

PRIDE SPORTS USA.COM

Pride Sports USA - Bowling Official Rules Updated 11.24.23

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Pride Sports USA is an adult sports organization consisting of all genders, sexualities and races ranging from 20 to 80 years old. For the enjoyment of the game, proper respect and sportsmanship is required of all participants. Fighting is not tolerated and there is zero-tolerance for discrimination against race, religion, gender and gender expression, or sexual orientation. There is zero-tolerance for unsportsmanlike behavior. All participants, officials, and spectators must respect our zero-tolerance policies and obey all rules and regulations in the official **Pride Sports USA - Bowling Rule Book**

First Rule of **Pride Sports USA - Bowling** is to **HAVE FUN!**

Uniforms/Equipment

1. UNIFORMS/EQUIPMENT

All players must have on their **Pride Sports USA** uniform from that current season to participate in their games. The given uniforms from **Pride Sports USA** must be the team's official uniform for all the season games. Failure to do so will result in a forfeit. If a player does not have on their uniform the player cannot play and no refunds for the games missed will be given. Only substitute players may play without a uniform, but must wear a solid black shirt with no logos shown. (See Rule 10: Subs)

Accepted Alterations

The only alterations that can be made to the uniform is cutting the sleeves, neck line, (if no sponsors are printed on the sleeve) and belly of the shirt making it a crop top. The **Pride Sports USA** logo, and sponsors/ anything printed on the back must not be cut into/altered. Players may **NOT** print on or alter anything else on the uniform. If a player prints on their jersey, they will have to pay to replace it.

- 1.1. Footwear: Bowling shoes must be worn at all times. Shoes will be provided by the venue, or players may wear their own

personal shoes if they are approved for bowling.

- 1.2. Players may wear protective equipment as long as it does not offer the wearer an unfair performance advantage.
- 1.3. Balls: Players may use balls provided by the venue, or their personal balls at the discretion of the venue manager. Lucky Strike prefers players to use in-house balls, but personal balls are approved for league play as long as they don't cause mechanical issues with the lane, prompting intervention by the venue manager.
- 1.4. All player attire is an extension of the player.

Referees

2. REFEREES

2.1. There will be no official referee, but the Bowling Coordinator(s) will act in a referee capacity.

2.2. The Bowling Coordinator(s) governs all game play, issues all final rulings, and has final authority on equipment issues.

2.3. After each game, The Bowling Coordinator(s) will collect scorecards, and report scores to the league manager.

2.4. We encourage all teams to try to find common ground and come to amicable resolutions amongst themselves. However in situations where teams are not able to do so, the Bowling Coordinator(s) will make a final decision, which must be respected by both teams.

Player Eligibility

3. PLAYER ELIGIBILITY

- 3.1. Players must be 20-80 years old on or before the league start date/tournament start date and be a paid league member on a

current roster with a signed waiver (done during the registration process).

- 3.2. A sub is a player that is not a registered league member for the current season. A sub is only eligible to play for the week they registered for at PrideSportsSubs.com. (See more about what a sub is at section 10).³

Teams

4. TEAMS

4.1. Each game shall have two (2) participating teams:

- a) Players must be registered team members, or approved subs
- b) Each team must have a minimum of 3 players, and a maximum of 9 players
- c) Not all players must play at all times, but there must be at least 3 players bowling for each game to count.
- 4.2. Teams will be assigned a pair of lanes each week, the individual lane your team plays on within those pairs will be first come, first served.
- 4.3. For a given game, each team shall have one Captain who is responsible for the team. The Captain may discuss rules with the Bowling Coordinators, track scores, confirm scores with the captain of the opposing team, and report scores at the end of the night.
- 4.4. Late arriving Players: Players arriving after the game may join the next game.

Regulation Matches

5. REGULATION MATCHES

5.1. Regulation matches last 90 minutes of play.

- a) 90 minutes will be determined by play clock, and not by advertised start time of matches.
- b) If there is a discrepancy in the play clock between teams, deference will be given to the clock with the most time remaining, unless it results in one team receiving substantially (>4 minutes) more play time that the other.
- c) If one team experience technical difficulties with the venue pin setter or ball return that results in more than 4 minutes of delay, the team may request that time be added to their play clock after getting approval from the Bowling Coordinator(s)

- 5.2. Teams may play as many games as they can within the 90 minutes of play.

- 5.3. Teams may drop players from the game at any point (before, after, or during a game), as long as there are at least 3 players bowling at all times.

- 5.4. Once a game has started, it cannot be prematurely ended until it has been completed by all bowlers.

- 5.5. A game is considered completed, when all players finish all 10 frames.

a) If a game is not finished, the score can still count.

Scoring

6. SCORING.

6.1. At the end of regulation play, the top three unique scores across all games will be tallied, verified by the opposing captain, and submitted to the Bowling Coordinator(s) for tabulation and recording.

a) Each player may only submit one score for the match, even if they have the top three scores across all games.

b) Captains must take photos of the scores at the end of the game, in order to track progress and prove their scores. If the opposing captains disagree on score accuracy, photos will be provided for evidence.

6.2. The team with the highest aggregate score, will win the match, and their score will be added to their season running tally.

Playoffs

7. PLAYOFFS

7.1. Normal Pride Sports USA - Bowling Rules apply

7.2. The teams with the top 4 aggregate scores at the end of the regular season will play in the playoffs. All other teams will play in recreational play.

- a) In the first round, seed 1 will play seed 4, and seed 2 will play seed 3.
- b) Winners of the first round will play each other for 1st and 2nd, losers will play each other for 3rd and 4th.
- c) In the event of a tie in 1st-5th place during regular season scoring, the team that has won the most head-to-head matches will break the tie. In the event the teams are still tied, the tie will be broken by a 1-vs-1 roll-off, where one player from each team will play one game, with the highest score breaking the tie. This will

occur prior to the start of playoff matches.

7.3. Any issues with time-clock sync issues, equipment, cheating, scoring or other potential disagreements must be brought to the Bowling Coordinator(s) attention before the end of the game. Bowling Coordinator(s) will make final decisions in the case of disagreements without amicable resolutions.

Substitutions (Subs)

8. SUBSTITUTIONS(SUBS)

- 8.1. In Pride Sports USA, a sub is a player that is not a registered league member for the current season
- 8.2. Teams must have at least one registered player in attendance each week. Teams must have no more than 3 subs on any given week. If a team have 5 or more registered team players show up to play on any given week, no subs will be allowed.
 - -If a team shows up with 4 registered players, then they are allowed 1 sub.
 - -If a team shows up with 3 registered players, then they are allowed 2 subs.
 - -If a team shows up with 2 registered players, then they are allowed 3 subs.
- 8.3. Subs must register, sign a waiver, and pay the registration fee online at PrideSportsSubs.com
- 8.4. Subs are not allowed for Playoff/Championship games.

Ejections for Unsportsmanlike Conduct

9. EJECTIONS FOR UNSPORTSMANLIKE CONDUCT

9.1.

Ejections – A player may be removed from the game by the Bowling Coordinator(s), usually for an unsportsmanlike act or conduct, or for continuing to argue after the bowling coordinator(s) have decided on an issue.

a) A flagrant act will require the player or coach to leave the venue for the remainder of the match.

b) Player Ejection Penalty: A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit.

Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.

9.2.

Forfeits

10. Forfeits

Forfeited games will be reported with a score of 0. Players can still show up and bowl but if the team does not have at least 3 bowlers for the game to count and not be a forfeit.

Other

11. Other

10.1 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.

These are the Official rules that will be referenced if a conflict arises.

These rules are maintained at PrideSportsUSA.com and are subject to change without notice.