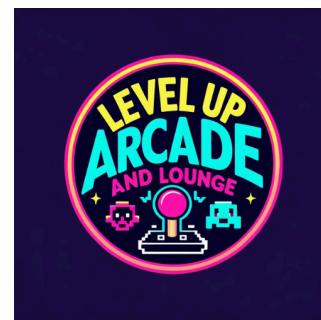


DUCKPIN BOWLING LEAGUE

OFFICIAL RULE BOOK



1. League Overview

The In-House Duckpin Bowling League is designed to provide a fun, competitive, and social bowling experience for adult participants. This league emphasizes sportsmanship, fairness, community involvement, and friendly competition.

The league is intended for recreational and competitive bowlers of all skill levels.

2. League Structure

2.1 Team Format

- The league will consist of up to 8 teams.
- Each team shall consist of 3–4 registered players.
- Teams compete weekly on designated league nights.

2.2 Lane Assignments

- Four lanes will be used during league play.
- Each match will consist of two teams competing head-to-head.
- Lane assignments may rotate weekly.

2.3 Season Length

- The league season length will be determined before registration opens.
- A typical season may range from 13 weeks.

3. Team Requirements

3.1 Team Captains

Each team must designate one Team Captain responsible for:

- Communication with league officials
- Collecting league dues
- Reporting substitutions
- Ensuring player compliance with league rules

3.2 Team Names

- Team names must remain appropriate and respectful.
- Offensive or discriminatory names may be rejected.

3.3 Roster Limits

- Teams may carry a maximum of 4 rostered players unless approved by league management.

4. Player Eligibility

4.1 Age Requirement

- All participants must be 18 years of age or older.

4.2 Registration

- All players must complete registration forms before participating.
- Players may not participate until league fees are paid or payment arrangements are approved.

4.3 Waivers

- Players may be required to sign liability waivers prior to participation.

5. League Schedule

5.1 Match Nights

- League play occurs on the scheduled league night each week.
- Match start times should be observed promptly.

5.2 Warm-Up Time

- Teams will receive approximately 5–10 minutes of warm-up bowling before official play begins.

5.3 Delays

- Teams should notify league officials in advance if they expect to arrive late.

6. Match Format

6.1 Games Per Match

- Each match consists of 3 games.

6.2 Scoring Format

Suggested league scoring:

- 1 point awarded per game won
- 1 point awarded for total pinfall series
- Total possible points per match: 4

Alternative scoring systems may be used if approved by league management.

6.3 Lineups

- Teams must establish bowling order before the match begins.
- Bowling order should remain consistent throughout each game unless approved by league officials.

7. Duckpin Bowling Rules

7.1 General Rules

Duckpin bowling follows traditional duckpin rules using:

- Smaller duckpin balls without finger holes
- Standard duckpin pins
- Three rolls per frame unless all pins are knocked down earlier

7.2 Frames

- Each game consists of 10 frames.
- Bowlers receive up to 3 rolls per frame.

7.3 Strike

A strike occurs when all 10 pins are knocked down on the first ball.

Scoring:

- 10 points plus the next 2 balls rolled.

7.4 Spare

A spare occurs when all 10 pins are knocked down within the first 2 balls.

Scoring:

- 10 points plus the next ball rolled.

7.5 Ten

If all 10 pins are knocked down using all 3 balls:

- The frame is scored as 10 with no bonus.

7.6 Deadwood

- Deadwood rules will follow house policy.
- Players may not intentionally interfere with deadwood.

7.7 Fouls

A foul occurs when a player crosses the foul line during delivery.

- Pins knocked down on a foul do not count.
- Repeated or intentional fouls may result in disciplinary action.

8. Scoring Rules

8.1 Official Scorekeeping

- League officials or designated scoring systems will maintain official scores.
- Bowlers are encouraged to verify scores after each game.

8.2 Score Corrections

- Errors should be reported immediately.
- Once the next game begins, previous game scores may become final.

8.3 Blind Scores

If a player is absent without a substitute:

- A blind score may be used according to league rules.
- Suggested blind score: player average minus 10 pins.

9. Handicap System

9.1 Purpose

Handicaps are intended to create competitive balance among teams of varying skill levels.

9.2 Handicap Formula

Suggested handicap system:

- 90% of the difference between a player's average and the established league base average.

Example:

- League base average: 140
- Player average: 110
- Difference: 30
- Handicap: 27 pins

9.3 Establishing Averages

- New bowlers may establish averages after a predetermined number of games.
- League management may assign temporary averages when necessary.

9.4 Average Adjustments

League officials reserve the right to adjust averages in cases of:

- Sandbagging
- Obvious scoring manipulation
- Inaccurate starting averages

10. Substitutes

10.1 Substitute Eligibility

- Substitute players may participate if approved by league officials.
- Substitute players must follow all league rules.

10.2 Frequency

- Teams should make reasonable efforts to use registered players whenever possible.

10.3 Average Rules

- Substitute averages may be determined by league officials.

11. Sportsmanship & Conduct

11.1 Respectful Conduct

All players are expected to:

- Treat opponents respectfully
- Respect league staff and venue employees
- Maintain good sportsmanship

11.2 Unsportsmanlike Conduct

The following may result in warnings or removal:

- Harassment
- Threatening behavior
- Excessive profanity
- Damage to equipment
- Intoxicated disruptive behavior

11.3 Fighting

Any physical altercation may result in:

- Immediate removal
- Suspension
- Permanent league ban

12. Alcohol & Venue Policies

12.1 BYOB Policies

- All participants must follow venue BYOB rules.
- Illegal substances are strictly prohibited.

12.2 Responsible Consumption

- Excessive intoxication will not be tolerated.
- Venue staff and league officials reserve the right to refuse participation.

12.3 Property Damage

Players are financially responsible for damage caused intentionally or through negligence.

13. Forfeits & Absences

13.1 Team Forfeit

A team may forfeit if:

- Insufficient players are present
- The team arrives excessively late
- League dues remain unpaid

13.2 Late Arrivals

- Frames missed due to tardiness may receive zero pinfall.

13.3 Notification

Teams should notify league officials if unable to attend.

14. Playoffs & Championship

14.1 Playoff Qualification

- Playoff eligibility will be based on regular season standings.

14.2 Tiebreakers

Suggested tiebreakers:

1. Head-to-head record
2. Total pinfall

3. Total games won

14.3 Championship Match

- Championship format will be announced before playoffs begin.

15. Prize Distribution

15.1 Prize Fund

If league fees contribute toward prizes:

- Prize distribution will be announced before the season begins.

15.2 Potential Awards

Examples include:

- League Champion
- Runner-Up
- High Individual Game
- High Individual Series
- Most Improved Bowler
- Sportsmanship Award

16. League Officer Responsibilities

League management reserves authority over:

- Scheduling
- Rule interpretation
- Handicap administration
- Disciplinary decisions
- Playoff structure

League decisions are final unless otherwise stated.

17. Rule Disputes & Amendments

17.1 Disputes

- Rule disputes should be addressed respectfully.
- League officials will review disputes promptly.

17.2 Rule Changes

- League rules may be amended during the season if necessary.
- Teams will be notified of all changes.

18. Waiver & Acknowledgment

By participating in the league, players acknowledge:

- They understand league rules
- They participate voluntarily
- They accept responsibility for personal conduct
- They agree to follow venue policies and league decisions

I understand these rules and agree to play by them. I understand that disregard for these rules or arcade policy will result in being removed from the league for the remainder of the season without a refund.

Sign _____

Date _____

WELCOME TO TUESDAY NIGHT LEAGUE PLAY

Compete hard. Respect the game. Have fun.

LEVEL UP ARCADE & LOUNGE