

LEAGUE RULES

~ Equipment Rules ~

- Balance/Axis Holes are banned.
- Any ball that has an extra hole that is not used by the player is not permitted to be used by said player.
 - Breaking these rules during competitive play will result in a miss for that shot.
 - Breaking these rules to gain extra advantage and/or victory will result in disqualification.
- If a player has no chance at victory, they must adhere to the rules for handicap integrity.
 - These rules do not apply when the situation is irrelevant to scoring and/or handicaps.
- A player may bowl with illegal equipment, but their scores will not count towards competitive play.
- Bowling shoes are mandatory.
 - Trainers or any other shoes are not permitted.
 - If you do not have bowling shoes, you must use house shoes provided by the bowl.
 - If a player refuses to comply, they will **NOT** be allowed to compete.

~ Scoring Rules ~

- If a pin is **standing in the gutter** and clearly off the deck, it counts as fallen, you may change the score to reflect this. This applies to all situations regarding pinfall and scoring.
- If a player has a clear strike/spare and a pin is re-spot, you may change the score to a strike/spare and reset the pins for the next shot.
- In the case of sliding pins, play to the scoreboard and which pin(s) are reset.
 - If a pin slides across the deck and is reset as live, the bowler will continue their next shot at what pin(s) are reset.
 - If a pin slides across the deck and the scoreboard counts it as fallen, it counts as fallen.
- If there is a standing pin on the deck and the scoreboard gives a strike/spare, it counts as a strike/spare.
 - Play to the scoreboard regardless of pinfall in this situation.
- In the case of slow falling strung pins AND leaning pins, play to the scoreboard.
 - In freefall if the pin is falling but is touched by the sweep/pinsetter it stays as live. On strings if the pin is a slow fall and the scoreboard counts it as live, this is the best representation of that.

~ Strike Pot Rules ~

- 'Extra life' ♥
 - Once per night if you do not strike in a frame you need, you can use your extra life and stay alive in the pot!
 - - If the tenth frame contains a double you may use ANY 2 strikes in the tenth frame towards the pot! So if you miss on the 1st shot and spare you can use your extra life and the 12th shot will count!
 - - If you miss the spare you do not have enough shots to get the 2 required strikes and you are out!
 - - This should keep the difficulty that is the 10th frame whilst still giving bowlers a second chance!
 - - The last strike of the night MUST be legit to claim the pot, you cannot use your extra life !!

These rules are final, regardless of how many times they may occur during a night of bowling to any player.

Any player who continuously breaks these rules will face increasing length bans until a final permanent ban from the league.

Any queries please call me over and we will discuss the outcome of said situation.