

Bowlocity 6-Week 21+ Fun League

6-Week Session. Tuesdays at 7:30 p.m. Cost: \$72 up front.

Includes 1.5 Hours of Bowling, Ball & Shoe Rental, \$4 Laser Tag on League night, Drink Specials

League Basics

1. First and foremost, it is a FUN and SOCIAL league. While we do have the occasional amazing bowler, primarily we are just about having a good time.
2. Signing up for a bowling session includes everything – the bowling, the bowling shoes, the drink specials, the league organization, and discounted laser tag after you are finished bowling.
3. You can always email Info@Bowlocity.com with any question/or issue and we will get back to you quickly!
4. Have fun and meet some awesome fellow bowlers!

Teams/Scheduling

5. Each team must be at least 3-people by the time registration closes. It can be more than 3-people, but no more than 6. Minimum of 3-people must be present every week.
6. Teams are not required to have a certain number or ratio of women or men, though most teams are co-ed (typically the league is just slightly more than half women). Any ages are welcome as long as they are 21 or older.
7. Teams which do not have enough players may be combined with other ineligible teams or free agents to make them eligible.
8. If you are unable to bowl on a specific week, you may pre-bowl ahead of time, or post-bowl within one-week of the scheduled date. If your team is unable to have at least three people pre-or-post-bowl, the match will be forfeited that week. It is best to find out from Guest Services ahead of time lane availability for pre/post-bowling. You can always bowl after the regular-scheduled bowling on a given week if you know you will be gone the following week. Pre/post bowling will be limited to two games.

Scoring/Timing

9. Teams bowl one match (~2-4 games) against another team each week for 6 weeks.
10. You bowl 9-Pin No-Tap, meaning if you bowl a nine-count on your first ball, it will count as a strike!
11. Each team has approximately 1 hour and 30 minutes to bowl as many games as they can fit in that time. Typically, that is 2-4 games/week.
12. The “Team Score” that counts for your team is the sum of the **top 3 scores from ONE game** that you choose to submit (the game with the highest 3 scores). You may NOT mix-and-match scores from multiple games.
13. Bowlers who are absent must be skipped on the bowling console (ask Guest Services how to do this if you do not know how). Substitutes may not bowl for missing teammates and a player may not bowl under two names.
14. If your bowling is shut-off before you finish your current game, existing scores may count, but they cannot be extrapolated out. For instance, if you bowl your first frame as a strike, then time expires and the lane shuts off, you cannot assume you bowled a perfect game (300). The most you can count your score as for that game would be a 10.

15. If a bowler comes late, they may join in for that current game, or wait and join in the next one.
16. If a team fields less than 3 players, they may still bowl. However, the missing bowlers will be counted as 0's. So if three bowlers showed up, the total team score would be: Bowler 1's Score + Bowler 2's Score + 0.
17. There are no handicaps in this league. It is all fun scratch! :)
18. Each player must participate in at least one game if they are present the entire match. However, if they have participated in at least one game, a team may elect to skip members to finish their last game on time as long as that bowler voluntarily agrees to be skipped. **This can only be used for the last game.**
19. In the event of a significant lane malfunction that costs 5 minutes or more, the team may request additional time. If possible (based on alley logistics/lane availability), Guest Services may award them their lost time, either on the current lane or moving them to a new one. They may not have more than 90 minutes of bowling in total.
20. Forfeits (not showing up), are treated the same as a loss with 0 points.
21. Team captains are required to fill out recap sheets. Scores not written down are counted as a zero. (Note: Bowlocity can check to make sure no teams artificially inflate scores. Penalty is a zero for that game).

Rankings and Playoffs

22. Teams play 6 matches over the course of 6 weeks, with the first 5 matches being regular season games and the last match being "Playoffs"
23. Each week you bowl against a team. Bowlocity keeps track of your Win/Loss record, & your team score average (team score being sum of top 3 bowlers in a game).
24. Teams are ranked first by their Win/Loss/Tie ratio, and then by their team average. If two teams are tied, the tie-breaker is the score from the last week, then from the previous week, and so on.
25. On the last week, each team is matched up against their closest rival. The #1 ranked team plays the #2 ranked team for the championship, the #3 ranked team played the #4 ranked team for 3rd place, #5 plays #6 for 5th place, and so on.
26. The winner will receive a prize from Bowlocity!

See website for schedule

*****RULES ARE SUBJECT TO CHANGE!*****