlers each) within the allotted 1.5-2.0 hour time period. If teams do not complete 10 frames in Game 2, the scoring of total pins per player for that particular team will end on the frame they're on.

TIE RULE

At the end of both games, if the total number of pins is the same between teams, it will go into the standings as a tie.



SCORING

1. **4 on 4** – 8 total scores per team between both games
 - The highest and lowest score will be eliminated and the pin count between the remaining 6 scores will be totaled
2. **4 on 3** – 8 total scores for the team with 4 players bowling each game
 - The highest and lowest score will be eliminated and the pin count between the remaining 6 scores will be totaled
 - 6 total scores for the team with 3 players bowling each game
 - i. *Only the highest score will be eliminated; the middle score of the remaining 5 scores will count TWICE. The pin count between the remaining 5 scores PLUS the middle score counted twice will be the total count for that particular team*
3. **3 on 3** – 6 total scores per team between both games
 - 6 total scores for the team with 3 players bowling each game
 - i. *Only the highest score will be eliminated; the middle score of the remaining 5 scores will count TWICE. The pin count between the remaining 5 scores PLUS the middle score counted twice will be the total count for that particular team*

*If teams do not complete all ten (10) frames of Game 2 in the time allowed, the scoring will stop and the total pin count will be recorded for the amount of frames that have been bowled.

Games will be played 4 (four) on 4 (four) – with at least 1 female and 1 male player playing a full game in each set (i.e. 2 out of 8 scores)

If a team has 3 bowlers only in one of the two games, and therefore a total of 7 scores for the night, that team would drop the highest score only.

Teams will be responsible for recording each players total pin count at the end of each game. These scores will then be handed to the Field Manager at the end of the time allotted. The Field Manager will then verify all the information and indicate the winner for that week.

TEAM ROTATION

YOU MAY NOT BOWL MORE THAN 4 GAMES AT A TIME

If teams have more than 4 players present they have three choices;

- 1) The team can choose to have players sit out the first or second game. A player who sits out game 1 must bowl in game 2.

OR

- 2) They may rotate all of their players into the 4 slots for both games.
 - a. All present players may rotate equally throughout the 4 game slots. That means a consistent rotation.
 - b. If a team has more than 1 male and 1 female present and 6 or more in a given night you may not have two bowl their own games while the other 4 or more rotate between 2 game slots
 - c. If only one male or female is present (and more than 4 total) that person must bowl their own game and the other present may rotate through the other 3 slots.
 - i. *An example of this would be 4 guys and 1 girl present for a given night. The 4 guys may rotate through 3 game spots while the female bowl a single slot in each set of games.*

OR

- 3) The team can choose 2 bowlers of the same sex to rotate through the same game. They must play the entire frame. You may not rotate within a frame (i.e. a guy/girl throws the first ball and a different guy/girl tries to pick up a spare)
 - a. *An example of this would be 4 guys and 1 girl present for a given night. 2 of the guys and the girl each bowl an individual game. The 3rd and 4th male present share the 4th game by alternating frames.*

BOWLING EQUIPMENT

All players are required to wear proper bowling shoes. Players may choose to bring and wear their own bowling shoes; however, shoes will be provided for players who do not have the proper footwear. Bowling balls will also be provided at the alley, but players can choose to bring their own. Other equipment, such as wrist braces and gloves, will not be provided by ZogSports or the bowling alley, but may be worn by players.

BOWLING OUT OF ORDER/WRONG LANE

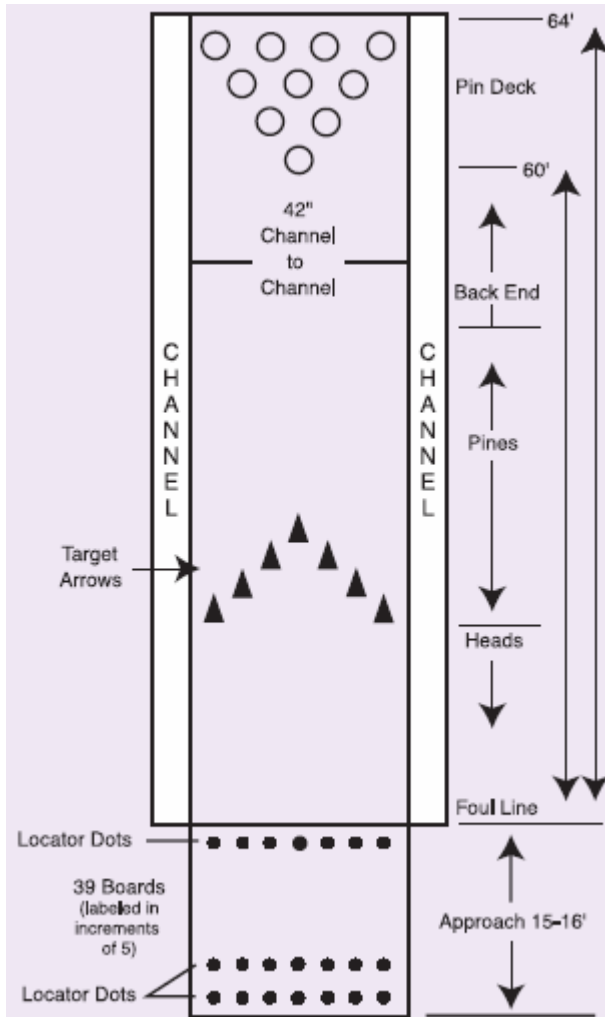
If a player bowls out of order, the teammate which he/she has bowled for will then go in place of that player on the subsequent turn. If a player bowls in the wrong lane (opposing team), that team will go into the electronic scoreboard and erase the frame thrown by the wrong player. *(Note: You are on a time restraint, so doing this quickly and efficiently will only benefit your team in the end.)*

ILLEGAL THROWING

Players must properly throw the bowling ball down their teams designated lane. Field Managers will issue warnings to those teams/players that "lob" the ball down the lane or improperly roll the ball (i.e. backwards, between the legs, two balls at once, two people at once, etc.).

FOUL LINE

Players must try to stay behind the foul line indicated on the lane, and must attempt to release the bowling ball before crossing it. The lane beyond the foul line is very slippery and could be dangerous to step on. (indicated below)





"Play For Your Cause"

Co-ed Bowling Rules

SELF-UMPIRING

Games will be self umpired. ZogSports will have a staff member on site to assist in clarifying any rules questions, but we ask that you be on your best behavior and honest when making calls and recording scores.

SPORTSMANSHIP

ZogSports is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the umpire or ZogSports staff may result in suspension and/or ejection from a game or the league.

SUSPENSIONS/EJECTIONS

- ❖ Any player(s)/team(s) that are involved in a fight will be suspended from all ZogSports Leagues for life. Any teams will forfeit all remaining games. The field manager has the right to sit an unruly player if necessary.
- ❖ Any excessive contact with an opponent will result in an ejection of that player.
- ❖ Any player verbally abusing the other team/field manager will automatically be ejected from the game without a warning.
- ❖ A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit.

TIE BREAKERS FOR PLAYOFFS/SEEDINGS

1. Winning percentage
2. Head-to-head competition
3. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
4. Number of wins
5. Record against next best common opponent
6. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding
7. *Total pin count for the season

Notification

If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day of the game at info@zogsports.org. It is not considered notification unless you receive a reply. If your decision is not made until after 12 pm, you should still try to reach ZogSports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

There is no additional penalty if you show up short-handed (and need to add other ZogSports players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play. Once ZogSports is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.