

# Bowling Rules

## General Information

1. All Intramural Bowling games are played at the **Linn Lanes in Canton**.
2. All players must check-in with their SRC issued photo IDs with the supervisor or Student Worker prior to participating each night of play.
3. All divisions play 3 on 3. Only 3 players may bowl in a night per team.
4. Team rosters are limited to a maximum of 5 players.
5. Each team shall designate a team captain. The captain is required to sign the scorecard at the end of each game. The team captain is responsible for all information contained in the Intramural Bowling Rules.
6. Teams should be warmed up and ready to play as soon as the previous game ends on their lane.
7. Most importantly, there is **NO DRINKING OF ALCOHOL** during SRC intramural league play. If caught drinking at the Linn Lanes bowling facilities before or during league play, a team will be disqualified and dropped from the league immediately. No exceptions.

## Equipment and Uniforms

1. All players are required to bring a valid SRC ID to all Intramural games.
2. Bowling shoes will be provided with the league fee. Only bowling shoes can be worn during the event.
3. All equipment is subject to the approval of the intramural staff on duty.

## Length of Game

1. Each participant will bowl 3 game per match.
2. Each team will play 12 matches over a 4 week period.
3. Time limit: each team will have 2 hours to complete the game.

## Playing the Game

1. Scoring will be kept by the Linn Lanes system and will be reported to the Intramural Staff member after each game.
2. The winner will be the team with the highest pin-fall total at the conclusion of the season and receive gift cards to the SRC bookstore!
3. If there is a tie in team scores, there will be a 3 game set scheduled at the end of the 4 week period.
4. **If a team or participant arrives after the match has begun, they must be ready to bowl by the end of the 3<sup>rd</sup> frame or wait until the next game.**
5. Blind scores will be used for absent bowlers. If you do not have 3 bowlers for your team, the score of the three will then be averaged to make up for the lack of a player.

# Forfeits

1. Game time is forfeit time. All teams must be signed in and ready to play at game time in order to not receive a forfeit. The supervisor's watch is the official game time on the field.
2. In order to claim forfeit, a team must have the correct number of players present (minimum of 3) and be ready to play.
3. If neither team is able to field a team, a double forfeit will be declared.

# Defaults

1. Should a team know in advance that they cannot field a team on a given night; they may avoid a forfeit and loss of playoff eligibility consequences by contacting the Intramural Office at 217-244-1344, or [intramurals@illinois.edu](mailto:intramurals@illinois.edu) to default their game. All defaults must be called or emailed in before 2pm on the business day of the contest, or before 2pm on the Friday before a Sunday contest.