



2020 AALC Wii Bowling Rules

Wii Bowling Regular Season Rules

- A match consists of 2 games per player. A team will bowl one match each week. The 2 games can be bowled on the same day or different days within the same calendar week. Bowling days are Monday, Tuesday, Wednesday and/or Thursday. For instance, your team can bowl one game on Monday, and the second game on Thursday. Each week, the 2 games must be bowled Monday through Thursday.
- A team consists of 4 to 6 players (all team members must be current SL residents and registered on AALC roster). **A team MUST have at least 3 players to compete.***
- A team will bowl one match each week for 8 weeks any day Monday through Thursday beginning the week of March 2, 2020 and regular season ending the week of April 20, 2020. The top 4 teams in each division will advance to the playoffs.
- The number of divisions will be based on the number of registered teams.
- Playoff teams must be available to bowl 4 additional weeks beyond the regular season.
- 4 players shall bowl each game – the same 4 players must bowl the game in its entirety. However, all 6 team members may participate in the match (2 total games for the week).
- AALC encourages teams to have 6 players to account for situations where one or more team members may not be able to bowl each week.
- Before a game is bowled, it must be chosen as one of the two “league” games of the week. You may bowl as many “fun” games as you’d like, but the games that count must be decided before they are bowled.
- A photo of the television screen displaying the final score for the “league” games must be submitted to AALC along with your team’s scores. There is a designated area on the score reporting form for your photos to be uploaded. Photos are not accepted via email or text.

Scoring

- Each game is worth a maximum of 300 points.
- Each team shall play two games per week and report total points per game on the Bowling Score Sheet (see <https://aalconline.org/2020WiiBowlingCompetition>).
- In each division, the top eight teams with the highest total point counts will be awarded points as follows: 8 points for 1st place, 7 points for 2nd place, 6 points for 3rd place, etc.
- Additionally, spares and strikes per player are to be totaled and reported on the bowling score sheet. When a tie occurs, the team with the highest number of total strikes will be considered the winner. If both teams have the same number of strikes, the total number of spares will then be considered.
- If 4 players are not available to bowl the entire game:
 - A team with only 1 or 2 players will forfeit the game
 - A team may bowl with 3 players
 - (The remaining score will be determined by the team average score for the game less 10 points.)
- **Scores must be submitted online by Thursday night of each week by 9 p.m. – this is to ensure that AALC will have adequate time to tally and report scores.**
- To access the Bowling Score Sheet each week, please go to

<https://aalconline.org/2020WiiBowlingCompetition> to complete the bowling scores for the week. Please hit "Submit" when all data is entered.

- Conference standings will be available for viewing at: <https://aalconline.org/2020WiiBowlingCompetition> by Monday morning.
- Only bowlers on your original roster can bowl in the Final Four tournament. AALC will cover lodging and some meals for state participants.

Note: Teams may use either the "Resort" version or "Sport" version of Wii to bowl their league games, but **ONLY** the Sport version will be used to bowl during the Final Four competition in Springfield.

Wii Bowling Playoff Rules

- The team roster remains the same during the playoffs. New bowlers may not be added or used during the playoffs.
- The top four teams in each division will participate in the first round of playoffs.
- The first round of playoffs will be held during the week of **April 27, 2020**.
- Regular season point totals are used only to determine which teams make the playoffs. Points will not carry over into the playoffs. All teams start the playoffs with zero points.
- Just like in the regular season, each playoff team will bowl one match (2 games) during **April 27– April 30**.
- Before a game is bowled, it must be chosen as one of the two "league" games of the week. You may bowl as many "fun" games as you'd like, but the games that count must be decided before they are bowled.
- **As with the regular season, the scoring sheet must be submitted by 9 p.m. each Thursday, and a photo of the television screen displaying the final score for the "league" games must be submitted to AALC along with your team's scores. (<https://aalconline.org/2020WiiBowlingCompetition>)**
- After the first round scores are calculated, the top two teams (based on total points) in each division, will move on to the second round of playoffs. An email will be sent notifying the teams of the first round results.
- The second round of the playoffs is **May 4- May 7, 2020** and works the same as the first round; each team will bowl one match (2 games).
- After the second round scores are calculated, the top team (based on total points) in each division will move on to the third round of playoffs. An email will be sent notifying the teams of the second round results.
- The third round of playoffs is **May 11- May 14, 2020** and works the same as the first two rounds; each team will bowl one match (2 games).
- After the third round scores are calculated, the top four teams (based on total points) will advance to the Final Four. An email will be sent notifying the teams of the third round results.
- The Final Four teams after the third round will travel to Springfield and compete in the Wii Bowling Final Four Competition on **June 2-3, 2020**.

Note: A FORFEIT will be declared if scores are not submitted as directed above.

Questions? Contact staff@aalcoffice.com