

SPORTSFEST XXII
FRIDAY ONLY, April 1st
Covina Lanes

Bowling Rules (Co-Ed)

- Team:
 - Team of 4 players
 - Designate a Team Captain
 - **Must** have at least 1 (one) female player and 1 (one) male player on the team; ie, no all-male teams and no all-female teams.
 - Lineup determined by Team Captain. Lineups cannot be changed once Bowling has started.

- Wristbands and IDs:
 - Wristbands must be worn at all times for all competing players and will be placed on the players' non-bowling hand.
 - If there is a lost wristband, \$2 penalty will be assessed to the competing player.
 - If wristband is broken but still held, wristband will be replaced at no additional cost.

- Game Rules:
 - **The No-Tap game play will no longer be used. The conventional “10-pin” bowling game play will be in effect.**
 - Each Team is guaranteed to play **3** games.
 - League Style (Cross-lanes)
 - **No Substitutes.**
 - **Crossing the Foul Line results in a Foul.**
 - If there is an issue or malfunction with the scoring, ie a score of 9 was given when the player bowled an 8, please contact the Bowling Coordinator prior to adjusting the correct score.

- Scorers:
 - Team Captain must write down opposing Team's Score.
 - All Team Captains are responsible for making sure all scores are accurate and true.

- Scoring Rule:
 - After Completion of 3 Games
 - The bracket will be based on total pinfall of 3 Games per Team
 - The most pinfall will be the number one team and so on.

- Safety:
 - **Must** wear bowling shoes at all times.
 - **NO** Food or Drinks near the play area.
 - Be courteous to the bowlers next to you; allow them to finish their throw before your turn.
 - Do not cross the Foul Line, you run the risk of slipping.

- Protests:
 - All matters of question shall be referred to the sports director and coordinator for a ruling.
 - **A \$25 deposit is required before a protest is made. If you win the dispute, you will be refunded your money.**

- Protest must be made “on the spot” or before the game ends.
- Emergency Situations:
 - If a player cannot continue to play during qualifier or playoffs:
 - A score of **110** will be placed on the team as a vacancy bowler.
 - This score will only be used for Emergency purposes. If a team does not have enough players without a legitimate excuse/reason then each player not present on the team will receive a score of zero.
- Late Policy:
 - Any team arriving PAST the 3rd frame of the 1st game will no longer be allowed to compete. 75% of the team’s payment will be refunded.

Note: Rules are subject to change.