



Skeeball Rules and Regulations of Play

The rules of skeeball are pretty simple. We keep it that way because we expect you to be having a good time, not worrying about how to play. So the less complicated the better, right?

TEAMS ROSTER REQUIREMENTS

- All players must be at least 21 years of age to participate, adequately and currently health-insured, and registered with NIS, including full completion of the registration process.
- Teams consist of 4-6 players. All players must be in uniform. There are no gender rules for this league.
- Any fully registered player who has received a team shirt and does not wear it the day of the game can be asked for photo ID during check in and be charged the \$10 sub fee.
- During playoffs if a fully registered player does not have their correct team shirt on, he/she will not be allowed to play without the opposing captains approval.
- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the fifth week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.
- A team must field at least 3 of its own players to begin a game.
- If a team is short the minimum number of fully registered players by the start of their game for week 1 they will automatically forfeit that game. They may still play but will receive a loss in the standings. This rule applies for week 2, 3, 4, and 5 as well.
- If a team is still short the minimum number of fully registered players at the end of their week 5 game (end of the regular season) the teams season will end and will be removed from the final 3 weeks of the league schedule.
- Captains will forfeit his/her free season/credit if this occurs.

SUBSTITUTION PLAYERS

- Substitute players must sign a waiver prior to playing and pay the \$10/daily fee the day of the game. Subs are eligible for the playoffs if they participate in at least 3 regular-season games.
- If a team is short players for a playoff game and no sub has qualified by playing in 3 regular season games, the captain may ask the opposing captain for approval of subs. This is up to the opposing captains discretion. If he/she approves an email must be sent to NIS prior to arriving at the game.

GAME PLAY

REGULATION GAMES

- Each match consists of 5 sets (Each set has 4 frames except the relay round. Each frame has 9 rolls). Match must be completed within the allotted time.
- Teams must have at least 3 players present and ready to play at the scheduled game time. Teams will be granted a 5-minute grace period for that day's scheduled game.
- Each team will set a lineup before the start of the match. Order does not matter, but once set, the lineup will remain the same for the entire match.

- One team per lane. To start the frame the player up from each team will clank balls (saying cheers) before rolling.
- A team playing a non-registered person or a person not registered on that team will forfeit that game.
- The team with the higher cumulative score after the 5 frames will win the set.
- Each set counts towards the team's record. It's not a best of 3 sets.

LANE ASSIGNMENT

- 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 (best of three) for the choice of lane.

ROLLING

- All 4 players will roll one frame per set except in the relay round. A player may roll an extra frame if a team does not have 4 players. No player may roll more than one extra frame per set.
- 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.
- Any shot thrown while observing the previous rules and counted by the machine (including Bank shots) are permitted.
- Balls that fail to enter the scoring zone and roll or otherwise return to the thrower are able to be re-thrown.

ODDBALL ROUND/TEAM RELAY ROUND

- One frame during the five rounds will be designated a team relay round. Each member of the team present will roll 1-2 of the 9 balls. If more than 4 players are present the team will rotate through their players in the same order as they began the frame.
- One frame per set will be randomly chosen as an "Oddball" frame. At the beginning of each set the referee will announce which frame will be the Oddball frame and the type of Oddball that will be rolled. Four players will throw a frame (9 balls) following these rules.

TYPES OF ODDBALL ROUNDS

- Non-Dominant Hand - Player must roll all balls of the frame with their non-dominant hand.
- 100's Only - Player must aim for 100 points on every roll of the frame and BE HONEST! All points will still count but you must go for the 100!
- No Lookskee – One roller will be blind folded and led to the machine where they will roll one full frame (9 balls). Teammates may assistance through verbal direction but are not allowed to physically aid the blinded folded roller. Top score between the two teams wins the round.
- Wobble Baby Wobble– Player must spin quickly 5 times before each roll.
- Through the Wickets - Player must have their back towards the lane and roll the ball between their legs.
- Tebowing – Each player must roll with one knee on the ground.
- Price is Right: Host designates a total score (160, for example), and the team that gets closest to that score without going over wins the round.
- Lowest Score: The team with the lowest total score after rolling all nine balls wins the round.
- Statue of Liberty – Player must hold a cup or bottle high in the air while throwing each ball.
- Granny – Player must have both hands on the ball and throw it underhand while throwing each ball.

- Oddballpalooza – Each throw will be a different oddball rule designated prior to the round. Each ball must be thrown according to that rule.
- Speed Round – Each player will throw their balls at the command of the host. Only one ball may be thrown at a time and only one ball may be in the players hand at a time. The next ball can't be thrown until the previous ball has entered a hole. The first player to roll all of their balls and have the machine flash game over or for their score to flash will be considered the winner and receive an extra 40 points on top of their score.

SCORING

- A match will consist of two teams playing a total of Five (5) series. Teams will roll at the same time
- Each team must have a minimum of *3 rollers per game*. Each player will roll all 9 balls per frame.
- Each team must roll in the same order each time through. Essentially you must come up with a “batting order” of rollers and use that order for your games.
- Skee-ball etiquette requires both players to pause and wait before they roll the 9th (and final) ball. The person with the higher score rolls first.
- If the final score results in a tie, there will be a tiebreaker round as determined by the host.

SCORING OR MACHINE MALFUNCTIONS

- Players are advised that scoring errors are an inescapable aspect of the game. When a scoring error is made it is the responsibility of the witnessing party to IMMEDIATELY bring the scoring error to the attention of the other team and NIS staff.
- If both captains are able to agree upon the alternation of the score to fix the machine error the game may continue. If captains are unable to agree then the NIS staff member will make a judgment ruling given the testimony of the captains and their personal knowledge of the machines. The ruling will be in the form of a score alteration and will be considered FINAL. Scoring errors do NOT result in re-rolls or voids of frames.

PLAYOFFS

- All roster players are allowed to participate in the playoffs.
- Photo ID, Facebook Page, or Email from NIS sent to the player will be required for check in during the playoffs.
- All teams will make the playoffs in a 4, 5, 6, and 8-team league. In a 7-team league the top 3 teams will make the playoffs. The number of teams who make the playoffs in leagues with a total number of teams above 8 will vary.
- Final standings and team position for playoffs will be determined in this order: Win/Loss Record, Score Differential, Head to Head (if applies), Points/Runs Allowed, Points/Runs Scored.
- Substitutes may participate in the playoffs if they have participated in at least 3 regular season games. Subs will have to play the weekly fee to participate in the playoffs as well.

FORFEITING

Forfeit is strongly discouraged. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 3 players to start a game.

FORFEITING IN ADVANCE:

- If a team knows in advance that it is going to forfeit and not show up, a team member must contact NIS by 12:00 pm the day before the game. If NIS is notified on time, the team will be given losses for all scheduled matches but no further penalty.
- If a voicemail message is left or an e-mail sent, it is not considered notification unless a reply to the team is received. Failure to do so will result in forfeiting all matches, and the team will be ineligible for league playoffs and/or removed from the remainder of the schedule.
- Any team that does not notify NIS in advance of their scheduled game or at all will need to provide one full-rate individual deposit for the next season/sport they register for.

FORFEITING AT GAME TIME/AFTER 12:00 PM:

- Any team that forfeits after 12:00 pm the day before the game will be assessed a \$50 fee that will be given directly to their opponent. This money will go directly to the team which did not receive notice that they would not have an opponent that given night. The team will also be removed from the remainder of the league schedule. All participants are expected to be able to make arrangements for subs or to notify NIS prior to 12:00 pm about their plans to participate in that week's games.
- Captains will forfeit his/her free season/credit if this occurs.
- If a team shows up short players, the remaining members who are present should mix with the opponent and play a scrimmage.
- If a team doesn't show up at all, has no members present, and doesn't notify NIS by game time they will be removed from the schedule for the following weeks game.

REFUNDS

Refunds are not provided once the season begins or day the season is scheduled to start. If you need a refund because you are unable to play prior to the season we are very happy to reimburse you for your registration as follows:

- Up to 2 Weeks Prior to League Start: FULL REFUND (minus \$10 processing fee)
- Up to 1 Week Prior to League Start: REGISTRATION MINUS \$20
- Less than a week until League Start through the Season: Refunds Not Available. Credit available for a future season if no longer to play due to injury.

Sportsmanship and FUN!!

Above all, this league is for FUN and the enjoyment of all those involved. NIS and its officials will eject/expel players for inappropriate behavior. In addition, NIS will remove any players and/or teams who cannot adhere to its policies and standards without refund.