



CLUBWAKA Bowling Rules

10 Simple Rules

1. HAVE FUN!
2. Each week, teams must use the same player names when setting up the game electronically. Do not change your name every week. (e.g. first week "The Dude," second week "Walter," etc...) This is the only way your scores will be saved each week and handicaps will be recorded.
3. PLAYERS: 6 players per team. 4 players bowl per game and the breakdown is as follows: 2 men/2 women, 3 men/1 woman or 3 women/1 man (at least one player must be of the opposite sex).
4. WARM-UP: Each team will have 10 minutes to warm-up before the match.
5. LANES: Lanes will be assigned each week by the bowling alley.
6. PLAY: 4 players per game, 3 games per match, 2 games per player. Each player will sit out one game to cheer on his/her teammates.
7. SCORING: Combined team score with handicaps (all 4 players) is used to determine the winner of each game. Teams receive one point for every game won. Teams receive an additional point for the highest total combined score for all 3 games (4 points possible).
8. HANDICAPS: Handicaps will be established the first night and will be used throughout the season to level the playing field. Don't worry if you don't know what this means.
9. WIN THE LEAGUE: The last night of the league a "position round" will be used to determine the league champions. Teams will be seeded based on season standings.
10. HAVE FUN!

Team Requirements

6 players per team consisting of either 2 men/2 women, 3 men/1 woman or 3 women/1 man (at least one player must be of the opposite sex.) You may have more than 6 people on your team, but not everyone will be able to bowl 2 games.

Equipment

Balls and shoes are provided at the bowling alley. Feel free to bring your own if you have them.

Substitutions

4 players play each game. Each player will sit out one game per match. All 6 players will play 2 games per night and watch 1 game.

Warm Up

Each team will have 10 minutes to warm-up before the match, then games start promptly at league start time. Please arrive early to get "warmed-up" for your warm-up.

Scoring

Combined score (all 4 players) is used to determine the winner of each game. One point is awarded to the winning team of each game. One additional point is given for the highest combined score for all 3 games. 4 points are possible per night. Team captains are responsible for ensuring the bowling alley has correct score each night

Handicap

Handicaps will be established the first night to level the playing field so that someone who averages 100 can still compete with someone who averages 175. The handicap is based on 90% of the difference between your average and 200. *(Note: Handicaps may differ depending on market and bowling alley used)*

Fouls

Over the line! Mark it zero. This is not 'Nam. This is bowling. There are rules. Don't drink and drive. Don't drink if you drive. Don't drive if you drink. Don't be that guy.

Alcohol: Please drink responsibly. If you need a ride home, let someone know and we will get you a cab.

Win the League

Teams will be seeded based on season standings. A position round (1v2, 3v4, and 5v6) will be used the last week to determine the league champion.

*Please note that a given League's policies are expressed on each League's webpage, whether in the text of the page itself or any documents linked to from the page (such as FAQs and memos to Captains). There may be policies on the local level that expand on or even supersede the default policies herein - please check out your local League page and ask your CLUBWAKA Community Coordinator if you have questions.