



## Official XOSO Coed Bowling Rules

### Honor Code

XOSO Coed Bowling is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated.

1. **This is an adult SOCIAL league - relax, have fun, and don't be too serious!**
2. **All players must be registered, paid, and at least 18 years of age.**
3. **By registering and signing the XOSO Release of Liability form, players agree that XOSO and its staff will not be held responsible or liable for any injuries occurring as the result of participation in any XOSO Activity.**

### Teams

1. Team rosters shall consist of 4-8 members.
2. Only paid Xoso league members are allowed to play. NO EXCEPTIONS.
3. All players must wear bowling shoes.

### Game Play

1. Teams will play three games per night, with 4 players bowling each game.
  - a. Teams may play with a minimum of 3 players, but will get a 0 for the 4th person's score for each game.
  - b. Teams may swap players in between games.
  - c. All games will be played on the SAME lane.
  - d. Once all three games are completed, teams/players may leave without waiting for their opponent to finish.
  - e. If all three games are not completed for some reason, the score will count from where the team finished at 10pm.
2. Teams will be given a 5 minute grace period to meet the 3 person minimum before the whole match is forfeited. The opponent will receive **10** points.
3. A team that uses a player that is not on their roster will forfeit their match. Teams may register a substitute bowler beforehand here: <https://www.xososports.com/page/sub-registration>
4. SCORING:
  - a. 4v4 leagues will bowl three games per night: 1 point is awarded for each of 4 head to head matchups (highest score vs highest score, 2nd vs 2nd, etc.) and 1 point for high team score each game. 5 points are awarded for each game for a total of 15 match points.
  - b. Teams bowling with 3 players will receive a 0 score for the 4th/missing person.
  - c. Tie scores (individual or team) will result in 0 points for both teams.
  - d. All scores are "scratch" scores. No Handicaps.
5. **No pre or post bowling, this is a social league and it's more fun when everyone bowls together.**

6. No foot faults.
7. **VACANT TEAM:** When playing a vacant/ghost team, you will be competing against the average of all other active (non-forfeit) teams. For example, your 1st game high score will compete against the average of all the other 1st game high scores. Your 3rd game, 2nd highest score will compete against the average of all the other 3rd game 2nd highest scores, etc.
8. Each team will be responsible for recording and totaling scores on the provided hard copy score sheet. **TEAMS MUST TURN IN THE SHEET TO THE LEAGUE COORDINATOR AFTER THEIR GAME.**

## **PLAYOFFS**

The final week of the season will be a “position round/week” to determine final standings and our champion. Teams will be matched up by current standings position: 1v2, 3v4, etc.

## **Bowling Etiquette**

- Be ready when it's your turn
- Don't bowl if someone on an adjacent lane is about to bowl or is bowling
- Wait until the lanes next to you are done before you bowl so that you don't distract the person next to you.
- Be courteous and respectful. We share the bowling alley with other leagues that take their bowling very seriously and may be playing for money.

## **Prizes**

Prizes will be earned for bowling a turkey (3 strikes in successive frames) and occasionally other games like bowling a strike when there is a colored front pin. Please mark your turkeys down and notify the front desk at the end of the night to confirm.

**These rules may be modified as needed to make the league more fun.**