Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.

Any rule not mentioned below, will be governed by the rules as outlined by the American Bowling Congress.

1. Bowling will be set up as a one-day special event tournament utilizing cross bowl for lanes.
   1.1. Unless previously notified there will not be a tournament fee. All shoe and lane rentals are included.
   1.1.1 The $30 forfeit fee is in effect for any team that fails to show up for their allotted tournament time slot.
   1.2. There are two divisions of play: Open and Women’s/Sorority.
   1.2.1. The highest total team score and the highest individual game score per division will be crowned champion and will receive and Intramural Sports Championship T-Shirt (Maximum 5 shirts per team).
   1.3. All team members must arrive 15-minutes before their schedule game time for team check in, shoe rental, and to receive lane assignments.

2. A team shall consist of four players with a maximum limit of five active players. Teams must bowl with a minimum of three players.
   2.1 In case a member is absent, the absentee score per game will be 1/10 of the total team score for that game.
   2.2. Substitutions are only permitted between games. When a player is unable to complete a game because of disability, injury or emergency, their team shall count the actual score for the frames bowled in the total game, plus one-tenth of the lowest score bowled by that team that game for each of the remaining frames in the game.
   2.3 A maximum of 2 club bowling participants are allowed to register per team.

3. Teams shall bowl three games per player as this is tournament will use a handicap.
   3.1. The handicap will be determined in the following manner:
       The score of the first game will be used to determine a bowler’s handicap. The handicap will be calculated as 60% of the difference in pins from the 5-year running average of points scored in a game in previous Fall bowling tournaments up to a cap of twenty-five pins per game per bowler. If a bowler does not bowl in game 1, they forfeit their right to a handicap.
   3.2. Intentionally “sandbagging” will not be tolerated. If we believe a bowler to be “sandbagging” we reserve the right to forfeit their ability to receive a handicap.
   3.3. Games 2 & 3 will be used to determine the winners. Highest adjusted total team score will win the Fall bowling tournament.

4. Strict observance of foul lines will be required.