1. Matches should be played according to 2016-2017 ABC/WIBC rules, unless modified herein. Any questions concerning rules or rules interpretations may be directed to the Recreational Sports Office, 135 War Memorial Hall, 540-231-8297.

2. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Bowling Singles. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

3. Participants are required to arrange their own times and locations for competition. Lanes are available at the Recreation area located at Squires Student Center, as well as in the local community area. Check with each facility for reservations and equipment availability.

4. Winners will be determined by the best two out of three games.

5. A game consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player in regular order.

A delivery is made when the ball leaves the player’s possession and crosses the foul line into playing territory.

6. Except when a strike is scored, the number of pins knocked down by the player’s first delivery is marked next to the small square in the upper right hand corner of that frame, and the number of pins knocked down by the player’s second delivery is marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the sheet shall be marked with a (-). The count for the two deliveries in the frame is recorded immediately.
7. A strike is made when the full setup of pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player’s next two deliveries.

Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

8. A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down the player’s next delivery.

9. A split is a setup of pins left standing after the first delivery, provided the head pin is down and:
   1. At least one pin is down between 2 or more standing pins.
   2. At least one pin is down immediately ahead of two or more standing pins.

Note: A split is usually designated by an ( O ).

10. An automatic scoring device may be used. The device shall comply with the playing and scoring rules and be capable of providing a printed record of the score that can be audited frame by frame.

11. A foul occurs when a part of a player’s body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery.

When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pinfall for that delivery and not allowed further deliveries in that frame.

When a foul is recorded the delivery counts but the player is not credited with any pins knocked down by that delivery. Pins knocked down by the ball when the foul occurred must be re-spotted if the player who fouled is entitled to additional deliveries in the frame.

No appeal shall be allowed when a foul is called.

12. Pins to be credited to a player following a legal delivery include:
   1. Pins knocked down or off the deck by the ball or another pin.
   2. Pins knocked down or off the deck by a pin rebounding from a side partition or rear cushion.
3. Pins knocked down or off the deck by a pin rebounding from the sweep bar when it is at rest on the deck before sweeping dead wood from the deck.

4. Pins that lean and touch the kickback or side partition.

All such pins are termed dead wood and must be removed before the next delivery.

No pins may be conceded and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.

13. When any of the following occur the delivery counts but the resulting pinfall does not:
   1. A ball leaves the lane before reaching the pins.
   2. A ball rebounds from the rear cushion.
   3. A pin is touched by mechanical pinsetting equipment.
   4. Any pin knocked down when dead wood is being removed.
   5. The player commits a foul.
   6. A delivery is made with dead wood on the lane or in the gutter, and the ball contacts such dead wood before leaving the lane surface.

14. No unreasonable delay in the progress of any game is permitted. Unreasonable delay should be determined by the players and a reasonable solution reached if possible. If a player refuses to proceed with a game, the game shall be declared forfeited. Games delayed or interrupted for reasons beyond any player’s control shall be resumed as soon as possible, from the point of interruption.

15. A player shall not directly or indirectly tamper with lanes, pins or bowling balls to gain unfair advantage.
**Challenge Ladder Guidelines**

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.**

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if your at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches then you do not qualify for the tournament.**

   *See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.*

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>October 13</td>
</tr>
<tr>
<td>2</td>
<td>October 27</td>
</tr>
<tr>
<td>3</td>
<td>November 8</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: [http://recsports.vt.edu/intramurals/sports/result-submission](http://recsports.vt.edu/intramurals/sports/result-submission).

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on **November 9th. The tournament will start November 10th for those who have played the required number of matches.**

10. If you have any other questions, comments, or concerns, please e-mail [imsports@vt.edu](mailto:imsports@vt.edu).