



SKEEBALL RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GAME PLAY

1. **“Alternate”**: **15-20 minutes per time slot**. A match will consist of two teams playing a best of nine (9) frames series. Each frame is one full game with 9 rolled balls.
 - a. Each team must have a minimum of 3 rollers per frame. No player may roll more than 3 balls in any given frame.

- b. If a frame ends in a tie, there will be a one ball tie breaker roll off. All tie breaker rolls must be thrown between your legs and behind your back (back facing the machine).
 - i. Each team will select 1 of the 3 rollers from the tied frame to compete in the tie breaker. The player that scores the highest wins the roll off. This process will continue until a winner is declared.
2. Teams will roll on the same lane throughout the match. If teams wish to choose their lane prior to the start of a match Captains or a designated player will play Rock Paper Scissors for the choice of lane.
3. Every ball must be rolled while standing with both feet on the ground and located behind the machines (i.e., no rolling from the side of the lane) Violating this rule will result in a score of zero for balls rolled during the infraction.
 - a. Any shot thrown while observing the previous rules and counted by the machine (including Bank shots) is permitted.
4. Balls that fail to enter the scoring zone and roll out or otherwise return to the thrower are able to be re-thrown.

// Scoring

1. Skee-ball scores presented on the machine's screen will be divided by 10 (the zero dropped) to simplify scoring.
2. The first team to win 5 frames wins the match. (out of 9 frames total)
3. Scores will be entered into commi.sh as the overall frame score.
 - a. Example: 5-4 (5 frame wins to 4 frame wins)
- 4.
5. **Mulligans** - Each team will have **ONE (1)** mulligan to re-roll one frame and one frame only. The team must decide immediately after the frame is finished that they will be using their mulligan for that specific frame.
 - a. If one team starts their mulligan, the opposing team has until before the 4th ball has been rolled to declare whether or not they would also like to use their mulligan.

// Scoring Errors or Machine Malfunctions

1. Fray leagues play on machines of various ages, models, and styles.
2. Scoring errors are an inescapable part of working with these machines. When a scoring error occurs, the witnessing party must immediately bring the scoring error to the attention of the other team and host.

- a. If both captains are able to agree upon the alteration of the score to fix the machine error, the game may continue.
- b. If captains are unable to agree, the host will make a judgment ruling given the testimony of the captains and their personal knowledge of the machines and determine the score alteration. The host's ruling is final.
- c. Scoring errors do NOT result in re-rolls or voided frames.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Female Minimum
Skeeball	4	6	8	NA

// Players & Substitutions

1. **Alternate** - Each team must have a minimum of 3 rollers per game.
2. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
 - a. All substitutes must be a registered player on another team and/or in another Fray league that is currently in play.
 - b. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.
3. Teams must designate a captain prior to the start of the game.

// Equipment, Uniforms & Facility Use

1. All equipment will be provided on site.
2. Players should make every effort to wear the official Fray division shirt.
3. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// Playoffs & Standings

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are automatically sorted in Commish based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against

// Forfeits

1. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.

- a. Teams may play a “legal game” with less than the required minimum number of players with the opposing team’s consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Team’s must notify the Host before the start of the game.
 - b. **First Forfeit** - Loss of game and warning issued
 - c. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs.
 - d. **Third Forfeit** - Loss of game and Fray reserves the right to remove the team from the league with no refund
2. In the case of a forfeit, the final score is recorded as:
 - a. Alternative: 5-0

// Weather Cancellations

1. All players will be notified via email if games are canceled
2. One weather cancellation is guaranteed as we build one week into the end of each season.
 - a. If more than one weather cancellation occurs, Fray will do our best to find another week to make up the games, but it is not guaranteed.
 - b. Additional rescheduled games beyond the one guaranteed make up may be played at different locations and/or on different days of the week from the regular season.
3. Should inclement weather or other factors limit normal scheduled game duration and more than half the game has been played, the game shall count as the full game.