Text

Description automatically generated with medium confidence

01 January 2023

ANGIE FREEDMAN

NAS KEY WEST MWR

SPORTS COORDINATOR

SUBJ:  19 January 2023 Intramural Bowling League Rules

Participant,

1. The 2023 Intramural Bowling league will commence on Thursday, January 19, 2023, at the Boca Chica Airlanes and Grill. The season will run through Wednesday March 22, 2023. Games will be held every Wednesday evening with the start time of 18:00.
2. There is a minimum of four teams registered to run the league. Maximum number of teams is ten due to the quantity of lanes available. **Bowling shoes are required and can be rented each night at the rate of $2.00/pair**.
3. The following league rules will apply:
4. Rosters:
   1. All players must be active-duty military permanently assigned to the activity, on TAD orders to the activity, DoD or federal employees who work full time for the activity, or an 18 and over dependent out of high school with a sponsor assigned to the activity to be rostered on a team.
   2. Team entry is based on a first come, first served basis. Ten team maximum for this league.
   3. Teams will consist of four players and may have up to two alternates on the roster.
   4. No team jumping. Each person may only play for one team and be listed on one roster.
   5. Teams are coed in the sense that anyone may play. There is no requirement for a minimum number of women to be on the team or roster.
   6. A maximum legal line-up is made of four players from a team’s current roster. A minimum legal line-up must include at least two players from a team’ current roster.
   7. The Sports Coordinator can assign any player who does not have a team to a roster.
   8. All players must check in with the MWR representative prior to game time with the appropriate ID.
   9. Rosters are due to the Sports Coordinator no later than January 10th, 2023.
5. Handicap Determination:
   1. All averages for this league shall be established on the first week each member bowls.
   2. The average will be based on a three-game limit.
   3. The handicap calculation shall be the difference between each individual’s three game average and a scratch figure of 80% of 200.
   4. The team handicap for each scheduled match shall be the total of the individual handicaps computed after the first complete series.
   5. All handicaps must be established prior to the **last three weeks** of the season.
6. Match Play/Ties/Forfeits/Absentees:
   1. If a game is to be considered forfeited, the team present shall bowl as if the game is contested and must bowl within 40 points of their team average to receive the point.
   2. Absentee scores shall be allowed when a team has a minimum line-up at the start of any game in a series. The absentee score shall be the absent member’s average less 10 pins. When there are additional members on a team’s roster, the absentee scores of the absent member with the most games bowled shall be used. If two absentee scores are needed, the average less ten pins of the absentee with the next highest number of games bowled shall be used. When two absent members have the same number of games, the higher absentee score shall be used. When a team does not have enough players on its roster for a full line-up, a vacancy score of 140 shall be used. Such a score will be basis for the handicap.
   3. Teams scheduled to bowl against each other must be in direct competition on adjacent lanes. No teams or individual team members will be permitted to bowl against scores, nor will any individual be permitted to bowl league games before or after a match.
   4. Position standing will be determined based on the percentage of games won. There will be a total of four points awarded per match which shall consist of one point per game won and one point for total pins in a match. Each team shall be awarded ½ point if a tie occurs.
   5. If a tie occurs at the end of the season between teams, the tie breaker will be total season pins.
7. Scoring:
   1. There are four points awarded per night.
   2. One point will be awarded for each game a team wins.
      1. Example:
         1. If team A is competing against Team B and wins 2 of 3 games, then team A will receive 2 points while Team B receives 1 point for a total of 3 points.
   3. One point will be awarded to the team with the most pins knocked down including handicaps.
8. Sportsmanship:
   1. Bowling courtesy is the responsibility of the team captain.
   2. If a team captain has been warned of a problem and does not resolve the problem, they may receive a forfeit for that game.
9. All players must wear appropriate attire.
   1. Bowling shoes must be worn.
      1. Shoes can be rented each night for the price of **$2.00/pair**.
   2. No slide or powder is allowed on any shoes.
10. Late Arrivals:
    1. If a bowler arrives before the fifth frame of any game, they may enter that game and make up the missed frames.
    2. If a bowler arrives after the fifth frame, he/she must wait and start the match in the next game.
11. Postponements:
    1. Postponements will be granted for reason of military commitment only.
    2. Pre or post bowling must have a league officer, or the Sports Coordinator present to verify the match and must be completed prior to the next scheduled match.
    3. In order to make up a “Military Commitment” match, the team MUST have a legal line-up for four players to play.
12. Protests:
    1. There will be no protests during the game unless it involves player eligibility.
    2. In the event a protest occurs please direct the concerns to the Sports Coordinator.
13. Officials have been instructed to report any unsportsmanlike conduct to the Sports Coordinator immediately following the occurrence. This includes the conduct of the team’s spectators. When a player is ejected from the game, he/she will automatically be suspended from further play until a scheduled meeting with the suspended player and Sports Coordinator occurs. The ejected player will need to leave the field and surrounding areas immediately.

Best regards,

Angie Freedman

Sports Coordinator

Morale Welfare & Recreation