

Thursday Night Sponsor's League Rules and Regulations 2019-2020

Secretary/Treasurer – Jim Muha
President – Jason Armstrong
Vice-President-Nick Snyder
Sergeant at Arms-Brady Ehrhardt

GENERAL:

The Sponsor's Bowling League (The League) shall be sanctioned with the USBC. The \$25 Sanction fee must be paid the first night that you bowl.

The League shall consist of 12 teams with a playing strength of 5 people. The League shall bowl on Thursdays at 6:15 PM for 31 weeks of bowling commencing on September 5, 2019, and ending on April 9, 2020. The lanes will be turned on at 6:00 PM for 15 minutes of practice. The season will be split into 3 rounds, 10 weeks each, which will include 1 position night at the end of each round, for a total of 30 regular weeks of bowling, with Championship Night being week 31. The only night off will be Thanksgiving.

FEES/LEAGUE FUNDS:

Each night, including Championship night, each team will pay \$75, \$15 per bowler. Of that amount \$54.75 per team, \$10.95 per bowler, will cover bowling, and the balance will be placed in treasury. An account will be opened in the name of The League at the bowling center, in which funds will be deposited weekly. Teams are required to stay current with league fees. Any team owing more than \$105.00 in bowling fees will forfeit all games until the team's arrears are \$105.00 or less

SALARIES:

The Salaries paid to the Secretary/Treasurer will be paid at the end of the bowling season or at the banquet as follows: Secretary is paid \$700.00. Treasurer is paid \$375.00.

FRANCHISE:

A team captain must notify the Secretary of the team's intention to return by August 1st. Failure to do so may result in the possible reassignment of the team's spot to a different team.

AVERAGES:

No new bowler may enter with an established book average of over 220 from the previous year unless approved by majority vote. No new team may enter with a team scratch average in excess of 1000 (200 average scratch apiece) for the 5 highest bowlers unless approved by majority vote. Average is established the first night a bowler bowls, no minimum number of games is required to establish average.

HANDICAPS:

Handicap will be based on 100% of the difference between 220 and the individual average. No limit shall be placed on an individual or team. All bowlers will establish handicap after their first night of bowling.

TEAM ROSTERS:

There is no limit on team roster size. All roster changes, as in new or dropped bowlers, must be reported to the Secretary prior to bowling that night so that any new bowler can be sanctioned.

LEGAL LINE-UP/TARDY PLAYERS:

All bowlers listed on the roster will count towards a legal line-up. A bowler may not bowl in the Championship round unless they have bowled at least 21 games. A minimum of 3 bowlers must be present by the end of the first frame of any game or the game shall be forfeited. A tardy player shall be permitted to bowl from their 1st frame provided the match has not progressed beyond the 5th frame, this applies to all three games.

We have roving subs, any player can substitute on any team except for weeks 10, 20, or 30 if their team is in contention for 1st place, or if they are bowling a team that is contention for 1st place. There will be no roving subs allowed in the Championship on week 31.

ABSENTEE/BLIND SCORES, PRE/POST-BOWLING, VACANCY SCORES:

A Blind score shall be any member's current average less 10 pins, plus their handicap.

A vacancy score is used when a team has an incomplete roster, less than 5 bowlers. The vacant position will be filled with a score of 210 per game with a handicap of 0 pins per game.

Unopposed Pre-bowling for individuals and teams will be allowed. The Secretary must be informed of any pre/post bowling. Post-bowling for individuals will not be allowed, team only. Pre/post bowling must be done within 6 days of the day scheduled to bowl. The pre/post bowl privilege may not be used more than 10 times a season per team.

There will be no pre or post bowling for weeks 10, 20, or 30 if the team is contention for 1st place for the round, or if they are bowling a team that is in contention for 1st place, and week 31 if the team is in the Championship.

TIMELINESS OF BOWLING:

Bowling starts at 6:15 PM and must be completed before 9:15 PM. Bowlers must be prepared to bowl when it's their turn and should allow 1 lane courtesy only, and only 1 should be expected.

TEAM STANDINGS:

Team standings shall be determined on a point basis with 2 points being awarded for each game w/hdcp won and 1 point being awarded for the team series w/hdcp.

WEEKLY PRIZES:

One Honor point shall be awarded weekly for the 4 categories below commencing the first week of bowling.

1. High Individual Game; Handicap
2. High Individual Series; Handicap
3. High Team Game; Handicap
4. High Team Series; Handicap

After the 3rd week of league play, a bowler must have bowled at least 9 games before any subsequent scores will count for weekly Honors.

SEASON ENDING AWARDS:

The 1st and 2nd place teams will both receive 5 individual trophies for any 5 members of their roster, or \$10 cash each in lieu of trophies if they wish. The League Champion will receive a Sponsor's trophy if desired. \$250 goes to the 1st place team, \$125 to the 2nd place team, and \$50 each to the 3rd and 4th place teams. Season Individual award trophies or \$15 will be given for High Individual Average, Most Improved, High Individual Game Handicap, and High Individual Series Handicap. Individual Handicap Awards count after 3 weeks of bowling. To qualify for any season individual award a bowler must have bowled in 1/2 (45) of the scheduled games. Except for High Average and Most Improved, a bowler can qualify for only one season individual award. A \$10 Iron Man award goes for perfect attendance.

Team Handicap Awards count after 3 weeks of bowling. \$50.00 per team will be given for season High Team Game Handicap and season High Team Series Handicap. Including 1st and 2nd place awards, only one cash prize per team is allowed. If eligible for more than one cash prize, 1st or 2nd place takes precedence, then season High Series handicap, then season High Game Handicap.

PLAYOFF/ROLL-OFF/POSITION ROUND RULES:

After completing 30 weeks, the team with the most points for the entire season will qualify for the playoffs as the wild card spot. Round Champions cannot qualify as the wild card. The teams in the playoffs will bowl for total pins w/hdcp for 3 games to determine the League Champion.

In the event of a tie for any round, or the year end playoff, we will have a ninth-tenth frame roll-off until the tie is broken. The teams must use the same bowlers for the roll off as in the competition that night.

The teams in the playoff, or on position night, must bowl with the same bowlers all 3 games. Roving subs are not allowed in the playoff or on position nights, all teams must be made up of bowlers from their roster.

If a team wins more than 1 round they will receive an extra \$50 in prize money for the extra round. If a team sweeps all 3 rounds, they will receive \$150 extra in prize money and bowl the team with the most wins for the year to declare the League Champion.

Any teams not in the League Championship will bowl a fun night with \$40 per team prize money being furnished by The League for 3 game types to be determined at the time. All teams bowling in the League Championship round will also be included in the fun night prize money with \$10 being awarded to the individual high game handicap bowler on each team for each of the 3 games, also \$10 for high series with handicap. Only 1 high game prize per bowler is allowed, but a bowler winning a high game prize can also win a high series prize.