MIDDLE TENNESSEE STATE UNIVERSITY
Campus Recreation
Intramural Sports

4 Man Bowling Team

ELIGIBILITY RULES:
1. You must have an MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so
by supervisor or official, Player shall be suspended for remainder of season and that game
shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be
suspended from Intramural Sports and possibly Campus Recreation activities for a period of
time determined by the Intramural Coordinator.

TEAM COMPOSITION:
1. Team- Four (4) players bowling per game (CoRec: 2 males and 2 females).

2. Players can compete for only ONE single sex team, regardless of league classification (e.g. -
participants CANNOT play a men’s rec team and a men’s comp team).

3. Once a participant has played for a team, he/she may NOT transfer to another team.

4. Each team shall designate to the game officials a team captain to make all decisions.

THE RULES:
1. SEASON: Each team will play four (4) matches over a four (4) week period.

2. MATCH: Each participant will bowl two (2) games per match.

3. TIME LIMIT: Each team will have two (2) hours to complete both games.

4. WINNER: The team with the highest pin fall total at the conclusion of the season will be
declared the winner of the league. If there is a tie, there will be a three (3) game set scheduled
as close to the end of the season as possible.

5. LOCATION: All matches will be played Strike and Spare
6. **LATE ARRIVALS**: If a team or participant arrives after matches have begun, they may begin bowling immediately HOWEVER a score of zero (0) will be given for all frame not completed when the time limit has expire.

7. **ABSENT BOWLERS**: Blind scores will NOT be used for absent bowlers.

8. **SUBSTITUTIONS**: Participants may only substitute in at the start of a new game. If a participant is unable to complete a game, the player’s total to that point will be the final score for that individual’s game.

9. **DEFAULTS**: A default is an un-played match that is recorded as a loss and no forfeit fee is charged. In order to receive a default, teams must have one less than the minimum number of participants required to play present at game time or the team must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned).

10. **FORFEITS**: If a team fails to appear for a scheduled game or match on time (or following the grace periods) or default, a forfeit will be declared. If a team forfeits a contest, the captain’s student account will be charged a $20 forfeit fee, the team will be ineligible for postseason competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

11. **PROTESTS**: If a team wants to submit a protest, the team captain must stop play immediately and notify the games officials and supervisor. The supervisor will document the appeal and forward it to the Intramural Graduate Assistants and/or Coordinator. Teams cannot appeal an official’s judgment.