



QUAD CITIES CORPORATE GAMES

SKEEBALL RULES

Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Quad Cities Corporate Games.

General Rules

1. Each team will consist of three players. One open team per company.
2. All three team members will throw at the same time. Each team member will have their own Skee-ball Lane.
3. Definitions – A frame is nine balls. Each player will roll all nine balls in a frame. One game will be three frames.
4. Teams will complete three frames per match, with team members rolling their frames at the same time in separate lanes. After a team has completed one frame, the opposing team will roll one frame. The game is complete when each team has rolled three frames.
5. Each team member's score will be added up to get a team score per frame. All frames will be added up to give each team a total score. Team members must report the score of each frame before moving on to the next frame.
6. Teams will select one person for paper-rock-scissors to determine which team will throw first. The winner of paper-rock-scissors gets the choice of throwing first or second.
7. Ties will be broken based on the team with the highest frame in the game. If that does not determine the tiebreaker, it will continue as follows:
 - In this order, if one team has a high frame score the tie will be broken. Continue if the tie remains: second highest frame in the game, etc.
 - If the highest frame scores remain tied, a "sudden death" round will be held. Each team will choose one individual to compete in a one Skee-ball roll-off. Highest score wins the tiebreaker. Each competitor will throw at the same time. Competitors will continue to throw one Skee-ball at a time until one competitor earns a higher score than the other. Only one individual per team can compete in the sudden death rounds. No substitutions will be allowed between rounds.

QCCG Point System

- o Medals will be awarded to the top three finishers in each division. Points will be awarded to the top six teams within each division, as follows:

Place	Points
1 st	500
2 nd	400
3 rd	300
4 th	200
5 th	50
6 th	50

- o Participation points will be awarded for all individuals or teams in the QCCG. To receive participation points, individuals or teams must complete the event as designed. Points for participation in Skee-ball competition are as follows:

Event	Participation Points
Skee-ball	50/Team

- o QCCG will assess Penalty Points to those companies whose competitors **do not show up for Skee-ball**. It diminishes the spirit of the Games when a team or individual travels from across the Quad Cities to participate in one of these events, only to have their opponent forfeit. Penalty points will be assessed for the following events:

Event	Penalty Points
Skee-ball	-50