



Student Union Bowling League

Rules & Regulations



Eligibility & Registration Rules:



Each team must consist of three members. Teams may also list one alternate but it is not required. One member will be designated as the captain. All participants must be current undergraduate or graduate students at the University of Connecticut.



Each team must submit a registration form which includes the team name. The registration deadline is September 30, 2009. Registration forms should be submitted in the Doug Bernstein Game Room (Student Union 109).

Match Rules:



All games will be held in the Doug Bernstein Game Room. An average game takes about 20 minutes. There is no cost to bowl as part of the League. Bowlers will come to the Game Room desk to obtain their weekly score card and tokens for each game. Each bowler must show their UConn student ID to the Game Room attendant during each visit. Bowling Rules posted in the bowling area of the Game Room apply for the League.



Each team must play 3 games each week during the course of the league. Teams can come in to play their game whenever they have free time. At least 3 team members must attend for the game to be counted. When teams come into the game room they must notify the Game Room Attendant who will verify scores and write them on the scorecard at the conclusion of the game. The team should notify the Attendant when they begin the last frame to ensure that the attendant will be able to verify the scores before they leave the screen.

League Championship Guidelines:



The teams with the highest win-loss ratio of all participating teams by October 29th will compete for the League Championship. In the event of a tie between the wins & losses of teams, the higher average score for the team will be used to determine Championship participants. The League Championship will be held at a time convenient to the team members during the first week of November. We will announce the individual with the highest average during the League Championship.