

San Diego State University  
Intramural Sports

**INTRAMURAL BOWLING RULES**

**SDSU IM Sports follows American Bowling Congress Rules except for the following modifications.**

**PART I      RULE DIFFERENCES**

**Team Rosters:**

Rosters are limited to 10 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

**RULE 1      PLAYING PROCEDURES**

**SEC – 1      TEAM REQUIREMENTS**

Teams consist of three players, with unlimited substitutes allowed. Two players must be present at game time to avoid a forfeit. Refer to the Intramural Sport Guide to Participation for player eligibility requirements (i.e. former collegiate athletes).

**SEC-2      ARC MEMBERSHIP**

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest without prior purchase of an Aztec Recreation Center membership or Day Use Pass.

**ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!**

**SEC-3      Substitutions**

Substitute players may replace active bowlers between games only.

**RULE 2      SCORING**

**SEC. 1      Game Time**

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

SEC. 2

**Head to Head**

Three players from each team will match-up head-to-head in each game. Each player who wins a head-to-head match up will receive one point. In the event of a tie, each tied player will receive 1/2 point.

SEC. 3

**Phantom score**

If a team only has two players present for a match, a phantom score will be used in place of the absent bowler. The phantom score will be determined by taking the opponent's lowest score minus ten (10) pins for each game. For example, if the opponent's lowest score was 132, the absent bowlers score will be 122 for the purpose of the final team score.

SEC. 4

**Total Pins**

The team with the most total pins for the game will receive 3 additional points. If tied, each team will receive 1.5 points. Three games will be bowled with the point scores added from each game to obtain the final team point score. Less than three games may be bowled upon mutual agreement of team captains.