



BOWLING RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have

fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Female Minimum
Bowling	4	5	6	NA

// Teams & Substitutions

1. A maximum of 6 players can bowl on a lane at a time. Teams must have the required minimum 4 players to start the game
 - a. Each player present must participate in at least one game. If a bowler comes late, they may join in for the current game or wait and join in the next one.
2. Bowlers on the roster who are not present for league night must be skipped on the bowling console. Substitutes may not bowl for missing teammates, and a player may not bowl under two names.

- a. If a “substitute” was bowling for a missing bowler, or a teammate was bowling under multiple names, the team may be required to forfeit that game or take a zero as one of the counted team scores at the league host’s discretion.
3. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
 - a. All substitutes must be a registered player on another team and/or in another Fray league that is currently in play.
 - b. Teams may use additional substitute players above the player minimum with the opposing team’s consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.
4. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. Teams may play a “legal game” with less than the required minimum number of players with the opposing team’s consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Team’s must notify the Host before the start of the game.
5. Teams must designate a captain prior to the start of the game. Team captains are responsible for signing and submitting scorecards each night.

// Game Duration

1. Each team has between 90-120 minutes to bowl as many games as they can, typically 1-3 games. Game times may vary based on a specific location.
 - a. If your bowling is shut off before you finish your current game, existing scores may count as of the final ball rolled. Example: if you bowl your first frame as a strike, you cannot assume you will bowl an additional strike and you will be simply awarded 10 for the actual ball bowled.
 - b. In the event of a significant lane malfunction that costs 5 minutes or more, teams may request additional time at the discretion of the facility.
2. Regular Season Games can end in ties. Playoff games will continue until a winner is decided.

// Scoring & Timing

1. **Team Score:** The sum of the top 4 scores from ONE game that you choose to submit. You may NOT mix-and-match scores from multiple games.
 - a. Teams may only reset their scores once and it must be during the first 15 minutes of play (unless there has been a scoring malfunction which requires a reset). This is to prevent teams from resetting their scores until they get the best scores possible.
2. Team captains are required to report their scores to the league host THAT NIGHT! Your scorecard must be signed by the opposing captain for verification.
 - a. Scores not reported may be counted as 0.
 - b. If scores are found to be altered, that game will result in a forfeit. If this continues to happen, there may be further action taken including removal from the league without refund.

// Equipment, Uniforms & Facility Use

1. All equipment will be provided on site! Make sure to give yourself enough time to get bowling shoes and your favorite bowling ball before the start of your game.
2. Players should make every effort to wear the official Fray division shirt.
3. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// Playoffs & Standings

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Teams will be seeded for playoffs based on standings and their game will be against the team seeded closest from 1 vs 2 on down. While only the top 2 seeded teams are competing for the championship, all teams will be scheduled for playoff games.
3. Standings are sorted based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential

- c. Points For
- d. Points Against

// Forfeits

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. If they are unable to do so, the game will be deemed a forfeit.
 - a. **First Forfeit** - Loss of game and warning issued
 - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove team the playoffs.
 - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score is recorded as 400-0.

// Weather Cancellations

1. One week is built into the end of each season
2. All players will be notified via email if games are canceled
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit normal scheduled game duration and at least one full game has been completed, the game shall count as the full game and scores will be reported as is.