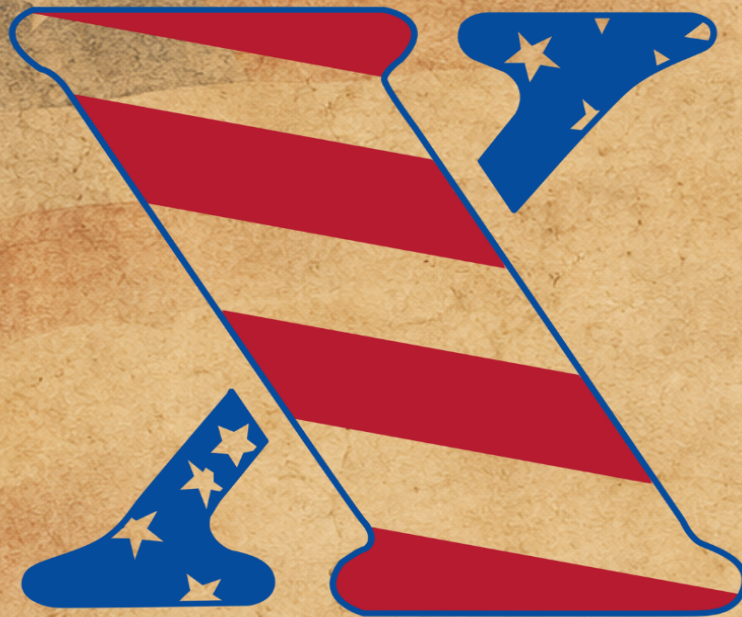


THE X-LEAGUE CONSTITUTION



**2026-2027
RULEBOOK**



(2026 – 2027)

Mission Statement:

The X-League was designed to offer bowlers a high-end traveling league in which to compete in. The goal is simple...to create a one-of-a-kind league that promotes transparency, faster and higher payouts, awards for accomplishments, and to promote the sport of bowling. Bowlers will be encouraged to submit suggestions to X-League to improve the league itself.

The league will be run by the X-League Administration/Staff with input from the bowlers themselves, and something other traveling leagues fail to do...listen. We plan to run this league with common sense and professionalism.

The X-League looks to expand well past the local bowling alleys. Over time, we plan to have franchises in all lower 48 states, giving way to the first ever true recreational National Championship, and giving these bowlers something like never before...**NATIONAL MEDIA ATTENTION.**

X-League Administration:

The X-League will be run by the X-League Administration. Administrators are appointed only by the Chief Executive Officer (C.E.O.). Administrators are an extension of the C.E.O. and have the final say in all related matters. In the future, anyone may ask to become an Administrator by submitting, in writing, that they would like to be an Administrator. In addition to a *background check*, the current Administrators will meet to discuss approval.

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Fees, Dues and Applications

How To Start A Franchise:

Franchise Owners must fill out two short forms. Those forms are:

- Application of Registration Form
- Team Roster Form (Minimum 15, Maximum 36)

Once the Administrators approve the application for Franchise Ownership, a one-time payment of **\$500** shall be made to X-League. This payment goes towards the registration and data entry of all members of the franchise. Any cash left over goes towards improving technology in the future to make membership, upgrades to the servers and to make the app/website easier to use for sanctioned members.

Once completed, Franchise Owners will then have access to multiple X-League approved jersey manufacturers as well as logo services, if needed.

Franchise Owner Guidelines:

Franchise Owners run their team and are responsible for all administrative functions, to include:

- submission of lineups, match payments and maintaining professionalism of their members.

If the franchise is owned by multiple individuals, one must be named as their Chief Owner to deal with Administrators. The Administrators need to have one contact to communicate with instead of multiple individuals when talking about X-League. Franchise Owners cannot own multiple franchises.

Franchise Owners are solely responsible for all payments to X-League, including:

- the **\$500** initial franchise fee
- the **\$30** per bowler sanction fee (bowlers may also pay their own sanction directly)
- the **\$40** per bowler who participates in all tour stops
- the **\$300** annual team payment
- Ensuring each tour stop member is wearing their X-League jersey with their last name
- Deescalating any possible issues from members of the franchise
- Properly disperse any winnings to bowlers at season's end, promptly
- Fill out any required federal tax forms where the IRS says it is mandatory
- Ensure that all members are properly sanctioned.
- Ensure that all team members know and abide by the rules

Franchise Owners will be required to sign a contract (or make a digital acknowledgment in the app) prior to the season that they agree to all of the rules contained within, and to be held responsible for any deviation from these rules, including unacceptable behavior, team disbandment mid-season, and the obligation for the remainder of the prize fund.

Scheduling:

X-League teams will bowl 18 matches during 18-21 scheduled matches throughout the season. Teams may have byes during the season. The regular season typically starts Aug 1st and ends May 31st. Playoffs take place in June and July (the exact duration will vary based on the size of the league and the playoff format).

Team Disbanding:

Any team that disbands after the tour season begins is responsible for all prize money for the remainder of the season. That money must be paid in full prior to the championship match. Failure to do so may result in an indefinite suspension of (and possible legal action against) the franchise owner as well as possible suspensions of team members. The registered team name will no longer be able to participate in the X-League further and the owner will no longer be granted the privilege to own another team in X-League unless the prize fund is paid in full. The X-League Administration may allow individual members back into the league with a vote from the Admins. Franchise Owners must sign a document understanding this rule.

In the event that money cannot be recovered, the prize list will be adjusted proportionately.

If a team leaves a division during the season, the administration may need to adjust the scheduled matchups to keep the schedule fair. This might mean the introduction or removal of a vacant team as well. Owners in the division will be notified if this happens.

The administration will distribute a survey or form to the owners each year on June 1st to determine if teams are returning the following year. This form must be completed by all teams by July 4th. If a team fails to notify the league that they are leaving prior to the July 4th deadline, their returning team fee will be forfeited.

Prize Funds:

Prize funds will be voted on by franchise owners during the season before October 31st, 2026 for each individual division. Approximately 20% of each divisional prize fund will go towards the playoff prize fund.

Prize Fund Distribution:

All prize money will be distributed within 30 days of the final Championship match. 100% of all prize money will be distributed. All checks written out will be made out only to the designated owner(s) that X-League has currently on file for that given season. Any issues cashing prize fund checks must be made to any TSR or Admin. There is a \$30 fee for reissuing a lost check.

Money Collection:

All tour stop payments MUST be made through the app/website. If the app/website is inoperable, payments can be made in cash to the Tour Stop Rep or any pre-approved and discussed way. By doing this, both franchises and X-League can track all payments. During the regular season, franchises must send their **\$360** no later than 11:59 pm ET the Thursday before the competition. Bowling alleys will be paid by check. It is the duty of the franchise owner to collect money from their bowlers. Changes to payments to X-League may occur in the future. Be advised that the X-League website uses WooCommerce to process credit card payments. The cost of these transactions is 2.3%, bringing the total Tour Stop Fee to \$368.28. Deadlines for playoffs will be dependent on the playoff format but will be clearly communicated to all playoff teams.

Membership Year:

The X-League membership year begins August 1st and ends July 31st of the following year. Membership is considered “being sanctioned by the X-League AND in good standing.” To obtain membership, you must be a part of a franchise, and all annual dues must be paid.

Membership allows all bowlers to participate in all X-League Tour Stops and X-League Tournaments. Individual X-League Membership sanction fees are **\$30** annually. Any bowler that was on a roster previously will be released from their roster if their sanction is not paid by September 1st. They can be readded at any point by paying their sanction, but they require the necessary lead time to be added before they can bowl. Each franchise owner will be responsible for collecting from each member of the team, and one payment shall be made to the X-League through the app/website. For bowlers added during the bowling season, a one-time **\$30** sanction fee is due with proper lead time prior to competition via the app/website. (Please see “Bowler Eligibility” for more details).

The purpose of sanction fees allows members to receive awards for honor scores (no limit per year), allows X-League to keep track of total pin fall, and keep track of all averages.

Bowlers who are NOT sanctioned may not bowl in any Tour Stops or Tournaments run by X-League.

Active Franchise:

The X-League defines a franchise as active if they have members on their roster that are sanctioned and that the team is competing in the scheduled division matches. Unless a team is granted an exception, any team that fails to meet these criteria will be deemed a folded franchise by the X-League. When that happens, all rostered bowlers will be made free agents. If the owner notifies the X-League after the defined start of the season, the owner is subject to penalties that include, but may not be limited to no longer being able to own a franchise in the X-League.

Average and Roster Qualifications

Roster Size:

Each franchise must have a minimum of 15 bowlers and may only have a maximum of 36 bowlers. Franchises must notify X-League of all roster changes made. Franchises may drop bowlers off their roster, but only in the off season. The off season is defined as the day after the Championship Game and before the start of the following season.

Bowlers on franchises may opt out at any time throughout the year, regardless of what the franchise wants. These opt out bowlers may rejoin X-League on another team no later than January 31st, 11:59pm. If a bowler has paid sanctions for that year, no new sanction fees are required to join a new team. Before a bowler competes for the new team, they must have their new team's jersey. Jersey rules for joining a new team are detailed in the Jersey section of this document. Bowlers switching teams must have at least 9 games bowled in that season for their new team to be eligible for playoffs. After February 1st, teams may still add new bowlers if they have room on their roster, and they have not been sanctioned with another team during the current season (regardless of if they bowled or not).

Bowler Eligibility:

Bowlers must be 18 years of age or older. Bowlers must wear their jerseys. Bowlers must be in good standing with X-League (no fights, no threats, no weapons, and any like-minded occurrences). For bowlers to be eligible for a stop, they must be on the roster no later than 11:59 pm on the Tuesday prior to the stop they must have their own jersey and pay their sanction no later than 11:59 pm on the Wednesday prior to the stop. To be eligible for playoffs, bowlers must have 9 games with their current team during the current season.

Any bowler moving from one franchise to another during the season needs to be added to the new team by 11:59 pm on Tuesday prior to the match. This timing is consistent with any team adding any new bowler.

Bowlers leaving a franchise cannot rejoin the same franchise during the same season.

Bowlers can only switch franchises one time during the competition year.

Ineligible Bowlers:

If a team uses unsanctioned or non-rostered bowler(s), the bowlers will be disqualified and receive a blind score. Bowlers must have their own jerseys, if not, that bowler will receive a blind score. **Teams may have a bowler whose jersey is grandfathered in from previous seasons. **

- ***See Jersey rule for additional information.***

Late Bowlers:

For the first game, late bowlers have until the completion of both bowlers' 3rd frame of the first adjacent pair to the left that is a full 3 vs 3 pair (no blinds) between two different teams (i.e. a match not involving their own team). If there is no match to the left, then the comparison is to the right. Bowlers late for the second and third games must be prepared to bowl when it is their time to bowl, otherwise, it must remain a blind.

If a bowler should not arrive on time, the team may put a substitute in for that bowler (if they have not used their allotted substitutions). If a team has no substitutions left, a BLIND MUST BE USED. If a bowler doesn't arrive, and the team does not put in a substitute, the spot will be changed to a blind. If the position is changed to a blind, that change does not count towards the allotted substitutions. The late bowler can reenter the lineup in the same position only, as early as the beginning of game 2. The bowler returning in place of the blind does NOT count as a substitution. Refer to the Team Lineup section of this document.

Suspended Bowlers:

A bowler suspended from membership in the USBC will be ineligible to participate in all X-League matches or tournaments. Any team using a suspended bowler will result in that bowler's score being zero.

Franchise Jerseys:

Each member must wear their own official X-League jerseys and must be visible during competition. X-League Jerseys are to have first initial of first name and full last name on the jerseys. (example: George Williams = G. Williams). Jerseys that have just last name on them have been grandfathered in from seasons 1&2. If the first initial on the jersey differs from your legal first name, please get approval from the administration. Approval will require that the first initial be reasonably tied to part of your legal first or middle name (i.e. B for Bob if your legal name is Robert would be approved when requested). Bowlers may (with approval) use logos for bowling related sponsorship and/or staff logos as required (for example, Brunswick, Storm, Bowler X). Bowlers MAY NOT use logos of competing organizations or share jerseys. No bowler shall alter their jerseys once received. Examples of jersey alterations that are not allowed are cutting jerseys, bleaching, adding any names/nicknames or hand printed ink.

Bowlers may wear official hooded sweatshirts or long sleeve shirts that are manufactured by an approved X-League company that match the jersey design, which includes a front logo, name on the back, and must be fully sublimated. Approved X-League companies are Bowlifi and Ink Parlor. You may wear any single or combination of the approved apparel.

If a bowler is not visibly wearing their jersey or X-League approved attire, a verbal warning will be given to that bowler and the bowler must put their jersey on before throwing the next ball, otherwise, those bowlers may not compete for the remainder of the game and will receive a "blind status" from frame 1. If a bowler has a legal name change (due to marriage, divorce or other reason), they are allowed to continue with their current jersey for the remainder of the current season. They will need to have a new jersey matching their current legal name by the start of the next season. Any bowler that had a name change during the 2025-2026 season will be granted the 2026-2027 season under their prior jersey if desired. If a name change is in process, use of the new name may begin early with approval from the administration.

Any new first year franchises in The X-League have until September 1, 2026 for the jersey rule to take effect. This allows plenty of time for newer owners to conform to the jersey rule. Normal jersey rules will be in full effect after this day.

X-League has discretion on all other jersey matters.

Averages:

X-League will be using a *true composite* average of all USBC averages regardless of winter or summer. The composite average will be calculated from the two most recent years, based on the data available on bowl.com. Average calculations will be done when the player is added to the roster. X-League staff may also look at current summer leagues if the sanctioned history is not a substantial number of games. The X-League relies on USBC / Bowl.com for initial average administration. If we are made aware of missing average information, X-League may update the entering average when the additional information is added to bowl.com or is made available to us.

Should there be an error in reporting to USBC / Bowl.com, X-League will not be responsible for misreported averages or corrections. The X-League will update averages upon the correction/proof of errors. Sport shot leagues will not count. Any bowler that does not have this comes in at an average of 240 unless the Franchise Owner can produce evidence of something lower. In some instances, X-League Administration may rerate a bowler if they do not have these qualifications. If a bowler has only sport/challenge leagues in their most recent 2 years, the administration may consider using a conversion chart to determine their entering average. The administration may also consider unsanctioned leagues if no sanctioned history exists. If a bowler enters on a "no average 240" they can request a rerate after 9 games in X-League. Their entering average will not change unless a rerate request is submitted.

Administrators have final say in entering averages and may rerate at any time. Bowlers cannot drop more than 10 pins below their entering average.

To establish an average, bowlers must bowl 9 games. After 9 games, bowlers will have a forever rolling average from year to year. Should a bowler have 7 or 8 games entering a tour stop and reach 9 games in the middle of a tour stop, their average will not adjust during play and will recalculate after competition is completed for the day. In instances where multiple tour stops are held on the same day, averages are frozen for that day and will be updated upon the completion of both sets. During the playoffs, averages will lock for each weekend of competition. This means that if there are playoff matches on Saturday and Sunday of the same weekend, the averages will not change until the completion of competition for the weekend. This is done to help with roster management when traveling greater distances.

All bowler's initial entering average will be the basis for their 10-pin drop for their forever entering average whether a bowler stays on the same team or changes teams. A bowler will start the following season with their prior season's average. For example, a bowler enters the X-League at 225 and completes their 9 games and they average 212 for the season. The following year, that bowler will come in at 215 (based on their 10-pin drop from their entering average). The 10-pin drop will not be based off their final average for a year. Any deviations from this would require a rerate request.

Rerate of Bowlers Average:

Any team owner may request an investigation into the average of any bowler. This request must be made 5 days prior to a scheduled tour stop to allow for the investigation to be completed. A decision will be made within 72 hours of the request. All rerate requests must be made through the app.

Any owners requesting a rerate will remain anonymous (Retaliation Clause) to the X-League bowlers and the requester should limit their communication to the X-League Administration only regarding the rerate. In addition, the request must be accompanied by supporting documentation for the investigation. Grounds for considering a rerate include, but may not be limited to: a rerate by local tournament directors/leagues or a 30+ game composite average of the current season that is at least 25 pins higher than their entering average. For example, if their entering average is 200 and they have 15 games at 230 and 15 games at 225, they would qualify for a rerate investigation.

The X-League Administration will not proactively look for re-rate investigations but will investigate all written re-rate requests.

The bowler in question and their team owner will be advised that a rerate investigation has been submitted. The bowler in question, their team owner and the requester will be advised of the decision made by the Administration. All rerate decisions are final and cannot be appealed.

Second Hand:

If, due to injury, a bowler wants the ability to bowl with their off-hand in X-League, they must sanction with their off-hand and would take up a second roster spot. If the bowler has recent book history with the off-hand, an entering average will be calculated for them just like any new bowler to join the X-League (composite average of the two most recent seasons with that hand). If no recent sanctioned average for the off-hand exists, they would enter at 240 like any new bowler joining X-League with no recent sanctioned history. They could submit for a rerate for their off-hand after bowling 9 X-League games with their off-hand.

During the season, if a bowler is sanctioned with both hands, the team owner would need to denote which hand the bowler is bowling with when the lineup is submitted. Since the bowler is sanctioned twice, and takes up two roster spots, the change from one hand to another between games is effectively the same as subbing from Bowler A to Bowler B. As such, all normal rules about substitutions apply. This means that during competition, the bowler would NOT be allowed to change hands in the middle of the game. The bowler would however be allowed to change hands between games IF the team has a sub available.

Because each way the bowler is sanctioned functions as a separate rostered bowler, the normal add/drop rules apply. The bowler can opt out from the team for one hand and stay on the team with the other. However, just like any other bowler, once they leave the team, they cannot rejoin the team in the same season. Additionally, a bowler sanctioned with both hands cannot be sanctioned with two separate teams. If they sanction with both hands due to injury, it can only be with the same team.

Scoring and Line-Ups

Team Lineups:

Each lineup will consist of nine active bowlers separated into three sets of trios. The first set of trios will be known as the “Scratch Pair.” The second set of trios will be known as the “First Handicap Pair.” This pair will receive 80% of 240. The third and final set of trios will be known as the “Second Handicap Pair.” This pair will receive 80% of 240, however, no bowler over a 215 average may bowl on this pair.

Franchises are required to send their lineups to X-League by 11:59 PM ET on the Thursday before their match. Teams that get their lineups in prior to the deadline will receive 5 extra bonus points added to their tour stop total. Teams that DO NOT submit their lineups before the deadline will NOT receive the 5 extra bonus points. Should any owner/team manager have any difficulty or technical issue submitting their lineups on time, they are to inform X-League Administration and are recommended to include any timestamps/screenshots of their submission attempt from our app/website immediately. Their effort will then be investigated and determine if eligible or not for the bonus points.

Teams will be able to alter the lineup with no limitations up until one hour prior to competition, however, teams should try and reduce the number of changes within that time frame. Beginning one hour before the scheduled start time, any changes made will count towards the teams two allowed substitutions with one exception. If a bowler is changed to a blind, regardless of when it happens, this will not count as a substitution.

Two substitutions may be made during a competition under the following rules:

- Teams must inform the TSR prior to **ANY** changes before the start of any game.
- Substitutes may not enter mid game.
- Substitutions, within one hour from start time, must be a one for one replacement. (Bowlers may not move from one lane to another).

No changes will be allowed without notification.

Replaced bowlers, that HAVE thrown a ball during the current competition, may not return to the same competition in which they were replaced.

If a bowler is replaced and HAS NOT thrown a ball in competition (i.e. a late bowler), their ability to return and counting of subs depends on if they were replaced by a blind or a bowler.

If the late bowler was replaced by another bowler, they may return to competition as early as game two in the same lineup location only. if there is a substitution left. Returning to the lineup counts as a sub.

If the late bowler was replaced with a blind, they can return to the competition as early as game two in the same lineup location only without it counting as a sub.

In instances where franchises are unable to fill a 9-person lineup, a blind will come in with a 215 average and have a blind score of 200, plus handicap if that bowler is on either of the handicap pairs. This equates to a handicap score of 220 (200 + 20 pins handicap) and 200 on scratch.

Full payment of the match will still be required regardless of the number of blinds. Blinds may still win points (see Legal Lineup / Blinds). Franchises are encouraged to alter rosters to assist in participation. Multiple blinds over multiple weeks by franchises could trigger the X-League Administration to get involved.

Legal Lineup / Blinds:

If a team does not have at least one bowler on a pair, that pair cannot win points. However, the other team must still win the points (they are not forfeited) against the blind. If they are not won, they remain unearned.

Blinds can win points if there is at least one bowler on the pair. In the event of 3 blinds on a pair, their overall pin total can still be used for overall wood. Franchises must have at least one person per pair for all blinds to have the ability to earn points.

Scoring:

X-League uses an 80-point base system. Each of the three pairs will compete for 25 points each. The winner of the combined total wood will receive an additional 5 points. We will be using a match point system. The point system is as follows:

- Head-to-head matches against opponent: 1
- Team game won: 2
- Individual wood against opponent: 2
- Overall wood per pair: 4
- Overall total wood between all three pairs: 5
- All ties will split the points equally.
- Additionally, both teams can earn 5 bonus points for submitting their lineups on time.

Standings:

Points won are what determine league standings in the division.

Tie breakers (for two franchises) in the standings of the same division will be determined in the following order:

1. Head-to-head point totals throughout the season
2. If head-to-head point total is tied, then head-to-head PINFALL
3. If head-to-head PINFALL is tied, then season total PINFALL against all teams.
4. Should there still be a tie, a 1 game roll off will take place of all 3 pairs. (See Roll Off Section)

Tie breakers (for three or more) in the standings of the same division will be determined in the following order:

1. Win percentage against the teams tied in the standings only.
2. If win percentage is tied, then the season total PINFALL against all teams. (Win percentage is calculated as Points Won divided by Total Possible Points).

No prize money will be split between teams at the end of the season. Tie breakers will determine what team finishes higher.

Re-racks:

There will be unlimited re-racks per bowler.

Score changes / Dead Wood / Fouls:

In the event of a scoring error on the lanes, the score can be updated with the approval of both team's owner/owner representative. Should there be dead wood on the lanes, a team can remove the dead wood without informing the TSR as long as both teams are aware. Should there be a scoring issue that the teams do not agree with (including but not limited to a pin missing not noticed by a team, a foul that is in question) the TSR shall be made aware of immediately and will make the decision based on information available. The decision of the TSR is final.

Roll Offs:

X-League Roll Offs use a 20-point system. Each of the three pairs will compete for 5 points each. The winner of the combined total wood will receive an additional 5 points. We will be using a match point system. The point system is as follows:

Head-to-head matches against opponent: 1

Team game won: 2

Overall total wood between all three pairs: 5

All ties will split the points equally.

If a roll off ends in a 10-10 tie, total wood in the roll off will determine the winner. If there's tie in total wood, a second roll off will take place.

Competition Guidelines and Lane Etiquette

Competition:

Competition start is defined as the end of practice on your pair. A bowler may practice without their jersey on but must wear their own jersey (fully visible and on top of any other article of clothing) or official sublimated hoodie when the competition starts and until your final ball is thrown. During X-League competition, bowlers are not allowed to simultaneously compete in X-League and another event at the same center (i.e. league, tournament, etc).

Practice:

All X-League Tour Stops will have 7-10 minutes of practice. Only the bowlers that are in the official lineup for a tour stop may practice. If a bowler is running late, and the franchise has one substitution remaining, a substitute may practice. If the substitute practices, the substitute must start game one. This will be counted as a substitution. However, the original bowler may return to the lineup beginning as early as game two and must go in the original submitted lineup spot only. The return of the original bowler will count as their second and final substitution, if the franchise has a second substitution available. If not, the bowler cannot return.

Lane Conditions:

X-League requests centers to use their standard house shot condition. X-League is not responsible for lane conditions/oil patterns should it vary. A standard house shot is what is always requested by X-League for each center and is included in our bowling contracts with each center. If the center does not give us their standard house shot, those centers may not be used in future seasons. Bowlers must compete on the shot that is out there, unless the TSR deems that all lanes must be reoiled, which may cause a lengthy delay.

The X-League has scheduled some matches to be competed on sanctioned string pins. It is also possible that a center might choose to convert to string pins during the season after we have booked with them. In the event that this happens, the X-League will work with the division to decide if they want to reschedule the match to a different location if possible or compete on sanctioned string pins. There will be no special adjustment to averages or scoring for competing on string pins. It will function as any other stop with games and pinfall counting towards rolling averages and military ranks.

Altering Ball Surfaces:

Ball surfaces may be altered up to the start of competition, including cleaning with certified cleaner, alcohol, or surface changes. Should your ball be adversely affected by lane equipment, a bowler may use a cleaner to assist with cleaning. A TSR MUST be contacted should this occur prior to performing any cleaning. TSRs can only remove a ball from competition if they witness the surface of the ball was altered or if the bowler admits to altering the surface without TSR approval.

Lane Courtesy:

The standard courtesy of one lane shall be used for a timely completion of competition. Two lane courtesy can still be given, but it is not necessary.

Lane Breakdown:

Should a lane require attention during practice, bowlers will be given additional time to practice once the lane issue is resolved. If there is a lane breakdown during competition that will take an extended period of time to resolve, teams may be relocated to a breakdown pair, if available. Once there is an estimate on the time to fix the lanes, the teams can collectively decide if they want to wait or relocate to a breakdown pair if one is available. Should this occur, the affected pair may be separated from their teams. If a pair is moved to a breakdown pair, 5 minutes of warmup will be given. If a breakdown pair is not available, the affected pair may be required to wait until a pair becomes available, or, if all other options have been tried and exhausted, the TSR may have to make the decision to have the bowlers compete at a later time, date, or location. X-League requests that the make-up match compete before the next scheduled competition. The breakdown pair is not guaranteed to have fresh oil. however, the TSR would have the power to request the center oil the breakdown lanes.

In the event, that a pair cannot finish competing due to no available lanes due to a breakdown, both franchises have the option of waiting for an open pair to continue competition. Franchises also have the option of rescheduling their pair only, at the same house at a later date. The rescheduled completion would be due before the next scheduled tour stop. It is recommended to try to finish the current game if possible before scheduling a makeup for the remainder of the match for the pair. Should the completion of the pair be scheduled at a later date, the current game will start over (regardless of what frame they were in). For the completion of the match on another day, the teams will be allowed to use any 3 bowlers that are eligible for that pair as long as they did not bowl on either of the pairs during the prior portion of the match (i.e. the bowler can't end up bowling on two pairs in the same overall match). Both teams will be allowed one sub during the makeup, regardless of how many subs were used during the initial portion of the match.

Code of Conduct:

X-League bowlers are expected to conduct themselves in a professional and sportsman-like manner, including social media. Disparaging or bad-mouthing bowlers, lane staff, or X-League Administration/Staff (TSRs) will not be tolerated. There is a ZERO tolerance policy for any comments regarding race, sexual orientation, and religious affiliation and will be punishable by the Administration as deemed necessary. Any X-League bowler that defaces an X-League jersey, with malicious intent, will be subject to a suspension of up to a year by the Administration. This also includes malicious damage to anything at the bowling alley, fighting, skipping out on any tabs, or anything similar.

TSRs may give a verbal warning to bowlers who may be in violation of the code of conduct. Additional violations will result in either a written warning or suspension from the match.

Members breaking bowling alley equipment are solely responsible for reimbursing the house for any damage caused. All decisions from the Administration are final and cannot be appealed. If there should be a second occurrence, a member will be suspended for a period of no less than 1 month. If this happens a third time, a lifelong suspension may be handed down by the Administration.

If an issue occurs between franchises, the Administration will attempt to mediate and resolve it in a timely fashion to not impact competition. Depending on the severity of the problem, the Administration has the right to indefinitely suspend any bowler(s) that may be involved. In extreme cases, where a franchise owner is involved, the Administration has the right to remove the owner and replace them with another member of that team. Franchise Owners are expected to act professionally at all times, even in private conversations with X-League staff.

If bowlers have questions or concerns about the X-League, Administration/Staff, they are highly encouraged to contact X-League directly instead of going to social media. The code of conduct also covers social media.

Bowlers could face suspensions for extreme negative remarks on social media. Administration determines the definition of extreme negative comments. In extreme circumstances, if a blatant loophole was found, in which teams exploit, the Administration has the right to change or alter a rule and implement it immediately. All franchises will be notified if this occurs.

Children of bowlers, with discretion of the Administration or Tour Stop Rep, should not be in the bowler's area during competition. Friends or guests should not be in the bowler's area as well.

Music/radios/speakers are allowed to be used as long as they are on at an appropriate volume level such that it does not disrupt the opposing team or other bowlers in the surrounding the area. Should Administration be notified about a disruption from the music, they may ask for the volume to be lowered further or turned off completely. We ask all bowlers or guests and family members to be respectful of others and surroundings while at an X-League event.

If a team refuses to bowl, the TSR will advise and warn the team that they must compete. If the franchise refuses to compete at a tour stop, the TSR has the right to blind out all bowlers, and the team competing against the refusing team will then compete against a vacant team. Vacant teams cannot win any points. No lineup refunds will be given for that match.

X-League staff regularly takes video and pictures of the matches. Participation in The X-League constitutes agreement to appear in video and pictures taken by the X-League.

Playoffs

Playoff Eligibility:

Bowlers are required to have 9 games bowled in the current season with their current team to be eligible for playoffs.

Playoffs:

The X-League playoff format will change every year depending on the number of teams, divisions, and location of those divisions. X-League has the right to incorporate Wild Card teams into the playoffs to balance the bracket. The X-League Playoff format will be introduced no later than October 31st, 2026.

During the playoffs, if a match result ends in a tie (i.e. 45-45, 40-40, etc.), then the team that won total wood would advance. If the points AND total wood are tied, then there would be a one game roll off (SEE ROLL OFF section).

Travel Stipend:

If the X-League provides a travel stipend for the teams that make it to the National Championship location, the teams will receive that check when they clinch their spot in the National Championship matches. The team owner will sign a form that acknowledges they have received that check as well as that they agree to repay that travel stipend should they decide not to attend the National Championship location. If they decide not to attend the National Championship location, they would need to repay those funds (or document the destruction of the uncashed check) prior to the start of matches at the National Championship location. The travel stipend would then be provided to the team replacing them.

Protests, Appeals and Cancellations

The X-League Sergeant of Arms (Dave Sabin) may enforce any of these rules as well.

Protests and Appeals:

Protests and appeals regarding jerseys or ineligible bowlers should be brought to the Tour Stop Representative (TSR) during competition, and then emailed to your TSR (see staff contact information section), by 11:59 PM the day of the match. If a protest is filed during the match regarding a jersey, the TSR may address the bowler individually to immediately put on their jersey in which the bowler must comply or tell the team to substitute that bowler out (if the team has not used it's allowed 2 substitutions). If no substitute is available and the bowler does not have a jersey, that bowler must be removed for a blind score.

Protests and appeals regarding scores only must be made in writing and emailed to your TSR (see staff contact information section), by 12:00 PM (noon) EST the Monday following competition for all scores to be verified and distributed to divisions.

The X-League Administrators will review the protest or appeal, and a decision will be made within 3 days. The X-League Administrators will have the final say on all decisions made.

Tour Stop Cancellations/Changes:

Tour Stop Representatives and the Administration have the right to cancel any tour stop in the name of weather, a state of emergency, any national emergency, or anything similar. It is asked that all X-League bowlers respect the right and decision of the TSR/Administration when making these calls for the safety of all bowlers. It is the duty of X-League to attempt to reschedule cancelled matches. If for some reason, a match cannot be rescheduled, a different venue may be used, or cancelled entirely, which could affect prize fund payouts.

The season schedule may change due to center availability or closures (temporary or permanent). The administration will try to provide as much notice as possible in the event of any changes to the schedule.

Side Action and Awards

Pots:

Pots may be run, but they are not associated with the X-League.

During the regular season, \$0.25 of each bowler's tour stop entry will be put into the 5-7-10 Jackpot. The split only needs to be left, not converted to win. Bowlers will be eligible to win multiple shares of the jackpot should they leave it more than once. The split cannot be left on a bowler's fill ball or second ball of the frame if the first ball was a gutter ball. Winners will receive an equal share of the jackpot at the end of the regular season. Bowlers are encouraged to take a picture if this is left. If a bowler leaves the 5-7-10, they must notify the TSR for verification immediately. Payouts for the 5-7-10 jackpot will be made prior to the Championship Game of The X-League.

Awards:

The X-League will present physical or virtual awards based on a bowler's performance and reaching milestones. Awards will be distributed to any bowler who rolls a 300 game or 800 series, a 100 pins over average (single game), or 150 pins over series. Bowlers will receive dog tags should their pair "Sweep" (25-0) their competition. All active bowlers during a match will receive a "Mega Sweep" (80-0) should all 3 pairs sweep their competition. Bowlers will receive a dog tag and chain for every honor score achieved. In addition, X-League will keep track of total pinfall for all tour stops for each bowler. For every 10,000 pins, bowlers will move up in rank in the X-League and cap out at 100,000 pins.

If a bowler did not receive their award within 60 days, they are encouraged to ask their TSR to look into it.

Injured Bowler Rule

In the event a bowler has started a game, becomes injured and is unable to complete the game, the following procedure shall be followed:

The bowler must announce to the TSR that they are unable to finish the game. The TSR will announce to both teams that they are unable to finish.

The total score for the game will be calculated as the sum of the “Dead Stop Score” and the “Remaining Injury Score.”

1. The Dead Stop Score is calculated as if the current game was considered complete and totaled out as if no more pinfall accumulated. This number will be set aside for further calculation.

Example (bowler injured after frame 3):

PLAYER	1	2	3	4	5	6	7	8	9	10
Bowler	X	8 /	X	0 0	0 0	0 0	0 0	0 0	0 0	0 0
	20	40	50	50	50	50	50	50	50	50

2. To determine the “Remaining Injury Score”, we must first find the “Injury Score” and the “Injury Score per Frame.”
 - a. To calculate the “Injury Score”, the injured bowler must take ten percent off their current X-League average. Any calculations always round down.

Example:

If a bowler averages 224, 10% (22.4 pins, rounded down to 22) is subtracted from their average. $224 - 22 = 202 = \text{“Injury Score”}$

- b. Each frame = 10% of the game, thus ten percent of the “Injury Score” will be allocated per frame. This is known as the “Injury Score per Frame.”

Example:

If the Injury Score was 202, then the “Injury Score per Frame” would be ten percent of 202 and would be 20 pins per frame (20.2 rounded down to 20).

- c. The “Remaining Injury Score” is the “Injury Score per Frame” times the number of remaining frames.

Example:

In the above image, the bowler was injured after frame three. Seven frames remain. 20 pins times 7 frames remaining = 140.

3. Add together the “Dead Stop Score” + “Remaining Injury Score”

Example: DSS is 50. RIS is 140. $(50 + 140 = 190)$

4. The score for this game will be 190.

Bowlers competing can alter the scoring system for the injured bowler through the scoring monitor for the rest of the game to reflect this score, but it is not required. A simple 190 on the scoresheet will suffice.

Injured bowlers’ scores are eligible to win individual and team points. The injured game will not count towards the bowler’s game count, pinfall, or average.

If a bowler claims they are injured in the middle of a frame, the bowler can complete the current frame or receive a zero for remaining balls for that frame.

The injured bowler may not return to play in the same day (this includes if there is a double header).

The RIS (Remaining Injury Score) can be looked up in the table below by finding the intersection of the un-bowled frames remaining and the bowler's average. Using the same example as above, a 224 average bowler injured in frame 3 with 7 frames remaining would have a RIS of 140. This gets added to the DSS (Dead Stop Score) for the total score of the injury game.

Remaining Injury Score Table

Un-Bowled Frames Remaining		9	8	7	6	5	4	3	2	1
Avg	Injured Bowler's									
	244 - 250	198	176	154	132	110	88	66	44	22
	233 - 243	189	168	147	126	105	84	63	42	21
	222 - 232	180	160	140	120	100	80	60	40	20
	211 - 221	171	152	133	114	95	76	57	38	19
	199 - 210	162	144	126	108	90	72	54	36	18
	188 - 198	153	136	119	102	85	68	51	34	17
	177 - 187	144	128	112	96	80	64	48	32	16
	166 - 176	135	120	105	90	75	60	45	30	15
	155 - 165	126	112	98	84	70	56	42	28	14
	144 - 154	117	104	91	78	65	52	39	26	13
	133 - 143	108	96	84	72	60	48	36	24	12
	122 - 132	99	88	77	66	55	44	33	22	11
	111 - 121	90	80	70	60	50	40	30	20	10
	99 - 110	81	72	63	54	45	36	27	18	9
	88 - 98	72	64	56	48	40	32	24	16	8
	77 - 87	63	56	49	42	35	28	21	14	7
	66 - 76	54	48	42	36	30	24	18	12	6

These rules supersede any pre-dated printed materials. X-League has the right to change rules at any time. (8/1/2026)

<u>REVISED ON</u>	<u>VERSION</u>	<u>DESCRIPTION</u>	<u>APPROVED BY</u>
09-07-2024	2024.01	Initial Release	Admin
09-16-2024	2024.02	Clarified bowler to a blind is not a sub	Admin
10-26-2024	2024.03	Jerseys	Admin
08-11-2025	2025.01	Initial Release of the Season	Admin
08-13-2026	2026.01	Initial Release of the Season	Admin

Any rules NOT covered here, reverts to USBC rules. If there is an issue, in which USBC and X-League do not cover in their rules, the TSR may call for an immediate meeting of the franchises during competition. The TSR will bring the issue at hand to the franchises, and the franchises may vote on a remedy. The voting passed must be at least 50% + 1.

Ignorance of the rules is not an excuse.

Thank You for Participation
George Williams, CEO

Staff Contact Information:

X-League staff have individual tasks to help assist its members. For those needing assistance, please refer to the following departments for better service:

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VP/Website & Corporate

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YEAR 3 CHAMPIONS

The Villains



Historical Champions

2023-2024
2024-2025
2025-2026

MoVille Muscle
G-Unit
The Villains