**Please refer to the Participant's Manual for a complete list of all Intramural Sport guidelines & procedures**


A. **General IM Procedures**
   A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. No ID – No Play – No Exceptions!
   B. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
      i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game
      ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
      iii. The USC Intramural Sports Office can be reached:
         1. By email at intramurals@sc.edu
         2. By phone at 803.576.9387
         3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   C. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REC*IT app directly to your phone. www.recitcollege.com
   D. **Sportsmanship:** Each team will be given a sportsmanship rating 0-4, in accordance with the Participant's Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   E. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next ball is pitched.
      ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.
   F. **Equipment:** Bowling shoes and bowling bowls will be provided for all games by AMF Park Lanes. Players may elect to bring their own bowling ball and/or bowling shoes for use during league play.

B. **Location**
   A. All games will be played at the AMF Park Lanes located in Cayce (across the Blossom St. bridge).

C. **Before Bowling**
   A. Teams must be created on www.imleagues.com and all teammates must be on the roster prior to bowling.
   B. There will be a captains’ meeting approximately 30 minutes prior to start time on the first night of the season. You will be directed where to go for this by the staff on-site.
   C. All team members must sign the waiver before playing. This will be available at the captains meeting for all those attending on the first night, and then at the front desk for all other nights.
   D. Full names must be entered on the scoreboard and written on the scoresheet (no nicknames, please). Also, to prevent confusion, please mark each name with an M for male or F for female (there will be awards for high averages in each category). Also, please mark an R for regular bowlers and an S for subs.

D. **Etiquette**
   A. Intramurals will not be the only people on the lanes. Please be respectful of those bowling around you.
i. Do no bring liquids onto the tiled or wooded flooring.

ii. Wait until the bowlers next to you have bowled and/or are off the wooden floors, to begin your approach.

iii. Do not try to distract or disrupt people as they are bowling.

B. If there are any issues with your lanes, scores, etc, please contact the people at the front desk

E. Subs/Pre-bowling

A. Subs are allowed; however please do not allow them to bowl under someone else’s name/handicap. Ask someone at the front desk to input them on the scoreboard and write them in on your scorecard.

i. No “new” people may bowl on championship night, they must have bowled during the regular season to be eligible.

B. If your team cannot find a sub and must bowl with 3, please notify the front desk so they can set it up correctly. In that missing person’s spot you will receive their average minus 10 pins for each game.

C. If your team cannot bowl on the specified night, you may pre-bowl. This means you can bowl at a different time and your scores can be counted. However, you must call ahead to the alley to make sure there are lanes available. You must also let them know you are pre-bowling for USC Intramurals, so they can print you a score sheet, so that your scores can be recorded. This can be done individually or as a team.

F. The Game

A. Players will bowl three games each week. Each player’s individual score and each team’s team score must be recorded on the official score sheet at the conclusion of each game and turned in to the front desk at the end of the night.

i. The winning team of each game will receive 2 points & the team with the total high pins for the night will receive 2 points. So each night is worth 8 points total.

B. Bowlers need to aware that they will be switching lanes after each one of their frames. The electronic screen above each lane will point bowlers in the direction which they are expected to bowl next.

C. The game will be self-monitored. If any scoring issues etc. arise during league play, please notify one of the workers at the front desk.

D. After each week, players’ handicaps will be used to determine final weekly scoring. Handicaps are 90% of 200.

G. Playoffs

A. The Intramural office will deem those teams eligible for post season play at the conclusion of the five week regular season. Most teams are eligible as long as they consistently attend and there are no behavior/sportsmanship issues.

B. Championship night (the 6th & final night of the season) is played in Baker’s Format

i. Each team will bowl one game as normal. The team’s raw pin score will be used to seed for the play-off bracket, where it comes head-to-head.

ii. During the head-to-head phase, teams will choose an order to bowl in and each individual will bowl one frame at a time.

1. Example, Bowler A will bowl frames 1, 5, and 9; Bowler B will bowl frames 2, 6, and 10; Bowler C will bowl frames 3 and 7 and Bowler D frames 4 and 8.

iii. The team with the highest team score will win the matchup.