

Bowling Rules

Equipment:

All bowling equipment (bowling balls, bowling alley shoes) will be provided by the bowling alley itself. All cost of rentals for each of these items is included in your registration fees. Of course we will not charge you for shoes each night! Player can bring and use own regulation equipment.

Rules of play

A game of bowling consists of ten frames. In each frame, the bowler will have two chances to knock down as many pins as possible with his bowling ball. In games with more than one bowler, as is common, every bowler will take his frame in a predetermined order before the next frame begins. If a bowler is able to knock down all ten pins with the first ball, he is awarded a strike. If the bowler is able to knock down all 10 pins with the two balls of a frame, it is known as a spare. Bonus points are awarded for both of these, depending on what is scored in the next 2 balls (for a strike) or 1 ball (for a spare). If the bowler knocks down all 10 pins in the tenth frame, the bowler is allowed to throw 3 balls for that frame. This allows for a potential of 12 strikes in a single game, and a maximum score of 300 points, a perfect game.

Scoring

In general, one point is scored for each pin that is knocked over. So if a player bowls over three pins with the first shot, then six with the second, the player would receive a total of nine points for that frame. If a player knocks down 9 pins with the first shot, but misses with the second, the player would also score nine. When a player fails to knock down all ten pins after their second ball it is known as an open frame.

In the event that all ten pins are knocked over by a player in a single frame, bonuses are awarded.

X		3	6		
19	28				



A ten-pin bowling scoresheet showing how a strike is scored.

- strike: When all ten pins are knocked down with the first ball (called a strike and typically rendered as an “X” on a scoresheet), a player is awarded ten points, plus a bonus of whatever is scored with the next two balls. In this way, the points scored for the two balls after the strike are counted twice.

Frame 1, ball 1: 10 pins (strike)

Frame 2, ball 1: 3 pins

Frame 2, ball 2: 6 pins

The total score from these throws is:

- Frame one: $10 + (3 + 6) = 19$

- Frame two: $3 + 6 = 9$

TOTAL = 28

Two consecutive strikes are referred to as a “double.” (image unavailable)

A double's pinfall is:

Frame 1, ball 1: 10 pins (Strike)
 Frame 2, ball 1: 10 pins (Strike)
 Frame 3, ball 1: 9 pins
 Frame 3, ball 2: 0 pins (recorded as a dash '-' on the scoresheet)
 The total score from these throws is:
 Frame one: $10 + (10 + 9) = 29$
 Frame two: $10 + (9 + 0) = 19$
 Frame three: $9 + 0 = 9$
 TOTAL = 57

Three strikes bowled consecutively are known as a “turkey” or “triple.”

A triple's pinfall is:

Frame 1, ball 1: 10 pins (Strike)
 Frame 2, ball 1: 10 pins (Strike)
 Frame 3, ball 1: 10 pins (Strike)
 Frame 4, ball 1: 0 pins (Gutterball)
 Frame 4, ball 2: 9 pins
 The total score from these throws is:
 Frame one: $10 + (10 + 10) = 30$
 Frame two: $10 + (10 + 0) = 20$
 Frame three: $10 + (0 + 9) = 19$
 Frame four: $0 + 9 = 9$
 TOTAL = 78

Any longer string of strikes is referred to by a number attached to the word “bagger,” as in “five-bagger” for five consecutive strikes. Recently, the event of bowling four consecutive strikes has also been called a “ham bone.” This terminology is used most often when a bowler is “off the strikes.” (i.e. has previously bowled a string of several strikes but failed to strike on his most recent ball.) When a player is “on the strikes,” a string is often referenced by affixing “in a row” to the number of strikes bowled consecutively. Six strikes in a row are sometimes referred to as a “six pack.”^{[18][19]} Six strikes and nine strikes in a row can also be referred to “Wild Turkeys” and “Golden Turkeys” respectively. Any string of strikes starting in the first frame or ending “off the sheet” (where all of a bowler’s shots from a certain frame to the end of the game strike) are often referred to as the “front” or “back” strikes, respectively (e.g. the “front nine” for strikes in frames 1-9, or the “back six” for strikes in frames 7, 8, and 9 with a turkey in the tenth). A “Perfect Game” or 12 strikes in a row is also colloquially referred to as the “Thanksgiving Turkey.”

A player who scores multiple strikes in succession would score like so:

Frame 1, ball 1: 10 pins (strike)
 Frame 2, ball 1: 10 pins (strike)
 Frame 3, ball 1: 4 pins
 Frame 3, ball 2: 2 pins
 The score from these throws are:

- Frame one: $10 + (10 + 4) = 24$
- Frame two: $10 + (4 + 2) = 16$
- Frame three: $4 + 2 = 6$

TOTAL = 46

Most likely, all five scores of the bowlers will be counted together to get one total score (no handicap). If a team is short one bowler, the missing bowler will be given a “sellout score” of 100.

Another possible scoring system used by SSSports, The top four highest scores (with at least one female’s score) without a handicap. The accumulated total of the top four bowlers will then be compared to the other team’s accumulated scores to determine the winner. If four bowlers (at least one female) begin the game and the fifth bowler shows up after the scheduled first turn, that bowler’s score will not count and the team’s total will be the original four’s accumulated total.

Points Awarded

Win – 2 points...Tie – 1 point....Loss – 0 points.

Playing Format

Each team will bowl two separate games each night for 5 weeks. The 10th game of the season will be the playoffs – 1st place v 2nd place, 3rd v 4th, etc. The first game begins at 8:30 lasting an hour with the second beginning an hour later.

Forfeits and Forfeit Fines

If your team forfeits a match during the season, the following rules apply:

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

Teams without the minimum number of players at the start of the game or after the bowling forfeit extension rule has passed will be charged a \$25 Bar Tab payable to the team the following week. The tab has to be used the following week and cannot be combined with any other discount.

Forfeit Extensions

Each team must have at least 3 team members present at the start of the game (at least one female). If a team does not possess the needed amount of players to start, the opposing team will receive an automatic victory. In the case of a forfeit, the present team members will still bowl their games.

Shoes and Balls

All team members must pick up their shoes and pick out a ball BEFORE their scheduled start time in order to ensure every game is completed within one hour. Please notify the staff that you are with the Austin SSC Bowling league when requesting your shoes for the evening. You may bring your own equipment if you wish (may have to be lane approved).

Standings

The updated standings will be posted weekly, displaying each teams rank within its skill level. Rank is based on winning percentage.

Playoffs

All eligible teams make the playoffs (teams that have not abused any policies are eligible). In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with SSS league coordinator to see if this applies to your league.

Playoffs are single elimination.

Waivers

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a SSS staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by SSS staff are considered final.

SPORTSMANSHIP

The idea of SSS is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be canceled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SSS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a

cancellation, remember we will not have an answer until close to the start of the league. Make sure and check with the social club at 512-487-1492. If the league is canceled, SSS staff will call all of the captains and post a message on the website. If a league is canceled on site, SSS staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is canceled teams should follow the April 20 schedule for their next game). The games that are canceled will be made up at the end of the season if time allows. In extreme circumstances, SSS reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.

PRIZES/ T-SHIRTS:

Each team will receive one shirt for every paid player on the roster. Rosters will be considered final by the second week of the league and used for distribution of T-shirts.

The shirts will be handed out at the sponsor bar during the season. Please look for the announcement at the league designating which nights the shirts will be dispensed. Those teams unable to pick up their T-shirts at the sponsor bar may arrange for another member of the team to pick up their shirt.

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.