

SPRING 2024 BOWLING RULES

Updated 1/10/2024

Recent changes will appear in italicized and highlighted text

Situations not specifically covered or implied by these rules shall be governed by the Intramural Sports Program.

Rule 1: Facility

1. All matches will be played at King Pin Lanes.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural level.

Rule 3: Team Composition

1. Bowling is considered an "Open" league.
2. Each team will consist of 2 participants.

Rule 4: Equipment

1. Gloves are permitted, but there can be no additional material that interferes with the path of the ball during delivery.
2. Bowling shoes and balls will be provided by King Pin Lanes; however, players may use their own shoes and/or balls.
 - a. Reminder that shoe rental costs are covered by each player themselves.
3. Food and drinks are available for purchase at King Pin Lanes; however, alcohol consumption and tobacco use are not allowed.

Rule 5: The Game

1. The teams will play 1 game each consisting of 10 frames in a double elimination bracket format.



2. The winner of a coin toss or rock-paper-scissors will get to determine which team's player will set its line-up first in the first game. The opposing team will set its line-up first in the second game. An additional coin toss will be held to determine which team will set its line-up first in the third and final game.
 - a. Bowling order will go
 - i. 1st game: Team 1 Player, Team 2 Player, Team 1 Player, Team 2 Player
 - ii. 2nd game: Team 2 Player, Team 1 Player, Team 2 Player, Team 1 Player
 - iii. 3rd game: depends on winner of additional coin toss/rock-paper-scissors
3. A delivery is made when the ball leaves the player's possession and crosses the foul line into playing territory.
 - a. All deliveries count unless a dead ball is declared (see Fouls below).
4. Each game will consist of 10 frames, with 2 balls thrown in each frame.
 - a. In the 10th frame, a third ball will be awarded if a strike or spare is awarded.
5. Games will be bowled with no bumpers.

Rule 6: Scoring

1. A strike is made when the full setup of ten (10) pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made.
 - a. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.
2. Two consecutive strikes is a double.
 - a. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.
3. Three successive strikes is a triple or turkey. The count for the first strike is 30.
 - a. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.
4. A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame.
 - a. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.
5. Winners will be determined by **total pinfall** of both partners with no handicaps.
6. If a match ends in a tie, the tie-breaker will go to the team that won the third game in that match.

Rule 7: Fouls, Illegal Pinfall, and Dead Balls

1. A foul occurs when a part of the player's body (typically the foot) goes beyond the foul line and touches any part of the lane during or after a delivery.
 - a. In the case of a foul, the delivery will count, but no pins will be awarded. Typically, lanes will have technology to determine this. If lane tech is not available, discretion will be used by Sport Program Supervisor.

2. If any of the following occur, then the delivery counts but the pins that fall as a result do not (illegal pinfall):
 - a. Ball leaves the lane before reaching the pins.
 - b. Ball rebounds from the rear cushion.
 - c. A pin is touched by mechanical pin setting equipment.
3. If any of the following occur, the delivery does NOT count, and the pins must be re-spotted (dead ball). The player is allowed to re-bowl the delivery.
 - a. After a delivery, it was discovered that one or more pins were missing from the setup .
 - b. A player bowls in the wrong lane or out of turn. The correct player will be allowed to re-bowl the frame.
 - c. Another person makes contact with the bowler in the process of delivery.
 - d. The machinery interferes with the delivery.

Rule 8: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:
 - a. Participants are openly arguing calls with officials on multiple incidents.
 - b. Fighting.
 - c. Mocking the skill level of an opponent.
 - d. Trash Talk.
 - e. Not having control of spectators for your team.
 - f. Etc.