



- 1.** 24 Teams in the league, teams will be separated into 2 divisions by team number draw.
- 2.** Using team numbers, a show schedule will be determined.
- 3.** Franchise fee is \$2,500
- 4.** Each match will consist of 2 teams that have at least 5 players and one manager
- 5.** The team may carry 2 subs called the 'Bench' that may be subbed in at any point of the match (two substitutions per match, the subs can be made in the same position if necessary)
- 6.** Each team will have 8 available spots on the 'Roster', before each scheduled match the team manager will submit the 7 player bench to 5 Pin Universe and the opposing team.
 - a.** Method of submission is Facebook Messenger chat group setup the Thursday before the set matches.
 - b.** After the bench is submitted, Line-ups will be submitted by the 'away' team first, then 'home' team.
 - c.** Each team will also have an 'Emergency Spare' allocation of 2 players, this allocation can only be used on 2 occasions.
- 7.** Using the traditional gender variant each team will consist of at least one male and one female player.
 - a.** Further clarification for other gender variants will be discussed if needed.
- 8.** Each gender must play every frame.
- 9.** A team will only play the match on a single lane due to production restrictions.
- 10.** A team can only start the next frame when their opponent team has finished the previous frame.
- 11.** All competition must be played on an official production provided by 5 Pin Universe. Managers must be in contact with each other and 5 Pin Universe production during the match in regards to substitutions and rulings on play, this will be done by Facebook Messenger chat group.
 - a.** Teams will be responsible to provide 2 'cameras' for production during their matches (arrangements can be made to help with this aspect if absolutely necessary)
 - b.** Phones/Cameras will be used to 'broadcast' each teams play and score to 5 Pin Universe via OBS Ninja.
 - c.** The details to accomplish this will be discussed with 5 Pin Universe
- 12.** This is a scratch event using the C5PBA Open team points format.
- 13.** The match play format shall be used to determine the winners in all matches. Each bowler who beats his/her opponent on the opposing team, shall receive one (1) point. Three (3) points shall be awarded to the team with the higher pinfall for the game, making a total of eight (8) points maximum for the game.
- 14.** In the event of a tie between teams or individuals in any game during match play in the team events, all available points shall be divided equally between the tied teams or individuals.
- 15.** Playoff breakdown after the set amount of scheduled shows (11 Matches completed by each of the 24 teams)
- 16.** Teams at all times must be in team uniform. (exceptions to this are due to Emergency Spares or Uniform production issues)
- 17.** Playoffs yet to be determined.