

Atlanta Sport and Social Club

Official Bowling Rules

General Rules

- 1. Schedule:** All games are to be played at the time, date and place specified on the schedule.
- 2. Roster:** Each team can have as many players as they choose.
- 3. Forfeits:** Game time is forfeit time. **(Minimum to start is 2 players 1 female for Co-Ed leagues)**. Forfeits are scored as a 800 – 0 match final.
 - a.** If you know you may not be able to field a full team, please call an ASSC representative at least **48 hours** in advance if you would like to explore a rescheduling option. If it is within 48 hours please still let us know so that we can notify your opponent! Although your team may end up forfeiting the match, there may still be an opportunity to use the space for practice or pick up games.
 - Call: 678-869-4690
 - Email: havefun@atlantasportandsocialclub.com
 - b.** Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.
- 4. No show officials:** Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

5. Roster Checks: minimums must be met before week 1 of games. Minimum number of players/roster and Minimum number of female players/roster in Co-Ed divisions. Roster checks will be conducted during t-shirt deliver and before the start of each playoff game. **Roster checks may be done once or twice, randomly during the regular season,** at the League Manager's discretion.

6. **RAIN OUTS:** The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.

a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to another night due to excessive cancellations.** [Review the weather policy here.](#)

7. Overly Competitive Players: All ASSC sports are intended to be recreational, unless designated as a competitive league at registration. Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

Game Play

1. Teams will compete in 2 matches against the same team, each week.
2. Each game will be played within a 1-hour time frame.
3. The total number of pins scored between the two games will decide the winning team.
4. The game format will be conducted as a 4v4 match.

5. Teams with more than or less than four (4) players present, will rotate through 4 bowling positions.
6. There is no real regulation apparel when bowling, except for the shoes. This is because the surface of the lane has to be protected for playing consistency. There are special shoes made for bowling and can be rented at the lanes or purchased at reputable sporting goods stores.
7. When making an approach, the bowler must not step over the foul line. The foul line is located 60 feet before the head pin. A foul occurs when a ball leaves the bowler's hand passing over the foul line while any body part of the bowler touches the alley, gutters, and division boards beyond the foul line.
8. In an open frame, a bowler simply gets credit for the number of pins knocked down. In the case of a spare, a slash mark is recorded in a small square in the upper right-hand corner of that frame on the score sheet and no score is entered until the first ball of the next frame is rolled.
 - Credit is given for 10 plus the number of pins knocked down with that next ball. For example, a player rolls a spare in the first frame; with the first ball of the second frame, the player knocks down seven pins then the first frame gets 17 points. If two of the remaining three pins get knocked down, 9 pins are added, for a total of 26 in the second frame.
 - If a bowler gets a strike, it is recorded with an X in the small square, the score being 10 plus the total number of pins knocked down in the next two rolls. Thus, the bowler who rolls three strikes in a row in the first three frames gets credit for 30 points in the first frame.

- Bowling a perfect score, a 300 game, represents 12 strikes in a row-- a total of 120 pins knocked down. Why 12 strikes, instead of 10? Because, if a bowler gets a strike in the last frame, the score for that frame can't be recorded before rolling twice more. Similarly, if a bowler rolls a spare in the last frame, one more roll is required before the final score can be tallied.

Playoffs

1. The playoffs begin the week after all regular season games have been played.
2. The top four teams with the best records will advance to the playoff rounds.
 - a. Additional teams may be added to the playoffs for larger sized leagues.
3. Tie-breakers will be decided as follows:
 - a. Total standing points
 - b. Point Differential
 - c. Head To Head
 - d. Coin Toss

Additional Rules

Any rule not covered in this document [CAN BE FOUND HERE!](#)

Spirit of The Game

This is the most important rule in ADULT RECREATIONAL AND COMPETITIVE SPORTS. Competitive play is important, but never at the expense of following the rules, respecting other players, respecting the bar/facility, and having fun!

Etiquette

Do not take too much time in your approach. Take a few moments to concentrate but do not take an unnecessarily long time to do so.

Be ready to bowl when it is your turn to avoid lags in playing. Only one bowler can play at a time. The rule of thumb, should there be any contention, is to allow the bowler on the right to go ahead.

When not in play, stay out of sight and/or seated behind the bowler currently playing. This is to avoid distractions. Heckling and/or making unnecessary sounds at any time during a play is prohibited as well.