



COMBAT OPS ARENA
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GROUND STRIKES MINI BOWLING LEAGUE RULES

OPERATION BOWLING THUNDER 2018

SUMMARY

- Teams of 2 with a maximum of 8 Teams.
- League will last 5 weeks: June 14 - Jul 16 (Week of July 4th is a bye-week) First night will be June 12th, for parties interested. Bowling will be \$2/game.
- Games are self-regulated, with COA Staff on hand to coordinate.
- \$25 buy-in is required to register. This will be used for prizes. This is non-refundable.
- \$10 weekly fee for bowling.
- No handicaps. This is a Scratch League. Each game will count in standings.
- Teams will be assigned lanes and will rotate through all Ground Strikes lanes.
- A match will consist of 3 games of 5-frame mini bowling. 2 Matches per night.
- No bowling shoes required. All mini bowling balls are provided.
- No experience is necessary. This League is casual play, for fun.
- No aggressive play will be tolerated. No lobbing/throwing of the ball down the alley. Please be gentle with our lanes and equipment.
- Weekly prizes awarded.
- Grand prize for League Champions, 2nd Place, and 3rd Place.
- Team members will receive special dog tags upon registration.

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GAME OPERATION

Teams will be assigned lanes prior to the match. Each team will be given a Combat Players Card that will allow them to play 6 games of 5-frame bowling and a scorecard for the night. Each team member will play 3 games of 5-frame mini bowling.

The scorecard must be returned to the League Coordinator before the end of the night.

Teams will be given 1 hour to complete all 6 games.

In the event of an odd number of teams, Combat Ops Arena will provide a 'Phantom Team'.

SCORING

The League will use a 4-point scoring system. 1 point will be awarded for each individual winning game, and 1 point for the overall winner of the night.

Each team member will play one game of 5-frame bowling at a time..

If teams do not complete all games in the time allowed, the scoring will stop, and the current score will be counted.

All scoring will be recorded at the end of the night, and weekly winners will be announced.

In the event of a tie in an INDIVIDUAL game, the team member will play a 1-frame tie breaker, which will be overseen by COA Staff.

If the OVERALL score results in a tie, both teams will be awarded 1 point.

FORFEITING

Each team must have both members present. A 10-minute grace period will be given from the start of game time. If a player cannot make it, the match will be forfeited. The opposing team will be awarded 4 points.

If a team forfeits 2 matches, they will be eliminated from the League.

If a team knows they cannot make it to a match, they should notify Combat Ops as soon as possible, so the other team can be contacted.

SPORTSMANSHIP

Combat Ops Arena is a Family Entertainment Center, focused on providing a fun and safe environment for all players. Friendly competition and social interaction are encouraged. Remember to maintain proper sportsmanship. Any behavior deemed unacceptable by COA

Staff may result in forfeiture of games, and/or suspension/ejection from the facility. Please help us keep this fun for everyone.

The following are examples of unacceptable behavior:

- Any physical contact with other players.
- Verbal abuse, i.e., 'trash talking' other teams.
- A team member being overly intoxicated.
- Abuse of COA property. Individuals will be held liable for any damages.

ADDITIONAL RULES

- Games will be self-umpired, with a member of COA available for questions and rule explanations.
- The ball must be rolled. Throwing the ball is not allowed. The ball must roll for at least half the lane.
- In the event of an equipment malfunction, the player will continue to play as normal, and afterwards an additional game will be started by COA Staff. The player may reroll the disputed frame, and the score will be recalculated.
- Players are not permitted to step on the lanes.
- Players are not permitted to attempt to untangle pin strings or pinsetters. Anyone caught will be immediately suspended.
- Teams members are not allowed to bowl for each other.
- Any disputes will be resolved by the League President. All decisions will be final.