

NEBRASKA TECHNICAL SERVICES – The Fun Company™

2009 NTS Silver Strike Bowling Summer League Rules & Regulations

Introduction:

Nebraska Technical Services proudly brings to its customer accounts, moreover their customers, professionally facilitated local Silver Strike Bowling leagues.

League-Hosting Requirements:

All NTS accounts possessing an online NTS Silver Strike Bowling game machine give expressed consent for NTS to run Silver Strike Bowling leagues within their establishment.

Player Requirements:

In the summer NTS SSB tournament, each player must first fill out a membership form and have it sent in by Friday May 29. If on a team, please make sure to write down your partner's name.

All league players require an email account. If a player does not have an email account there are online services that can provide one at no cost (MSN, Yahoo, and Hotmail). If unfamiliar in how to navigate going about creating an email account or if you do not have a home computer, a local library is an excellent source of free assistance.

Expenses:

- Membership fees are \$0.00 for the summer league only
- Ten Frame round (per person, per play) \$1.00 for a single or \$2.50 for a series

Membership Enrollment:

- Most NTS machines have enrollment applications on them
- You may also enroll by visiting ntsthefuncompany.com
- League membership forms should be mailed or walked in to:

Nebraska Technical Services

Attn: Jesse Kulp
7812 ½ "F" Street
Omaha, NE 68127

Player Identification:

To have game play be valid NTS Silver Strike Bowling league play, players must play on an NTS Silver Strike Bowling game machine and use a Players Card and/or MasterCard or Visa credit card, at all times. If a player does not have a Players Card but would like one, Player Cards can be obtained at silverstrikebowling.com Delivery of Player Cards takes approximately four weeks. Player Cards can also be ordered via the game machines. We do have a limited number of Club Lucky player cards at NTS also.

To assure proper player identification, keep to one form of player identification.

Example: If using a Players Card, continue to use this particular identification throughout the entire league season. If using a MasterCard or Visa credit card, again, continue to use the same card throughout the entire league season.

Using one means of identification is to assure proper identification and helps avoid players being identified as multiple players.

Team Updates:

League statistics will be pulled near daily from all online NTS Silver Strike Bowling game machines. Statistics will then be distributed via email to the league group.

IMPORTANT – Do not rely on video leader boards for stats! All conclusive data will be communicated through email.

Team Scores:

(One man and Two man) teams: You will be ranked by your total number of **Strikes**. The more strikes you have, the higher you rank. This will only be for the qualification and semi-final rounds. The (Head to Head) Final will consist of the top two members/teams playing 5 ten frame games with the winner going to the player/team with the best average out of the five scores.

Tie:

Qualification and Semi-Final rounds:

In the event of a tie, the member with the most consecutive strikes moves on or wins.

Head to Head:

In the event of a tie, we will go to sudden death and a sixth game will be played.

Advancement Period:

The NTS Silver Strike Bowling League begins with a four week advancement period. During this four week period, league players require playing a minimum of 20 (ten frame) Vegas Style games. More than the minimum number of games can be played. You will be placed by your total number of strikes.

Only the top eight players/teams will advance to the semi final round.

Only games played in entirety can be accepted as valid play.

If a player does not play the minimum number of games he or she can not advance.

If a player plays something other than the VEGAS STYLE, those plays do not count towards league play.

Only games played on NTS equipment can be accepted as valid league play

Administrative Break:

A one week administrative break will be given between the end of the advancement period and the beginning of the semi-finals. This break is to give administrative attention to the leagues.

Semi-Finals:

After the administrative break, players and teams that have qualified to play in the semi-finals have seven days to demonstrate they have what it takes to advance to the finals. The NTS Silver Strike Bowling semi-finals require each player to play at minimum 10 VEGAS style ten frame games. Of course more games can be played. As in the qualification round you will be ranked by your total number of Strikes. Only the top two players/teams will advance to the final.

Winners of the semi-finals win valuable prizes and moves on to the head-to-head finals.

Only games played through entirety can be accepted as valid league play.

Only games played on NTS equipment can be accepted as valid league play.

Head to Head Final:

The final will be played within two weeks after the end of the (semi final) round. The top two finalists/teams will play (head to head) at the location of the top player. Each player will play five games. The player/team with the best average wins. In the event of a tie, we will go to sudden death and a sixth game will be played.

Single head-to-head games can be forfeited however the forfeiter will be known to have lost the forfeited game.

Additional Information:

There will be no substituting of players at any time. If it is found that a league player has had a substitute player play in their place, not only will the league player caught having a substitute be disqualified from the league, so too will the substitute player if they too are a part of the NTS league, with both parties barred from league play for one year.

ABUSE OF GAMES WILL NOT BE TOLERATED. Anyone found abusing games is subject to any or all of the following: expulsion from the league and all future league play; charged parts and labor to repair any damage.

League rules do not supersede BAR RULES, you are a guest. Nor do league rules supersede NEBRASKA STATE LAWS.

Prizes:

Prizes are yet to be determined.

Contact: For questions or disputes, contact Jesse Kulp at (402) 689-3159