**Team Formation**

- Teams will consist of 4 members, 3 bowlers must be present each week to avoid forfeit.
- Teams may have up to 8 players on the roster.
- Participants may only play on one team (Men’s, Women’s, or CoRec).
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by **noon on the day of their game** to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  - 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league.
  - Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league.

**Player Equipment and Behavior**

**Player Equipment**

- Players are not required to wear athletic attire, but it is suggested. Please wear appropriate clothing to the facility in keeping with their requirements as well.
  - Bowling shoes MUST be worn while playing. Please check them out and use them when you participate.
- Players may utilize their own equipment (Bowling balls, shoes, etc.) within the rules.
- Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match.
  - A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue.

**Player Behavior**

- Do not bother another bowler who is in the process of bowling. Also remember that yelling or otherwise creating distractions may be affect bowlers on adjacent lanes.
- If it is not your turn, stay back in the sitting area, only bowlers who are up should be at the ball return.
- Observe a 1 lane courtesy by not entering the approach area (wooden floor) if a bowler on the lane to either side of you is preparing to bowl, or has begun their approach.
- When a bowler is on the approach in a set position before attempting a shot, do not go to the ball return to retrieve your ball, wait until he/she has begun the approach.
- If you and a bowler on an adjacent lane are ready to bowl at the same time, the bowler about to shoot a spare should be given the right of way over a bowler on their first shot. If both bowlers are on the same turn in their frame, the bowler on the right has the right of way.
• Do not use another bowler’s ball or other equipment without permission – even if they are using a house ball
• Be respectful of the bowling alley and equipment
• Do not throw more than one ball at a time
• Do not roll a ball when the rack is down and the machines are clearing the pin deck.
• Do not throw from the ball return area or onto a lane from the approach of another lane.
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  o Refusal to comply with or abide by a request or decision of an official
  o Intentionally kicking, spiking, or throwing the ball aside from game play
  o Attempting to influence the decision of an official
  o Disrespectfully addressing an official or an opponent
  o Playing or attempting to play without signing in with their KSU ID
  o Participating in a fight (AUTOMATIC EJECTION)
  o Any act deemed by an official to be unsportsmanlike
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game

Alcohol Policy
• As this is an activity sponsored by KSU, the consumption of alcoholic beverages is PROHIBITED by participants or spectators at the bowling alley while participating in the league. Any participant consuming alcoholic beverages or bowling under the influence will be removed from the league.

Gambling Policy
• Players are not to participate in any form of gambling while participating in Intramural Sports. This includes any type of side game that a team may be playing amongst their team only. Any participant or team practicing any form of gambling will be removed from the league.

Game Length and Time

Play Periods
• Warm-ups will begin 10 minutes prior to game time
• Each team will bowl 3 standard games each week

Overtime
• There is no overtime

Timeouts
• There are no timeouts

Mercy Rule
• There is no mercy rule

Facility Specifications

• All games will be played at the Brunswick Zone XL on Barrett Parkway in Kennesaw
  o Students should allocate more time to accommodate for traffic when travelling to the game site, game time is still forfeit time.

Rules of Play

• The bowler that begins the game must play the game to completion.
• Players can start late in a game, as long as the 1st bowler of the opposing team has not started the 4th frame
• If a player begins a game but leaves prior to completion, the current player's score will stand.
• The top 3 scores from the team’s game will be added together to create the team’s score for the game
  o This score will be compared to the opposing teams score
  o The higher score will win the game and give the team 2 points for the match
• Each night a total of seven (7) points are won.
  o Two points are awarded for each game won and one point for total pins for the entire night.
• If the points from the match are tied, the total pins will act as the tie breaker
• If total pins are tied, teams will then move into a head-to-head bowl off
  o There will be a coin toss to decide who bowls first
    ▪ If there are multiple frames bowled, the order will alternate throughout the bowl off
  o Each team will provide 1 bowler
  o Each team’s bowler will alternate bowling their frame
  o If at the conclusion of the first head to head frame the bowlers tie, the teams will provide a new bowler from the team for another frame.
• Foot faults will result in a zero for the ball that was thrown during the offense.

**Recording Scores**

• A recap sheet will be set out at each lane every week, it is imperative that a the sheet is legibly filled out, signed by each team captain, and turned into the Intramural Sports Supervisor at the completion of each week.

**CoRec Modifications**

**Teams**

• CoRec teams must have a minimum of 1 and maximum of 2 for each gender

**Scoring**

• Scoring for both men and women will be the same