

Sports Monster proudly presents:

Bowling Bible

Welcome! Here's what you need to know for this season...

1. **Player's Eligibility:** All players MUST sign the League's Liability Waiver to play in any Sports Monster Corporation (SMC) league. Failure or refusal to sign SMC liability waiver form shall result in the player not being allowed to participate in league. Any player found to be playing without signing the liability waiver shall be immediately suspended from that match and may only return to play upon signing the liability waiver following that match. There are NO exceptions for failure to agree to waive liability. Player must also be sure to sign the appropriate team's waiver or could be ruled ineligible. Waiver forms are available at the field or information table.

Note: Your team's waiver of liability form is the actual team roster. Submitted registration rosters are not considered official until each player has signed the waiver of liability and participated in league play.

All players must be 19 years of age or older - picture ID's must be produced upon request of referee or league official. Failure to produce accurate picture ID upon request shall result in removal of player from match play until such time as proof of age/identity can be verified.

To be eligible for playoffs, all players must have participated in a minimum of two week's matches.

2. **Starting the Match:** Players must register with the scorekeeping table prior to each match. Matches are to be started no later than 10 minutes into the hour. Bowlers may be given warm-up time in advance of the start of the match or during the 10 minute window -- this varies by host location.

3. **Match Formats:** Sports Monster Bowling leagues are offered as either Social Bowling or Standard/Competitive Bowling:

Social Bowling: Maximum eight (8) bowlers per team allowed. All 8 bowlers may bowl throughout the match. Matches consist of one hundred- twenty (120) minute blocks of time. Once the 120 minutes have expired, all games are concluded at that point. Only full games shall be counted in the scoring.

Standard/Competitive Bowling: Maximum six (6) bowlers per team allowed. Only four (4) people may bowl in any one game. However, all six bowlers may bowl a game during the evening. Matches are three complete games bowled by four bowlers each game.

4. **Match Scoring:** For all league formats: A game consists of ten frames. A maximum of two deliveries is made in each frame with the exception of the tenth frame when a strike or spare may be recorded. With a strike two bonus balls are awarded and one bonus ball for throwing a spare. The scores will be tallied automatically according to how many pins you can knock down in those ten frames.

For Social Bowler Leagues: Because of the number of possible bowlers, each team's BEST overall result from a full game bowled shall be counted as follows: We take the three (3) highest unique – meaning single person – game scores and the overall lowest score. Each team's top 3 and lowest 1 score will be recorded in that order. The team will get 2 points per game won over their opponent. Max of 8 total points can be earned, 0 points for loss.

For Standard/Competitive 4 Bowler Leagues: A match consists of three games bowled with a max of four (4) players per team per game. You may have different people bowl each game, but a max of four in any one match. All three games are to be bowled to completion. From the three games, we take the three (3) highest unique – meaning single person – game scores and the overall lowest score (can be from someone who bowled in the top three scores). Each team's top 3 and bottom 1 score will be recorded in that order. The team will get 2 points per game won over their opponent. Max of 8 total points can be earned, 0 points for loss.

5. **Handicapping:** For Social Bowling Format, there is NO handicapping.

For Standard/Competitive Format: Players will be handicapped following their first two weeks of play. The first two weeks shall be straight scoring. Your Sports Monster representative will have a full list of handicaps available as of Week 3. Should there be a substitute bowler during regular season, he/she will be given the lowest handicap from the team (even if the player with that handicap is in attendance).

6. **Male/Female participation:** For any single game, the ideal coed team is 2 men and 2 women. However, because of handicapping in the Standard/Competitive Leagues and the potential sheer number of bowlers in the Social Leagues, teams may bowl with whatever gender ratio they wish. Yes, this means you can have an all dudes team or an all chicks team.

7. **Forfeits:** All around bad news. This is a big no-no and all will be subject to a caning. A forfeit will be declared after 20 minutes if there are less than seven registered players from an individual team. Penalties are as follows:

- * 1 game lost at eleven (11) minutes into the hour
- * 2 games lost at sixteen (16) minutes into the hour
- * 3 games - whole match forfeit - at twenty-one (21) minutes into the hour

If a team has two or more registered players but less than a full four, a legal game may be played with the scoring still being averaged from four people. This means that a missing fourth person will have a score of zero to average into the other three scores. Heaven help your team should you forfeit three times. A lynching party will be sent out and your team will be expelled from the league playoffs with no refunds provided. No forfeit fees have been built into league fees, as forfeits have been extremely rare. A match forfeit will automatically be scored 0 out of 8 pts.

8. Substitution Policy: THIS IS IMPORTANT INFORMATION FOR YOUR TEAM!

Substitute playing for first time must register with Sports Monster rep prior to game and sign team waiver.

Any outside regular season substitute will be given the lowest handicap from that team's roster.

Any substitute from another SMC bowling team will utilize their own handicap.

Substitutes from other Sports Monster same league teams are allowed and preferred.

Opposing team may not challenge a same league Sports Monster substitutes.

Substitutes from outside that league are allowed as follows:

Opposing team may challenge suspected ineligible substitute to Sports Monster rep, but this must be done before the game or at half time.

ONLY 1 INTRA-LEAGUE SUBSTITUTION IS ALLOWED IN THE PLAYOFFS!

Playoff intra-league substitute will only be allowed if team would play short otherwise. Teams must play with their registered/rostered players in the playoffs.

Registered/rostered players are those that have signed that team's waiver by the 7th week.

There are only two exceptions:

If you know that you will be unable to complete the season, notify Sports Monster at least two weeks prior to playoffs. Upon approval, your substitute may take your place and be eligible throughout.

A last minute injury that prevents a player to participate will allow a substitute.

Notification to Sports Monster is required regarding injury status.

Any substitutes, male or female, will void permission to pick up an extra player.

Independent Teams Only: Sports Monster must approve all outside substitute players

for independent rostered teams for play. Phone notification is required.

9. **Good Sportsmanship:** Please observe standards of good sportsmanship during your time with us.

We understand that competition can generate strong emotions, however your emotions and actions must not negatively affect the enjoyment/comfort/safety of any of our other participants!

Foul language is not acceptable. Learn new words.

Taunting opponents is not acceptable.

Tantrums (throwing objects and/or yelling) are not acceptable.

Opposing team may address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the referee, any displays of bad sportsmanship will result in the following penalties:

a) For individual: 1 = verbal warning 2 = final warning 3 = expulsion from game

b) For team: 1 = verbal warning 2 = final warning 3 = match forfeiture

10. **Playoffs:** There is a one week playoff. Playoffs are seeded via standard 8 team bracket with variations for fewer teams. Example: 8 teams has 1st v 8th, 2nd v 7th, etc. If there are more than 8 teams, lower seeded teams may be given a bonus regular season match instead. Playoffs are single elimination until there is a winner.

11. **Supervisors:** SMC supervisors are provided to make the match run as smoothly and error-free as possible. They will record the overall averages and the winner and loser of the match. Obviously, no one is perfect and there may be occasion to question an individual call if the supervisor hasn't already offered an explanation. The only person permitted to question a supervisor's decision is that team's captain. Should any other person other than the captain approach the supervisor during a game, a ruling of bad sportsmanship may be applied. SMC supervisors sometimes will offer an explanation of rules as they are made, but this is not required and should not be expected. They do care about running a cleanly played match and that people enjoy their playing experience. Any questions should be directed to SMC during regular business hours.

12. **Alcohol:** It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. But we understand that in the bowling league alcohol is sold at the facilities. In this case, we will allow you to drink as long as it is done in a controlled manner without any problems. It will be up to the supervisor's discretion whether or not to take action due to the amount of consumption of alcohol. These actions will fall under the sportsmanship rule stated in # 8. We are not your mothers, unless she's a fabulous referee, so common sense and personal responsibility is helpful.

13. **Challenges:** SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays. SMC does offer a two level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility:

a) Contact your local SMC office's manager for bowling to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expediency. Please allow for 2-3 business days for information from all parties to be processed and a ruling to be determined.

b) If you are not satisfied with the challenged ruling, you may contact that office's general manager and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one week suspension ruling and next week's game has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In cases where a general ruling is challenged solely for clarification, there is no deadline for submission.

14. **Equipment:** Sports Monster will provide bowling balls, supervisors and facilities for match play. Bowling shoes are required. Shoe rental MAY be included in the cost of the league. Please check your league's INCLUSIONS to see if shoes are included. Teams may use their own shoes and balls.

15. **Weather:** Leagues will only be canceled if the host facility has closed. Please check the online weather box for updates.
16. **T-shirts:** Seasonal tee shirts may be provided to all rostered players. Please check the INCLUSIONS section of your league's overview to see if shirts are included for that season.
17. **Prizes:** There will be prizes for the winning team. Cash prizes are not awarded. The winning team will receive their choice of: Winning teams will receive customized champ shirts, trophies, \$100 off any future registration, or \$100 bar tab at one of our sponsored bars.
18. **Questions:** The rules that you are playing under are the result of input from Sports Monsters just like you. Your suggestions are always welcome and will be considered for implementation. Please forward all questions and suggestions to your local Sports Monster office or visit our website: <http://www.sportsmonster.net/>
19. **Have Fun:** This is your leisure time, enjoy it! You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of residents wishing they were you, a Sports Monster.

Thank you for choosing Sports Monster!

We appreciate your business very much. As a fellow Sport's Monster, this is your league and we want to see a lot more of you in the future. Enjoy your season with us!!!

www.sportsmonster.net