



CT Bowling Rules

Teams:

- Each team will consist of at least 2 men and 2 women, 5 players total that have signed up for the league. ***There will be no subs.***
 - Signing up for the league will include paying full price up front.
 - Minimum of 1 male and 1 female are required to avoid a forfeit.
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Pre-bowling:

- Any team member can pre-bowl leading up to the start of their league night. To do this, either the person pre-bowling or the captain of that team must send an email to the coordinator letting them know which night they pre-bowled. When the pre-bowler arrives to bowl, they must let the staff know which team and which specific night they are bowling for.
 - **There will be no post-bowling. This is to allow coordinators to send out scores to the league in a timely fashion.**
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Handicap:

- The first night there will be no handicaps provided. After the first week the handicap will be the average of the games you bowled in subtracted from a 200 pin total. (Ex: If your average is a 140, your handicap is a 60 the next week)
 - To ensure throwing games for playoffs, you cannot bowl 41 or more pins below your average. If you do, that score will not be counted towards your league handicap.
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Gameplay:

- Each match will consist of three games for the night.
 - Every player on the team will bowl that night. All scores will be counted towards the teams total pins.
 - If your team has less than 5 people, any missing players will be scored at their average minus 10. (190 with 200 handicap). This will not affect your league average after the games. ****Pre-bowling supersedes this rule and those scores will be used.****
 - Make sure you do NOT cross the foul line or you will be penalized.
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Scoring:

- 1 point will be awarded for winning each of the 3 games and 1 point for scoring the most points when all games' scores are added together.
- If there is a tie score, the team with the highest individual score wins the point. If

there is still a tie, go to the next highest scorer, until someone wins the game or extra point.

- If there are any questions about scoring must be addressed that night with both teams present.
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Lane malfunction:

- Similar to pro bowling, CT CLUBWAKA bowling will include making sure your lane has 10 pins prior to your frame, as well as the correct pins after your first bowl in the frame.
 - Not similar to pro bowling, CT CLUBWAKA bowling will include pins counted if knocked down after the ball potentially comes out of the gutter.
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Playoffs:

- Playoffs will be one week long with one 10-frame game match-up each round, winners move onto the next round; teams that lost the first round can still bowl two additional games.
 - Bowlers that are either at the lanes during playoffs or have pre-bowled 1 game per round will have their scores counted.
 - We understand that situations may arise and using blinds are a last resort for playoffs.
 - If your team has a bye in the first round, you can show up during that time and bowl a warm up game on a lane not being used.
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Etiquette:

- Practice proper bowling etiquette. If your lane is ready, you are ready. Make sure to check the bowler(s) on each side of you. Do not take your approach at the exact same time either side takes their approach. It's very distracting.
- Put your ball(s) back on the racks, turn in shoes, and make sure you gather all of your belongings before you leave at the end of each night
- All participants must wear an approved CLUBWAKA shirt and proper bowling shoes are required for everyone's safety.
- HAVE FUN AND BE NICE TO EVERYONE!

