INTRAMURAL BOWLING RULES

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE I  PRE-SEASON PROCEDURE

SEC. 1  REGISTRATION
All registration and roster additions will be done online at www.dosportseasy.com/sdsu. Captains will create an account, choose a league that best fits their team’s playing ability, and enter their teammates information.

SEC. 2  FORFEIT FEE CONTRACT
Once the information has been entered, the captain still needs to submit a mandatory Forfeit Fee Contract to the ARC to secure their spot in the league. This contract will contain a personal check or the credit card information of the captain. The only time a captain will be charged the $40 is if their team forfeits a game.

SEC. 3  MANDATORY CAPTAIN’S MEETING
The captain will be contacted by the IM Sports office with the time and date of the mandatory Captain’s meeting. Each team must have their captain or a representative at this meeting to learn the rules and policies of the program. They will also receive their league schedule at this meeting.

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

RULE DIFFERENCES

Team Rosters:
Rosters are limited to 6 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 2

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 3

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 two points. In the event of a tie, each tied player will receive 1 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 bowling average minus ten (10) pins for each game. For example, if the opponent’s average 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 highest total pins for the game will receive 4 additional points. If tied, each team will receive 2 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.

SEC. 5  Handicap

Each team and individual will receive a handicap; this equalizes individual and team competition. The handicap will automatically be entered in by the scoring unit.