

# University of Minnesota

## Intramural Bowling

In addition to this detailed set of bowling rules, the Department of Intramural Sports also has a set of rules that apply to all sports. These rules and the non-affiliate policy are posted online at:

<http://www.recsports.umn.edu/intramurals/index.html>

### **General Provisions:**

- Teams are composed of four or more bowlers (any gender). Averages, handicaps, team standings and schedules will be posted at the Goldy's Gameroom in Coffman Memorial Union for each league.
- Team captains will total the four individual player handicaps and will use this total for each of the three games. The dummy score is 120 (with no handicap). No team may use more than 2 dummies. A person bowling for the first time will receive a handicap to be calculated after their first three games and which will then be used to determine team totals that night. Teams must start to bowl on time regardless of the number of bowlers present. Teams will receive 12 pins per frame for each tardy bowler through the fifth frame. Bowlers arriving after the fifth frame must wait until the second game begins and will use the dummy score of 120 for the first game.
- Teams will bowl on two adjoining lanes and bowlers must alternate lanes each frame. Competition is based on match play, seven point scoring system. Two points will be awarded for each game won (total pins plus handicap) and one point for three game high (total pins plus handicap).
- Bowler's handicap is 90% of 180 minus bowler's average.
- No new bowlers may be added for rollofts (playoffs). In other words, to bowl in rollofts, a bowler must have established a handicap during the regular season.

### **Rollofts:**

- Top teams qualify. Date and times to be announced.

### **Cost:**

- \$100 initial team registration fee (paid at Intramural registration)
- Shoe rental is required each week if bowler does not bring bowling shoes.

### **Scoring:**

- Fill out the Intramural Bowling Record sheet as neatly and completely as possible.
- Make sure to spell first and last names correctly.
- To insure accuracy, fill in the handicap for each bowler listed.
- Total to the right for the individual three game series, and total down for team game scores.
- At the end of your game, turn the form in at the bowling counter.

### **Forfeits:**

- A forfeit is declared when a team fails to have at least two bowlers ready to start at league time. A team which forfeits is ineligible for rollofts (see the Intramural Handbook).

### **Player Add/Drop Policy and Procedures**

- All players **MUST** be officially added/dropped to the team roster by completing a roster add/drop form. The forms are available at the Intramural Office in Cooke Hall 106.
- The add/drop form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the player to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
- Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
- Players not added to the roster will **NOT** be allowed to participate.
- **Make-up Games:**
- All make-ups must be rescheduled by the St. Paul Student Center Bowling Lanes or Coffman Union Bowling Lanes, **and** the Intramural Office (612-625-8094).
- Make-up matches must be verified by a neutral party or opposing team member.
- All make-ups must be completed by the last week of the regular season.

### **Sandbagging Rule:**

- Sandbagging is when a player intentionally bowls a lower score to increase future bowling handicaps.

- Players who are caught sandbagging will have all scores thrown out and may also be suspended from future bowling events.