



BOWLING RULES

// QUICK LINKS

[Player Eligibility](#) // [Game Play](#) // [Golden Rule](#) // [Shirt Notice](#) // [General Policies](#)

// 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.

// GAMEPLAY

1. Each team has **90 minutes** to bowl as many games as possible, typically 1-3 games per night. 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 the final ball rolled. For 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 you choose to submit. You may NOT mix-and-match scores from multiple games.
 - a. Teams may only reset their scores once, which must be during the first 15 minutes of play (unless a scoring malfunction requires a reset). This prevents teams from resetting their scores until they get the best scores possible.
 - b. The Host will announce when time has elapsed and scores can not be reset.
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, further action may be taken, including removal from the league without a refund.

// 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 fair and fun play culture. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportinglike conduct 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 ensure all players are having fun!



// SHIRT NOTICE

During week 2 of the season, all players will be given DC Fray shirts for their team that must be worn for the duration of the season. Failure to wear the DC Fray team shirt for a game will result in a player being unable to play in that week's game. Wearing the designated season's team shirt will be required during the regular season and playoffs to participate in the game.

// GENERAL POLICIES

Fray is proud to relieve captains of paying for entire 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 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) can 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 can field a team each week consistently.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Women 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 of 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 players may not bowl under two names.
 - a. For example, Player 3 is up to bowl; however, they are at the concession stand, and the team must wait for them to return. You may not skip a bowler or bowl for a player that is not present.
 - b. 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 (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 registered players on another team and/or in another Fray league 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 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. The game will be deemed a forfeit if a team cannot reach the minimum number of players.
 - 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. Teams must notify the Host before the start of the game.



5. Teams must designate a captain before the start of the game. Team captains are responsible for signing and submitting scorecards each night.

// 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 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 the 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 cannot 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 the team from 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 to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit the 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.