All players MUST check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

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

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

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/Fraternity 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 scheduled game time for team check in, shoe rental, and to receive lane assignments.

   1.4. Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

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. Teams bowling with 3 players will be added 1/10 of the total team score to their final score.

   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.

   2.4. CoRec teams must be composed of a maximum 2 females and 2 males to participate.

3. Teams shall bowl three games per player as this 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.

(Revised Aug. 2018)