

# STAFF AMUSEMENTS SILVER STRIKE BOWLING LEAGUE RULES

The following rules are a set of guidelines to help the Captains solve a problem if a disagreement arises. If the team Captains agree to play a game under circumstances not covered by these rules, then no protest will be allowed.

## THE GAME (General Play):

1. **Good Sportsmanship:** Common sense and good sportsmanship are to be used to cover any questions that may arise during a match and are not covered explicitly in these rules. Try to treat others the way you would want to be treated. If you lose don't throw a tantrum, if you win don't taunt or brag we would like to try to keep teams, not lose them because they were treated badly. Remember we are here to have fun & enjoy ourselves.
2. **Game Time:** Game time is 7:00 p.m. Teams will have 15 minutes. (Regular time) to show. (If a team can't be there on time but call you, either reschedule the match or play it but don't make a big deal out of 15 —30 mins.) Teams postponing matches due to inclement weather or other issues must do so by 6:00 p.m.
3. **Teams:** Teams consist of four (4) players. All players on each team must be at least 21 years old. All matches must be played with (4) players, teams that can not find a fourth shooter must reschedule. Under no circumstances may the three other players rotate for the vacant fourth shooting position.
4. **Players:** Each team can carry 4 regular players and 4 subs on its roster, no more than 8, However, any team can pick up two subs on a league night (provided they are on no other teams roster). Once a player shoots for a team they CANNOT play or sub for any other team in the league.
5. **Player Release:** If a player is on a team as a sub that has not played and another team wants them to play, that sub must get permission from the captain of their first team. The captain that is releasing the player must then contact Staff Amusements and inform the coordinator that the player was officially released. As a result that player will no longer be able to shoot for the first team, the one that released them.
6. **Stats Play:** All league games should be played in "Stats" mode which involves swiping a Silver Strike card, bank or credit card, for player identification purposes only. Note: Silver Strike Bowling machines do not recognize all bank and credit cards. If for whatever reason a player doesn't have their player card present at a match or their card is not working, they may skip the sign-in and play without swiping a card.

7. **Games/Rounds:** Each night of league consists of a total of 16 rounds. Rounds 1 through 4 are 1 vs. 1 player games. Round 5 is scored by team total pins from rounds 1 through 4. Rounds 6 and 7 are 1 vs. 1 player games. Round 8 is scored by team total pins from rounds 6 and 7. Rounds 9 through 11 are scored the same as rounds 6 through 8. Rounds 12 through 16 are scored the same as rounds 1 through 5.
8. **Rounds/Format:** Each player bowls a total of 3 individual games per match and must play 1 game within rounds 1 through 4, 1 game within rounds 6 through 10 and 1 game within rounds 12 through 15. **All games** are bowled as 4 player games in every round regardless of round formats, unless team captains agree to do otherwise. Any player that bowls out of turn **will quit** his/her game and receive 0 points in that round. Play will continue as normal but without the penalized player. Note: The disqualification can be waived if the player who's turn was wrongly taken accepts the score that was unintentionally rolled for them.
9. **Rolling Order:** Rolling order will be determined by team captains immediately before each league match begins. Home team captain will complete his/her teams rolling order first. Visiting team **always** rolls first in every round.
10. **Tie Within a Round:** If a tie should occur between teams/players within any given round, the tie will not be broken. Instead, each team will receive half a point/win for that round.
11. **Calculators:** Team captains are strongly urged to carry a calculator and use it to calculate scores in league matches.
12. **Shooting Fee:** Each player pays a weekly shooting fee of **\$7**. Subs are responsible for the weekly shooting fee when they sub. These seven dollars is a combination of the four dollar shooting fee and three dollars that goes towards the game credits.
13. **Spreadsheets:** Each team captain is responsible for filling out a spreadsheet (provided by Staff Amusements) during each league match.
14. **Shooting Fee/Spreadsheet Collection:** Team Captains are responsible for collecting a total of **\$16** each night of play from his/her players. Each captain is responsible for then putting all monies along with spreadsheets into provided envelope following each match. Envelopes containing both spreadsheets must then be sealed. Each team captain must then sign outside of envelope, **directly across seal**. Along with signatures, team captains must also write their teams name on outside of envelope beneath their signatures. Envelopes will then be turned in to the bartender on duty.
15. **Team Standings:** Teams will receive one (1) point per win and (1/2) point per tie. 1 point is awarded to the winning team of each round, with a total of 16 points up for grabs within each match. Total team points will determine the standings.
16. **MVP Award:** 1 male and 1 female will receive an MVP award at the league banquet. To qualify for MVP consideration individuals must shoot no less than 80% of scheduled matches.

17. **Ties:** If two teams are tied for a position after the final match is played in a season, those two teams will simply share the position they are tied for. If the tie is for first or second place, both teams will be rewarded equally.

18. **Schedule:** Each team will play all other teams at least once. Schedules will be made so that they are as equal as possible. Teams are not allowed to switch locations without contacting the league coordinator first.

19. **Unsportsmanlike Conduct:**

- a. Foul or abusive language will not be tolerated.
- b. Heckling or harassment from players or spectators will not be tolerated.
- c. Any physical violence occurring, the player(s) or team(s) responsible will be expelled from the league and forfeit all points and monies paid.
- d. Any player(s) or team(s) abusing equipment, showing poor sportsmanship or unethical conduct may be grounds for forfeiture of a game, a match or expulsion from the league.
- e. Any team which ON PURPOSE lets another team wins to keep other teams from placing 1<sup>st</sup> or 2<sup>nd</sup> is not in spirit of good sportsmanship and will be handled as follows:
  - i. If the teams have played more than once the average score of those matches will be used.
  - ii. If teams have played only once, Staff at its discretion after conferring with other league captains assigns a score.
  - iii. **IF THIS HAPPENS THE TEAM IN QUESTION WILL BE BARRED FROM THE LEAGUE FOR 1 YEAR.**

20. **Prize Money:** Prize money will be paid out at the end of the league season based on the number of wins per team.

21. **Cover Charge:** Bars will NOT charge a cover to SSB players during the league play.

22. **Protest Rule:** To protest a match the following must occur.

- a. Protesting teams should notify the opposing team the moment the protesting situation occurs. The match will continue to be played.
- b. The protesting captain has 24 hours to officially contact Staff Amusements. After 24 hours the protest will not be accepted.

23. **Postponed Matches:** Matches postponed should be played within 2 weeks of the postponed match. All postponed matches will be made up no later than one week after the season has ended. When postponing a match the league coordinator must be notified within 24 hours. When new match date is agreed upon both captains must contact the coordinator. All rules as written in #2 (game time) should apply.

**24. Forfeit Rule THERE SHALL BE NO FORFIETS!!!**

- a. ***One forfeit means disqualification from league and loss of all Monies, Awards and Banquet Privileges.***
- b. Any team using a disqualified player will forfeit to the opposing team all games which the disqualified player has played.
- c. Any forfeit that affects a team will now be adjusted in the following manner.
  - i. The team that gets forfeited to will receive 16 wins and 0 losses.
  - ii. The team that forfeits will automatically receive 0 wins and 16 losses.
  - iii. If a team is disqualified all teams in that league will receive 16 wins.  
Standings will be adjusted for all teams.
- d. Any forfeit will cause the team to be out of league for the rest of the season, and longer depending on the circumstances.

25. **Banquets:** Staff will determine a date for the banquet and select the location where it will be held. Selection of the location will be based upon the size of the league and the accommodations required.

26. **Practice:** Prior to the start of match play, **game time shall be shared by both teams.**

**\*\* Staff has the right to amend any of its rules at any time during league season play. If there is an amendment to the rules, captains will be notified accordingly.\*\***