



1. 26 Teams in the league, teams will be separated randomly 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.
 - a. Participants must be 18 years of age or older before they throw their first ball on a team.
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 5-player line-up and 2-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 line-up/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.
 - d. If there is a substitution, the team manager must inform the production crew and the opposing manager. Failure to do this will result in a possible fine from the league.
7. Using the traditional gender variant each team will consist of at least one male and one female player.
 - a. Further clarification of 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 regarding 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 necessary)
 - b. Phones/Cameras will be used to 'broadcast' each team's play and score to 5 Pin Universe via OBS Ninja.
 - c. The details to accomplish this will be discussed with 5 Pin Universe
 - d. Each team will play in a C5PBA compliant facility, meaning that the Centre will have to meet the C5PBA certification process and must be current.
12. This is a scratch event using the C5PBA Open team points format.
 - a. 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.
 - b. 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.
13. Playoff breakdown after the set number of scheduled shows
(12 Matches completed by each of the 26 teams)
14. Teams always must be in team uniform. (exceptions to this are due to Emergency Spares or Uniform production issues)
15. Playoffs yet to be determined.