*-Arkansas State University-*





INTRAMURAL SPORTS

TOURNAMENT EVENT

**4-ON-4 BOWLING RULES**

**FALL 2013**

***\*\*\*\*Key Dates, Times & Location\*\*\*\****

Bowling will be held at the ***Jonesboro Bowling Center @7pm on October 9th***

**RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT**

1. **Registration:**  Teams are to be submitted using www.imleagues.com. After the captain’s meetings, all teams submitted late will not be added to the playing rotation. Entries turned in late will be added to the substitution/waiting list. If a team drops out of pool play, the team first in line on the substitution list will take their place.
2. **Rosters & limitations:** The **minimum amount** of players that you need to turn in on a tournament event roster is **four (4).** The **maximum amount** of players that you can have on your tournament event roster is **sixteen (16).** An intramural roster turned in is a binding contract stating (among other things) that you will be providing a team at the time that is scheduled. Failure to do so will result in fines & possible suspensions. For a player to be added onto your team event roster the captain must provide the following: 1) participant’s proper name, 2) participant’s valid ASU ID, 3) player’s signed waiver. The player(s) will also need to be added to the IM League team roster. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team. **In short, choose your players wisely when making your final rosters**.
3. **Waivers:** All participants must read and agree/sign the waiver stating they understand the document. Any teams that want to add players must go through this process. Players that do not do this will not be allowed to participate.
4. **Leagues:** This one day event will be held on Wednesday, October 9 in the fall and a single day in the spring (date TBD). These are the ONLY days designated for play.
5. **Team Statistics:** Team Statistics can be view on **www.IMLeagues.com.**
6. **Captain/Players meeting:** There will be ONE players meeting each semester: Wednesday, 10/09 at 7:00 PM at the **Jonesboro Bowling Center.**  This meeting is **MANDATORY** for all teams! Teams that **DO NOT** attend the one & only meeting will not be added to the playing rotation. Play will begin that night at 8:00 PM.
7. **Defaults & Forfeits:** Because of the amount of time devoted to a tournament event, teams will not have the option of defaulting. If they cannot make the scheduled event they will forfeit the league. Teams must be able to commit to the league. A forfeit is when a team does not show up & is charged a fee of **$30 per forfeit**. **IF** a team forfeit’s they will be automatically suspended from registering for any future intramural event until fee or fees are paid in full. Everyone on the playing roster will be blocked from future & current intramural registration. If that team or organization forfeits another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. When reinstated for the next semester that team or organization that was suspended the previous semester will be on intramural probation for that semester. What does this mean? If they forfeit one (1) event during the probation semester then they will be suspended for that semester. This includes using the team or organization name, everyone on the playing roster. How do they get off of intramural probation? They must not forfeit ANY events during a probation semester. In short…don’t forfeit!
8. Before a player is allowed to participate their name must be on the roster with a valid ASU ID. Players **CAN BE** added to the roster at the alley. However, they must **READ & SIGN** the waiver on the roster addition form. They can either come by the Intramural office or verified at the alley prior to game time to verify their status.
9. **Score cards & check-in:** Before each game there will be an intramural staff member there for you to check in with. Show them your ASU ID, get a score card & pencil. At the end of the evening turn your score card to that staff member or front desk. To be a valid score card it needs to be signed by the captain or team representative.
10. **Number of players:** The game shall be played between teams of four (4) players each. For the sake of time, teams **CAN ONLY** bowl up to four (4) bowlers per game. If you have more than four (4) people, it will be up to the team to decide what four (4) people will bowl. If a team bowls more than four (4) people per game that team will take the team handicap score per game (75). Personal scores will not be counted. Each team must have a minimum of three (3) players in order to begin a game. Once a game begins, players CAN NOT be added. If a team shows up late & a game begins they will obtain the handicap score for the first game.
11. **Shoes:** Bowling shoes are the only permissible footwear. If you bring your own have the staff members at the front desk inspect them before playing. Players may not play barefoot. No combat boots or hiking boots may be worn

**RULE 2. JONESBORO BOWLING CENTER POLICIES**

1. **Since this event is offered off campus there are fees.** Each person participating during the Intramural season will be charged $7.00 (plus tax) per evening (rates subject to change) plus shoe rental & will get the quarter mania rate. Payments are to be made at the front desk of the Jonesboro Bowling Center. Payment is cash only! No checks, credit or debit cards will be accepted. Again**, ONLY THOSE PARTCIPATING** will receive this special rate!
2. **NO OUTSIDE FOOD OR DRINKS ARE ALLOWED IN THE CENTER!**
3. Things that are not allowed are tobacco, alcohol, & outside food & drinks.
4. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the intramural event. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at any time we have the right to take that privilege away!
5. We encourage teams to bring spectators to watch the games. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

**RULE 3. TIME FACTORS, HANDICAP RULE, & SUBSTITUTIONS**

1. **ALL** games will be played on Wednesday, 10/24 and a future date in the spring semester 7:00 PM – 10:00 at the Jonesboro Bowling Lanes. This will be a one (1) day event/season.
2. **Game time is forfeit time.**  A team must have a minimum number of players to start a game. If there are an insufficient number of players, the handicap rule will go into effect.
3. **Handicap Rule:** The game will begin with the opposing team accumulating player scores of seventy-five (75) for all four players during the first game. If a team shows up during this period they must wait until the next game. This process will continue until the games are completed.
4. The **minimum** number of players to start a game is **three (3)**.
5. **Substitutions:** Teams can have a maximum of two (2) substitutions

6. **Scoring cards & tallies:** Each team is required to fill out a score card for each game. On these cards you will need to indicate the **FULL NAME** (not a nick name), a valid ASU ID, what team, what league, what lane, date & time. Teams also need to indicate what each bowler score was per game & tallying up the team averages. Adding up team & individual averages seems confusing to some but is really easy if you follow the simple formula indicated on the score sheets. These sheets **MUST** be turned in at the end of the night & signed!