

All regular bowling rules apply, with the exception of the way outlined in these rules.

1-THE PLAYERS

Participants sign up as individuals and will be paired up for team play per section 3 below.

2-THE MATCH

Each match consists of three full games, playing all ten frames.

3-SET UP

Upon signing up all participants will choose a skill level, either **A** or **B**.

Skill Level

A- Consistently bowls a 150 game.

B- Rarely bowls a 150 game.

Once the skill level of all participants has been determined everyone will be randomly partnered up with someone from the opposing skill level. These two people will make up one team.

4-RULES

Rules are subject to the judgement of the Sport Supervisor

1. Each team will bowl three full games as a team.

Game 1: Player **A** rolls ball one

Player **B** rolls ball two

Game 2: Player **B** rolls ball one

Player **A** rolls ball two

Game 3: The players alternate rolling ball one and two.

The game starts with player **A** rolling ball one in the first frame.

2. Each team will remain on the same lane for all three games.

3. All other bowling rules apply.

4-PLAYOFFS

After completing the match (three full games), each team will be ranked based on the number of points they earned during their match. The five teams with the highest scores will advance to playoffs. The teams will be seeded 1-5, #1 being the team with the most points. Each playoff game will consist of one full game, ten frames, with the players alternating rolling ball one and two, like game 3 of the preliminary rounds.

Playoff Ladder:

Match 1: #4 vs #5 seeded teams

Match 2: winner of match 1 vs #3 seeded team

Match 3: winner of match 2 vs #2 seeded team

Championship: winner of match 3 vs #1 seeded team



INTRAMURAL 6x6 SPEED SOCCER RULES

4- FOULS

All fouls will result in a direct kick unless there is an extreme advantage. If the foul occurs in the neutral zone, the free kick will be taken from the point of the foul. A foul occurring in either offensive zone will result in a free kick from the nearest neutral zone line. All defensive players must be outside a five-yard radius from the ball during a free kick.

5- CARDS

If a yellow card is issued to a player, that player has a formal warning. Two yellow cards equal a red card. An intentional handball is a yellow card. If a red card is issued to a player, that player is ejected from the game, and **must serve an automatic one game suspension**. S/he must make an appointment with the Intramural Sport Supervisor prior to participation in another game. When a red card is issued, that team will play short one player for a two-minute period. In playoffs, a red card will result in an automatic one-game suspension. Further eligibility will be determined by Rec Sports Staff dependent upon the severity of the infraction.

6- 5 SECOND RULE

Any time the ball is held for more than five seconds after it has been positioned for a direct kick, kick-in, goal kick, or corner kick, the team in possession shall lose the ball to the other team. If the initial call was a goal kick, a corner kick shall be awarded. If the initial call was a corner kick, a goal kick shall be awarded.

7- SUBSTITUTIONS

There will be free substitution but a player can only enter the field of play after the other player is completely out of bounds. The player coming on must enter at mid-court. The first violation will be a verbal warning. The second violation will result in a direct kick on the neutral zone closest to the opposing team's goal. The third violation will result in a yellow card to the player entering the field.

8- OVERTIME

Overtime will occur only in playoffs. There will be **one** five minute overtime period. At the end of the five minute period, if the score is still tied, penalty shots will follow. Each team will take five shots, and if the score remains tied each team will alternate shots until a winner has been decided.