University Memorial Center
UNIVERSITY OF COLORADO **BOULDER**

The Connection
All Skill Levels Casual Bowling League
Fall 2026

Sunday Nights
Sept. 13–Dec. 6, 2026 • 5-8 p.m.
End time may change based on number of teams

Four active bowlers per team + four alternates **maximum**. This will be enforced.
All names **must** be on team roster list

The league will consist of 9 weeks of round robin.

$13.50 fee per student* league bowler per week
$16.77 fee per faculty/staff* league bowler per week
$18.27 fee per public league bowler per week

** Must present a valid Buff OneCard for student, faculty or staff discount*

League Commissioner: Aidan Stamp, aist3792@colorado.edu

Registration Deadline: Tuesday, Sept. 8

Submit your team roster online: colorado.edu/umc/connection/bowling-league

Fall 2026 League Schedule

Week 1	September 13
Week 2	September 27
Week 3	October 4
Week 4	October 11
Week 5	October 18
Week 6	November 1
Week 7	November 8
Week 8	November 15
Week 9	December 6

General Information

1. The league is handicapped to allow all bowlers to score competitively in a league with bowlers of differing skill levels. We will handicap the league at a score of 200, with a 90% recovery percentage. More info about how this works is in the scoring section to follow – The big thing to know is that if you and your friends are casual bowlers, this is the perfect league for you!
2. Maximum of 10 teams per league.
3. Teams consist of four members and four optional alternates. Team captains and team names will be chosen by the team.

4. The league will consist of a 9-week season, Sept. 13–Dec. 6, 2026
5. All roster and registration forms are due no later than Tuesday, Sept. 8.
6. Only team bowlers are allowed on the bowling approach. Visitors are permitted, but only in the seating area. Due to crowded conditions, if visitors cannot be controlled, the team will be asked not to bring them again. There will be one warning before requesting that they not be brought back.

Fees

1. Money will be collected at the front desk on each night of the league. The team captain is responsible for collecting all the team members' league fees for the week. This will assist in the starting the league promptly at 5 p.m. If your league captain does not pay league fees for the week your team will not be allowed to bowl for the week.
2. In the case of a substitute bowler, the substitute bowler must pay the full weekly fee to the team captain in lieu of the regular team bowler.
3. Captains are responsible for notifying the league of any dropouts or any team member who is behind in their fees. If a member is behind, they MUST pay immediately, otherwise the team member will not be allowed to bowl in the league and may be subject to dismissal for nonpayment of bowling fees.

Scoring

1. Each team will establish an individual and team average during the first night of competitive bowling based on three games completed.
2. The team that wins a game of a series is awarded 1 point. If a match ends in a draw each team is awarded 1 point. At the end of the three-game series, the team with the highest total score is awarded 1 extra point as well. The team that loses a game of a series does not win any points. This means during each league night, the total number of points a team can score is 4. At the end of the season if two teams have the same amount of points, the total number of wins will be used as the tie breaker. A bowl-off maybe used to break a tie
3. There will be a league handicap of 200 with a 90% recovery percentage. This means that bowlers who roll above 200 within a game will simply count their scratch score as their total score. Bowlers who roll below 200, will have 90% of the difference of 200and their scratch score added onto their total score. For example, if somebody rolls a140, their total score will actually be recorded as 194. (Here is the math: 140 + (0.9 *(200-140)) -> 140 + 0.9*60 = 194). This allows all bowlers to be competitive against one another throughout the league and encourages steady improvement over the season
4. Each team must have at least two active bowlers per week.
5. In the event of the loss of a regular member of a team, a vacancy score of "team average minus 40 pins" will be used after a period of two weeks. During the two-week period, the blind score of the departing bowler will be used. This vacancy score of "team average minus 40 pins" will also be used in the event that a bowler who has not established their average for the current season is absent.
6. There will be 10 minutes of practice starting at 5 p.m. **Bowlers must be ready to start at 5:15 p.m.** If a bowler is tardy, they will have until the end of the third frame of the first game to catch up. If they appear later in the first game, an absentee score (average

minus 10) will be used, but they may bowl the second and third games. If the first game has been completed, they **may not** bowl and an absentee score will be used for all three games. If a team does not have a legal line-up by the end of the third frame of any game, the game will be forfeited.

7. Verification of the team's scores is the responsibility of the team captain, who will then write the scores on the recap sheets. The league will be responsible for verifying the accuracy of the addition on the won/lost recap sheets.

Prizes

1. Awards will be given for the following:
    a. First Place Team
    b. Second Place Team
    c. Third Place Team
    d. Most Improved Player*
    e. Highest Individual Game*
    f. Highest Individual Series*
    g. Highest Individual Average*

    Awards may be different pending league size.

    **No player can receive more than one individual achievement award*.
2. A league member must be a paid-up member in good standing at the end of the league season and must have bowled two-thirds of the season to be eligible for individual prizes (eight weeks).

Substitutes

1. Bowlers will notify their team captains when they are unable to bowl.
2. No substitute changes are permitted during a three-game series.

Rescheduling, Postponements and Defaults

1. The league commissioner will decide if a night is to be canceled and will notify the team captains. The captains should then notify their team members.
2. Failure of a team to bowl when scheduled will be considered a forfeit unless the failure to bowl was due to what is considered by the league commissioner as sufficient cause. In the case of "sufficient cause," the league commissioner will notify the team captains with make-up dates and times. It is then the duty of the team captains to notify the other team members.
3. In the case of a forfeiture or vacant team, the points must be "earned" by the team who is bowling. They must bowl within 15 pins individually of their average or 60 pins by the team. This is actual scores, no handicaps included. If they do not meet the pin requirement, the points for that game or total pins will be recognized as "unearned points."

For example: Team 4 – “Unrulies”

	Avg.	15 pins less
Joel	120	105
Matt	130	115
Christine	140	125
Sierra	150	135
TOTAL SCORES		480
		x 3 games
		1440 Total Pins

As a team, they must bowl 480 pins each game (or better), and at least 1440 for total pins to receive points. The forfeiting team will receive no points.

4. In the event of equipment failure, the league commissioner can authorize the game and series to be completed on another pair of lanes. An interrupted game and series will be resumed from the point of interruption.

Rules Enforcement

Observed rule violations should be brought to the attention of your team captain. If it is a fellow team member, the team captain is responsible for enforcing the rule. If a member of another team is observed violating the rules, the league commissioner should be notified, and he/she will work with the offending bowler’s team captain to resolve the problem, as the team captain may have already spoken to his/her teammate.

Bowling Etiquette

A code of etiquette has been established and accepted by bowlers everywhere. Few of its rules are official, but bowlers should be courteous and give consideration at all times to the rights of other participants, including avoiding delaying the game by taking unnecessary time.

1. Be on time for league play.
2. Prepare to take your turn promptly on the lane. Be ready to bowl when the pins are set.
3. Don’t take too long to aim or get set up when you are on the approach.
4. Stay on your own approach at all times. Step back off the approach after making each delivery.
5. The bowler on the right should bowl if both reach the approach at the same time. Step back off the approach while you wait and indicate to the adjacent bowler that you are going to bowl after he/she does.
6. Do not use another player’s ball, towel, etc., without their permission.
7. The approaches may not be exactly to your liking, but you cannot use talcum powder, etc.
8. Good bowling requires concentration. Bowlers should always keep in mind that when others are preparing to bowl, excessive noise could be distracting to them.
9. Respect the equipment. Lofting the ball damages the lanes. Kicking the ball rack doesn’t help anyone.
10. Be a gracious loser if you are on the short end of the count when the game is over.
11. Do not carry refreshments onto the approach. Spilled liquid can create problems for all the bowlers.