

Wild Magnolia Summer Mixed Nuts 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 Wild Magnolia Summer Mixed Nuts and will be referred to as "League" through the rest of this document.

The number of teams that will be bowling is 10, the number of people who bowl on each team is 3, 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 Tuesday at 9:20 am beginning May 23, 2017. It is a Summer Season and will bowl for 16 weeks/sessions. The final week of competition will be week number 16. The League starting lane is 1.

If the league schedule repeats, shift the teams by one pair to prevent bowling the same team on the same pair of lanes.

Type of League and Features

Type of bowling is Standard 10-pin bowling

This is a mixed league.

The League is: Handicapped.

This league will not be sanctioned.

Where we Bowl

The league bowls at Sportlanes.

Legal Lineup

This league shall consist of 10 teams with a playing strength of 3 bowlers per team. The minimum legal lineup shall consist of 1 eligible player.

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

For bowlers without a Book 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 220.

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 are allowed to earn points.

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 30 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 30 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 percentage of wins to losses for each team.

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

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- 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

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- 4 Total possible points per team per week

Special Recognition

Team Awards

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

When a team 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.*)

Team handicap scores will be counted towards league prizes beginning with scores bowled in week 1.

If a Team qualifies for more than one Season game and/or series prize, the Team may receive *ALL* prizes.

If a Team qualifies for more than one Weekly game and/or series prize, the Team may receive *ALL* prizes.

In the event of a tie: The teams 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 teams will occupy first and second place and the next eligible team will be in third place. The cash prizes for first and second will be combined together and divided equally between the two teams.

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 # 13.

Scores bowled prior to that shall not count for handicap awards.

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 ALL prizes.

If a Bowler qualifies for more than one Weekly game and/or series prize, the Bowler may receive ALL prizes.

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.

Temporary substitute bowlers are not eligible to receive league prizes.

Permanent substitute bowlers are not eligible to receive league prizes.

Most Improved Average:

The Most-Improved-Average is determined by comparing the bowler's average at 12 games and the average at the end of the season.

At the end of the season, a bowler must have completed 32 of the games to be eligible for a league award.

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

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

Special Options

Additional Options

Brackets/Pro AM (Pro and A/S Features)

League will participate in brackets. Handicaps will not be allowed in brackets.

Kiosk Options (Pro and A/S Features)

League will be exported to kiosk

Special Award Groups

The following Special awards groups are tracked in this league:

TNBA Awards

USBC MV WBA Awards

State Assoc. Awards

Bowling Center Awards

Other Awards

More Information

Additional Payment Information

Substitute Bowlers will not 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

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Treasurer

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