

HCPR SENIORS FALL 2017 Bylaws

Please note: The bylaws/rules cover only rules which are necessary for the Bowling League Secretary software. Many areas, such as tardy players and team franchises, are not covered here and should be appended to these league rules.

President: _____
Vice Pres.: _____
Secretary: _____
Treasurer: _____

General Rules

About our League:

The league shall be called HCPR SENIORS FALL 2017 and will be referred to as "League" through the rest of this document.

The number of teams that will be bowling is 18, the number of people who bowl on each team is 5, and the teams will be bowling 3 games each week/session.

The teams will bowl against one opponent each week even when there are an even number of games.

When we Bowl

The League will bowl on Wednesday at 9:05 am beginning September 6, 2017. It is a Fall Season and will bowl for 16 weeks/sessions. The final week of competition will be week number 16. The League starting lane is 1.

The teams will not shift lanes if the league schedule repeats.

Type of League and Features

Type of bowling is Standard 10-pin bowling

This is a mixed league.

The League is: Handicapped, senior.

This league will not be sanctioned.

Where we Bowl

The league bowls at .

Legal Lineup

This league shall consist of 18 teams with a playing strength of 5 bowlers per team. The minimum legal lineup shall consist of 3 eligible players of which 3 must be from the team's current roster.

When advancing to the next week, the team rosters will display Bowlers in the order that they last bowled.

Injured bowler scores (type "I" scores) shall count towards a legal lineup.

Individual Average and Handicap

Book and Entering Averages

A bowler's Entering Average (Book if no Entering Average) shall be used for the first 3 games bowled.

For bowlers without an average, the first night's average shall be used for the first 3 games bowled.

Individual Handicaps

Basic Individual Handicap Rules

The handicap is the same for all genders. The handicap is 90% of the difference between the bowler's average and 200.

The handicap shall not be limited.

A DUMMY score (absentee score with no handicap) shall be 150.

A VACANCY score shall be 120.

An ABSENTEE score shall be the bowler's average less 10 pins.

Team Handicaps

Basic Team Handicaps Rules

The team handicap shall be the sum of the bowlers' individual handicaps.

The team handicap shall not be limited.

Absent Players

Absentee Score Rules

An absentee score shall be the bowler's average less 10 pins for all bowlers.

Absent players may not earn points. Points they would have won are awarded only to the absent player's team.

When an absentee or vacancy is bowling against another absentee or vacancy, the points are awarded to the team winning the game.

The team scheduled to bowl on the ODD (left hand) lane shall enter its lineup first.

Vacant Players

Vacancy Score Rules

The vacancy score shall be 120 for all genders.

The League uses a Dummy score (a score with no handicap) of 150 for all genders.

Forfeits

Opposing a Forfeiting Team

When bowling against a FORFEIT, the team must bowl within 50 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points are not split).

Bye Teams

Team

When bowling against a BYE, the team must bowl within 50 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points are not split).

The BYE team name shall be BYE.

Team Points

Point System

The League will use the standard team point system.

1 point is awarded to the winner of each team game.

1 point is awarded for the winner of the team series (total pinfall with handicap).

Team Standings

Team standings are determined by the actual number of points won.

Total pinfall WITH HDCP then Actual Games Won (not points) is the priority in how to break Team Standings ties when teams are tied in Points Won.

Point Summary

Summary of Points

The following standard points will be awarded:

4 Total Standard Team Points per Night

General rules option indicates league is not a match point, performance point or UBL league

4 Total possible points for a team to win each time bowled

Standard Team Points

The following standard team points will be awarded:

0 Total SCRATCH game points (0 points per game x 3 games per night)

3 Total HDCP game points (1 points per game x 3 games per night)

0 Points for winning SCRATCH series

1 Points for winning HDCP series

0 Total possible bonus points

4 Total possible points per team per week

Special Recognition

This league does not award team high game or team high series prizes.

If a Team qualifies for more than one Season game and/or series prize, the Team may receive *only 1* award. The prize will be awarded based on the following priority:

If a Team qualifies for more than one Weekly game and/or series prize, the Team may receive *only 1* award. The prize will be awarded based on the following priority:

In the event of a tie: The teams involved in the tie shall receive duplicate awards and will occupy the same place in the standings.

Example: If a tie for first and second, the 2 teams will occupy first place and the next eligible team will be in second place.

Individual Awards

This league will award individual prizes for the high scratch and handicap scores for the season.

Individual handicap scores will be counted towards league prizes starting with each bowler's game # 0.

When a bowler has a zero handicap, the scratch scores *shall* be included with the handicap scores for determining handicap prizes. (*Because technically it is a ZERO handicap, rather than NO handicap.*)

If a Bowler qualifies for more than one Season game and/or series prize, the Bowler may receive *only 1* award. The prize will be awarded based on the following priority: *Scratch-Game Scratch-Series Handicap-Game Handicap-Series*

If a Bowler qualifies for more than one Weekly game and/or series prize, the Bowler may receive *only 1* award. The prize will be awarded based on the following priority: *Scratch-Game Scratch-Series Handicap-Game Handicap-Series*

In the event of a tie: The players involved in the tie shall share equally in the prizes for the places involved in the tie.

Example: If a tie for first and second, the 2 players will occupy first and second place and the next eligible player will be in third place. The cash prizes for first and second will be combined together and divided equally between the two players.

The bowler with the High Average is not eligible for league game and series awards.

Temporary substitute bowlers are eligible for league prizes.

Permanent substitute bowlers are eligible for league prizes.

Most Improved Average:

The Most-Improved-Average is determined by comparing the bowler's average at 15 games and the average at the end of the season.

At the end of the season, a bowler must have completed 21 of the games to be eligible for a league award.

Pre-bowled and Make-Up games *shall* qualify for league awards.

Pre-bowled and Make-Up games *do not* qualify for association awards.

Regular Weekly Fees and Discounts

Regular Weekly Fees

<u>Bowler Fee</u>	<u>Regular</u>	<u>Absent</u>	<u>Vacant</u>	<u>Substitute</u>
Lineage	\$5.00	\$5.00	-----	\$5.00
Total Fee	\$5.00	\$5.00	-----	\$5.00

One Time Fees

One Time Bowler Fees:

The last 1 weeks of bowling must be pre-paid by week 15. This fee is only paid by regular team members.

Fee for Bowler Fee 1 of 5.00 dollars must be paid by week 3. This fee must be paid by every bowler.

More Information

Additional Payment Information

Substitute Bowlers will pay Regular Fees:

Weekly Payments will be recorded: As Individuals on a Team

Officer Contacts

President

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Vice President

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Secretary

()__ - __

Treasurer

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