



Turkey Hunter's Team Rule's:

The training & game day rules:
(All penalties are paid in the team can (Can)!)

Trainings Time's: Tuesday: 19:00 hrs. -22:00 hrs.
Sunday: mutual agreement

--all rules for 2 or more Players—
As long as not separately mentioned

1. There is a break during training hours. (Mechanical failure one more)
 - a. MORE breaks cost **1 €**
2. For every GUTTER (1st Roll) **0,50€**
For every "Double Bogie" (2x Gutter, (2nd Roll)) **2 €**
3. For each training game under **100**, (Youth under 85) **3 €**
 - a. Game day under **130**, (Youth under 100) **3 €**
4. Purposely stepping on the foul line **3 €**
 - a. Unintentionally **0,50 €**
5. Multiple Digits (2-4 Digits), 7th Frame &/Or Final Score **1€**
6. Wrong Lane **1€**
7. Beer Frame (min. 4 Players) on game days, **AND** Training days, **5.- €**
8. Cola Frame (min. 4 Players) on game days, **AND** Training days, **2.- €**
9. No Show **2 €** (Exception, Shift Change, Badly Ill)
Late (Without notifying) **1€**

EVERYONE that is training with the Team, agrees with these rules!

Game days:

1. Team Jersey is compulsory at the games! (Before and after, doesn't matter)
 2. If 5 or more players are present on Game Day, the worst score player will be changed out in the next round, or if needed in the first round (Player Decision).
- **WE ARE A TEAM!**
(So, we act as a team and not as individual players)

Monthly Due of **3 €** (**36 €** Year) in an extra collection box,
This will be used for Team Jerseys and/or Team equipment.

Other rules can be discussed at any time within the team, and can be added.

And Now....

Gut HOLZ!