



FwF Bowling League Rules

Sportsmanship

1. Unexpected situations may arise during the season and playoffs. Rules or decisions may be made on the spot—please be patient as we work to ensure smooth play and a great experience for all.
2. Our league is about having fun, meeting new people, and enjoying the game. Be respectful and maintain good sportsmanship. Harassment, threats, or disruptive behavior will result in immediate removal and possible suspension or ban.
3. Suspended or removed players will not receive refunds. Reviews for reinstatement may be requested after the season. Examples of unacceptable behavior include roughness, fighting, verbal abuse, threats, and excessive arguing. Commissioners have final discretion.

General Information

- Game balls and shoes are provided; personal equipment is allowed.
- Each night includes **3 games** (Generally 45–60 minutes each).
- Warm-ups: **6:15 PM** | Games start: **6:30 PM** (no warm-ups between games).
- Season: **6 weeks + playoffs in week 7**.
- Teams: Minimum **6 players**, no maximum. Captains decide roster size. Minimum **2 women per team**, with **1 woman bowling each game**.
- Each game: **4 bowlers**, including **at least 1 woman** per game.
- Registration for the NEXT Season will open in the MORNING on Day 1 of the Start of the Current Season.
- ONE WEEK prior to opening the next season, the Commissioner will go through and ask the captains if they will be coming back in the next season.

BOWLING ETIQUETTE:

- Wait your Turn by letting the bowler to your right go first, stay OFF the approach **(the bowling lane walk up section)** when not bowling, avoid distractions, and use proper bowling shoes. Once bowled, please leave the approach so others may bowl.
 - While playing a game please be aware when it's your turn. Limit your bar, smoking and restroom trips to in between games if possible.
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Scoring & Handicaps

- **The Handicap formula:** $(180 - \text{Average}) \times 0.90$.
Handicaps apply retroactively and update after each game; fixed after week 6 for playoffs.
 - **Vacancy score:** 120 + 54 handicap will only be used in week one only.
In Week 1 of a bowling league, an absentee/vacancy score is a placeholder score used when a team is missing a player or has an empty spot on their roster. It ensures the game can proceed with a fair, predetermined score.
 - **Blind Averages:** Are allowed when short players: Choose the lowest average of the players missing that game. Enter the Average minus 10 pins. Within regular season you are only allowed to have **up to 2 blind averages per game**.
If there are more than 2 players missing, the game will result in a forfeit.
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Game Rules

- **Late Arrivals:** If you need to skip a player as they will show up later than the start of the game, they will need to arrive before the end of frame 5. Once they arrive you will need to un-skip your player in the system and have them catch up. Both teams will need to stop playing while the late player catches up.
If they arrive AFTER Frame 5, the score will be converted to a Blind Average Score for that player.
- If no rostered players arrive within 20 minutes, with no communication to the commissioner of being late, games will be forfeited. If we have communicated properly, we can wait for an additional 30 minutes.
- **Scoring:** All 4 bowlers' scores count; a **4th game winner** is based on total pin count.
- Please remember that the lanes will alternate between frames, follow screen arrows OR follow your name.

- If you have 4 players physically at the alley, then all 4 players must play. UNLESS there is an injured player and they are just there for support.
 - **Pins Unintentionally Knocked Down:**
 - By the pin spotter you must have the front desk reset the missing pin.
 - Gutter Ball knockdowns are to be discussed between the captains'.If you decide to reset, please go to the front desk and have them set up the missing.
 - **Injury Score:** If a player within the game is injured while playing the game, we will then enact the below information.

For the remaining un-bowled frames, the bowler usually gets a score based on their average minus 10 pins which is equal to 10% off their average, divided by frame.

Total Score: The completed frames score + the calculated remaining frames score = total game score.

(We will not have to do the math for this, we will just need to discuss this with the front desk to get the correct score added.)
 - **Forfeits:** If your team cannot make it, it will be an auto-forfeit and the opposing team will automatically win 4-0. But the opposing team will need to come and play the night despite the auto-win. (Regular Game Rules Apply)
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Substitutes

- **No substitutes allowed.** Scores from subs will be voided.
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Scheduling

- Playoff schedule posted after final game in the captain's chat.
 - Teams must check captain's chat for scores, standings, and updates.
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Playoffs

- Single-elimination format; one full game per match.

Lanes will be assigned for each playoff bracket.
- If you lose your game, then you can be moved to an open lane to free bowl until the evening is over.
- Regular season rules will apply.

- Tie-breaker: team with highest pin count wins.
 - Two divisions: **Friends that are Fun & Fun with Friends** (separate prizes).
 - Up to **2 blind averages** allowed (lowest of the missing players' averages).
More than 2 = forfeit.
 - Forfeits result in elimination; opponent advances automatically.
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Conduct

- **Zero tolerance** for physical altercations.
 - Respect venue and staff—removal from venue = removal from league.
 - No refunds for conduct-related removal.
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Contact: sports@fwfknoxville.com OR fwfbowling@gmail.com
Fun with Friends | PO Box 70784 | Knoxville, TN 37938

Monday Night League: Mathieu Geroge | Thursday Night League: Krystal Karnes