



**University of Illinois at Urbana-Champaign**  
**Campus Recreation**  
**Intramural Sports**  
**Bowling Rules**

Bowling games will be conducted under modified United States Bowling Congress Rules. This document covers the major rules with some exceptions.

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**General Intramural Sports Policies and Procedures**

**Signing-In and Rosters**

1. All players must present a valid I-Card/Safer Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card/Safer Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

**Forfeits and Defaults**

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
  - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
  - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
  - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.

4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

### **Sportsmanship**

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
  4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
  3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
  2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
  1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
  0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
    - Fighting or abusive, violent behavior.
    - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
    - Spectator or player clearly gestures or shouts obscenities.
    - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

### **Playoffs**

1. To advance to playoffs during a five (5) week regular season, a team must win three (3) contests out of four (4), or more.
2. To advance to playoffs during a four (4) week regular season, a team must win two (2) contests out of three (3), or more.
3. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
4. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.

5. Teams must have NO regular season forfeits to advance to playoffs.
6. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

### **Protests**

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

### **Equipment**

1. All players are required to bring a valid I-Card/Safer Illinois App or show an Illini ID on the Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
  - a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, can have the pieces approved by the Assistant Director of Competitive Sports and Community Programs. To learn more about this process, please reference our Intramural Activities Handbook.
3. Only bowling shoes can be worn during the contest. Bowling shoes will be provided by the Illini Union Rec Room.
4. Participants may use their own bowling balls. Bowling balls will be provided by the Illini Union Rec Room.

### **Contest Timing**

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time. Teams should be warmed up and ready to play as soon as the previous game ends on their lane.
2. Teams have 90 minutes (or an hour and 30 minutes) to complete one contest (or match).
3. One match (or contest) will consist of three (3) games.

### **Players**

1. Team rosters are limited to a maximum of five (5) players.
2. All teams will bowl with four (4) players at a time.
3. Three (3) players minimum are required. A team may have all five (5) players signed in.
  - a. If only three players are present and playing, all three scores must count towards the team's total score.

4. If a team or participant arrives after the match (or contest) has begun, they may begin bowling immediately.

### **Game Rules**

Intramural bowling games will be conducted under modified United States Bowling Congress Rules.

1. Scoring will be kept by the Illini Rec Room system. The score will be reported to the Intramural Staff member by either the team captain or acting captain.
  - a. One match (or contest) will consist of three (3) games.
  - b. Teams will win a match if they win two (2) out of the three (3) games they play against their opponent.
  - c. The score of each game will consist of the combined three (3) highest scores of their team. If a team only has three bowlers, all three scores will be combined for the team score.
  - d. The score of each game will be recorded on Active Illini individually.
2. A bench player (who is signed in, but not one of the four (4) bowlers currently bowling) may sub in at the beginning of any given game.
  - a. Once subbed out, players may not sub back in until the beginning of the next game.

### **Contact Information**

If you have any questions or concerns please contact the Intramural Office via email at [intramurals@illinois.edu](mailto:intramurals@illinois.edu) or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.