

Intramural Bowling Rules

- Bowling teams are comprised of 3 players who are required to play every week.
- If a team member will be absent on a given week, they will be replaced by a blind (a blind is a computerized score which is 10 pins lower than the player's average score).
- A player will develop a handicap based on his/her average score each week which is dynamic and changes along with a player's performance each week.
- A player's handicap is determined by taking the difference from his/her average and a set number (depending on the format, this can be 100% of the difference between a player's average and 200 or 90% of the difference between a player's average and 200). So, the lower the handicap, the better the bowler. Handicaps are meant to make head-to-head play more even by making a player bowl against his/her own average each week.
- Each week, a team will bowl head-to-head against another team on adjacent lanes, alternating between lanes on each frame.
- Teams will bowl 3 games against each other each night of league play consisting of 10 frames.
- 1 point is allotted for the winner of each game as well as for the team which has the greatest combined score for all three games. So, there are 4 points to be won each match.
- A player's score for a game is determined by his raw score in addition to his/her handicap.
- A team's score for a given game is the cumulative result of the three players' scores with handicaps added in.
- A team's record is amount of games one and lost, wins listed first and losses listed second.
- A player will have 2 tries to knock down ten pins with a single bowling ball in each frame. A strike is when a bowler knocks down all ten pins in one attempt. A strike is worth 10 pins plus the amount of pins knocked down in the next 2 frames.
- A spare is when a player knocks down all ten pins in two attempts. A spare is worth 10 pins in addition to the amount of pins knocked down in the next single frame.
- On the tenth frame, a player is allowed 3 attempts to knock down as many pins as possible only if they achieve a strike or a spare.
- Most importantly, there is **NO DRINKING OF ALCOHOL** during UCSB intramural league play. If caught drinking at the Zodo's bowling facilities before or during league play, a team will be disqualified and dropped from the league immediately. No exceptions.