5-PIN BOWLING
League Rules

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1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Arrive on time and pay attention when the EC is making announcements
- Record the game results on the score sheet after each game/match or pass the result of the game on to the EC prior to leaving

2. LANE REQUIREMENTS

League	Total # of Players Required on the Lane	Minimum # of F Players Required on the Lane	Maximum # of M/X Players Allowed on the Lane
Open 2's	2	0	2

The CSSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Open 2's	1 (No Gender Requirements)	0 - 3

4. FORMAT & EQUIPMENT

GAME FORMAT

- Each match consists of three games with the third game being played regardless of the outcome of the first two games.
- There is no time limit for matches, teams play until all 3 games are complete.
- Ties are not allowed in the regular season or playoffs.
  - In the event there is a tie (e.g., Team A won Game 1, Team B won Game 2, and in Game 3 both Team A and B scored the same number of points), the team with the highest scoring player in Game 3 wins the match.

SCORING

- The score is recorded based on games won (e.g., 3-0, 2-1, etc) and not total points earned.
  - Game 1 - 10 frames are played (team with the highest combined score wins)
  - Game 2 - 10 frames are played (team with the highest combined score wins)
  - Game 3 - 10 frames are played (team with the highest combined score wins)

- Bowling Lanes use a digital screen scoring system, players do not need to record their points from each frame as the points will automatically be updated on screen.

EQUIPMENT

- All facilities provide complementary shoes and bowling balls for players in CSSC Leagues. Please treat the equipment with respect and return it to the appropriate place when finished.
- Players are able to bring their own equipment to the facility if they desire.
- Any player that damages borrowed equipment will be responsible for the replacement costs.

5. GAME PLAY

- Teams will flip a coin or use another suitable means to determine which team will go first, teams will then alternate turns throughout each frame.
  - Team A - Player 1
  - Team B - Player 1
  - Team A - Player 2
  - Team B - Player 2
- In each frame, each player gets three attempts to knock all five pins over.
  - Strike: All five pins are knocked over with the first ball. This is worth 15 points.
    - No further deliveries are made in that frame by that player.
    - The players first two balls of the next frame are added to their score for the strike and also counted in that frame, so essentially counting as double.
  - Spare: All five pins are knocked over with the first two balls.
    - The players first ball of the next frame counts as double.
  - Gutter Ball: Ball goes into the Gutter and does not knock down any pins.
    - The turn is worth zero points.
- Each bowling pin is worth a set number of points when knocked over. This can be seen below:
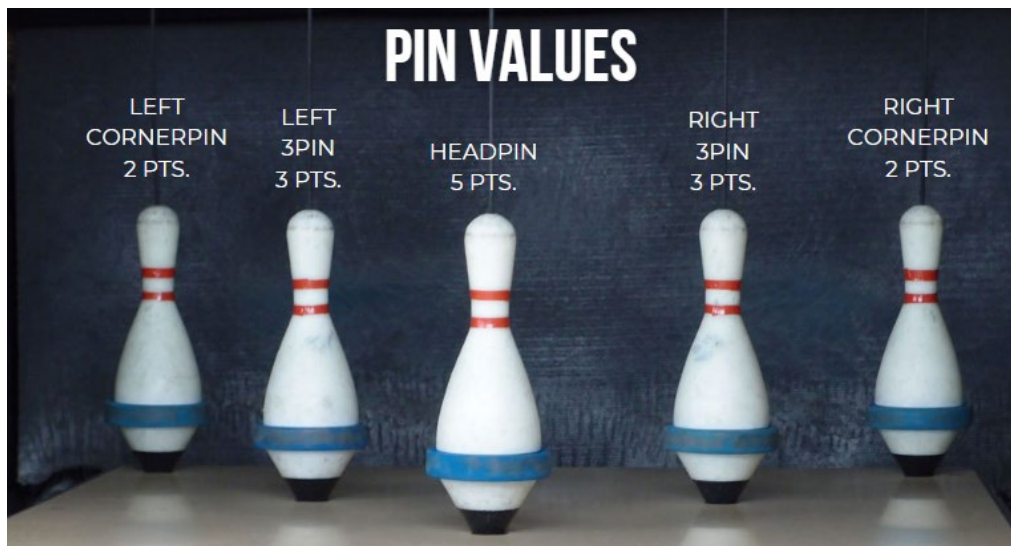
VIOLATIONS & FOULS

FOULS

- Players may not pass the foul line with any part of their body during their turn and/or throw.
    - If this occurs, that ball will count as zero.