



The traditional game of bowling is a game in which a player (the “bowler”) rolls a bowling ball down a wooden or synthetic polyurethane lane with the *objective of scoring points by knocking down as many pins as possible*.

Well boys and girls, for those of you that are used to not scoring, hold on to your bowling balls....We’ve decided to throw tradition out the window and come up with a completely new game where the object of the game is to knock down as FEW pins as possible.

In Jack’s GutterBowI™ - *The team with the lowest score at the end of 10 frames - WINS!*

So if you’ve never rolled a strike in your life and your bowling ball, 9 times out of 10, seems to find its way in the gutter – *this is the game for you!*

So remember, in GutterBowI™ ...Worst is First!

League Rules:

- All leagues must be six (6) weeks in length
 - Five (5) regular season league nights and a tournament on the sixth week
 - All teams will make the tournament and are seeded based on regular season play
- A team is required to have six (6) members:
 - Teams must designate one person as the team captain
 - Substitutions are allowed, however teams must comply with the requirements listed above
- Teams must participate in three (3) games per league night:
 - Each team member must participate in two (2) of the three (3) games
 - All team members or players must be in the designated GutterBowI™ uniform or the team is disqualified for that week



Play Rules:

- While aiming the bowling ball at the gutter bumpers is acceptable, **teams will face disqualification if team members forcibly aim the bowling ball at the gutters**
- The objective in Jack’s GutterBowI™ is to knock down as few pins as possible
- A *GutterBall* (knocking down 0 pins) will be scored as a zero and is the **best** possible score a player can achieve
- Subtract 5 points if a bowler rolls a zero (0) on the first roll in a frame
- Subtract 10 points if the bowler rolls a zero (0) for both rolls in a single frame
- Notify your referee of the score and he or she will electronically change your score
- Every GutterBowI™ game will require four (4) players from the six (6)member team
- Every team is required to participate in three (3) games each league night



- Each player will participate in two (2) game per night
- Each player will sit out one (1) game per night to cheer on his/her teammates
- All team members or players must wear the provided GutterBowl™ uniforms
- Bumpers must be up on both sides of the lanes at all times during play
- A standard bowling ball must be used during GutterBowl™ play; weights may vary
- Each player will have two attempts to knock down as few pins as possible per frame
- A bowler is not allowed to step over the foul line



Scoring:

- Electronic scoring systems can be used during GutterBowl™ play
- Subtract 5 points if a bowler rolls a zero (0) on the first roll in a frame
- Subtract 10 points if the bowler rolls a zero (0) for both rolls in a single frame
- Notify your referee of the score and he or she will electronically change your score
- Game winners will be determined by combining all 4 players' scores
 - The team with the lowest combined score is the winner of the game
- League Scoring:
 - Teams receive one point for every game won
 - Teams receive one additional point if they win 3 games in a single night
 - 4 points maximum per night, if a team sweeps all 3 games
- Team scores will be used to determine league ranking for tournament play

NOTE: If electronic scoring is unavailable, teams must use the GutterBowl™ score card and submit score card at the completion of each league night



Forfeit and Disqualification:

- **A team will be disqualified if a player (or players) forcibly aims the bowling ball at the gutter bumpers**
- Teams must forfeit league night if the any of the following occurs:
 - The team does not complete three (3) games per night
 - Each person on the team does not complete two (2) games
 - All team members are not in the designated GutterBowl™ uniform