Maplewood Twilite League 2017-18 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: Douglas McIntire
Vice Pres.: Duane Kuebler
Secretary: Mark Bulick
Treasurer: Mark Bulick

General Rules

About our League:
The league shall be called Maplewood Twilite League 2017-18 and will be referred to as “League” through the rest of this document.

The number of teams that will be bowling is 20, 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 Thursday at 6:30 PM beginning September 7, 2017. It is a Fall Season and will bowl for 33 weeks/sessions. The final week of competition will be week number 33. The League starting lane is 5. The teams will not shift lanes if the league schedule repeats.

Position Rounds:
The league season shall have 6 position rounds. They will be on weeks 8, 15, 16, 24, 31 and 32.

Type of League and Features
Type of bowling is Standard 10-pin bowling

This is a men only league.

The League is: Handicapped.

The League will be Certified/Sanctioned with the USBC.

Where we Bowl
The league bowls at Maplewood Lanes.
Split Season

Split Season Schedule
The league schedule is divided into 2 parts. The segments begin with weeks 1 and 17. At the start of each split, the following will be restarted: Team-Points.

Team Standings Determination
Team standings are determined by: Current Split

Legal Lineup

This league shall consist of 20 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 Book Average (never Entering Average) shall be used for the first 9 games bowled. 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 85% of the difference between the bowler's average and 230. The handicap shall not be limited.
A DUMMY score (absentee score with no handicap) shall be 150.
A VACANCY score shall be 185.
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.

When bowling against an **ABSENTEE**, the player must bowl within **10** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

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. When both teams have a vacancy or absentee, they must be placed opposite each other.

**Vacant Players**

**Vacancy Score Rules**
The vacancy score shall be **185**.

The League uses a Dummy score (a score with no handicap) of **150**.

When bowling against a **VACANCY**, the player must bowl within **10** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

**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).

**Opposing a Forfeiting Player**
When bowling against a **FORFEIT**, the player must bowl within **10** pins of his average to win the points. In the case of a "tie", the player 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).

Individual
When bowling against a **BYE**, the player must bowl within 10 pins of his average to win the points. In the case of a "tie", the player 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.

5 points are awarded to the winner of each team game.

5 points are 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. (Rather than the percentage of wins as per USBC rule 104d.)

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.

Individual Match Points

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

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

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. When both teams have a vacancy or absentee, they must be placed opposite each other.

Individual match-point standings are determined by the actual number of points won (rather than the percentage of wins as per USBC rule 104.)

**Rotation**
Opponents do not rotate each game when determining match points.

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### Point Summary

#### Summary of Points
The following standard points will be awarded:
- 20 Total Standard Team Points per Night
- 20 Total Possible Match Points per Night
  
  (4 match points multiplied by playing strength of 5)

- 40 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)
- 15 Total HDCP game points (5 points per game x 3 games per night)
- 0 Points for winning SCRATCH series
- 5 Points for winning HDCP series
- 0 Total possible bonus points

- 20 Total possible points per team per week

#### Individual Match Points
The following individual match 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 individual per week

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### 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 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 #1.

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 receive duplicate awards and will occupy the same place in the standings.

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

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 21 games and the average at the end of the season. However, if a bowler has a book average, the book average shall be used in determining the change in average at the end of the season.

At the end of the season, a bowler must have completed 48 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 shall 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.

**League Template**
If the league rules were based on a template, it will be named here. The template may be renamed to save the league rules as a template to simplify creating similar leagues.
Template Name: *maplewood twilite league 201415*

**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:

- **USBC MV WBA Awards**

**Regular Weekly Fees and Discounts**

**Regular Weekly Fees**

<table>
<thead>
<tr>
<th>Bowler Fee</th>
<th>Regular</th>
<th>Absent</th>
<th>Vacant</th>
<th>Substitute</th>
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</thead>
<tbody>
<tr>
<td>Lineage</td>
<td>$8.50</td>
<td>--------</td>
<td>$8.50</td>
<td>$8.50</td>
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<tr>
<td>Secretary Fee</td>
<td>$0.25</td>
<td>$0.25</td>
<td>--------</td>
<td></td>
</tr>
<tr>
<td>Prize Fund</td>
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<td>$2.50</td>
<td>$2.50</td>
<td></td>
</tr>
<tr>
<td>Trophy Fund</td>
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<td>$1.00</td>
<td>$1.00</td>
<td></td>
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<tr>
<td>Service Fee</td>
<td>$0.25</td>
<td>$0.25</td>
<td>--------</td>
<td></td>
</tr>
<tr>
<td>Banquet Fund</td>
<td>$0.50</td>
<td>$0.50</td>
<td>--------</td>
<td></td>
</tr>
<tr>
<td><strong>Total Fee</strong></td>
<td><strong>$13.00</strong></td>
<td><strong>$4.50</strong></td>
<td><strong>$12.00</strong></td>
<td><strong>$8.50</strong></td>
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</table>
Discounts

Discounts will show the amount that is subtracted from the Regular, Absent and Substitute Bowler fees.

<table>
<thead>
<tr>
<th>Account Item</th>
<th>Senior</th>
<th>Child</th>
<th>Employee</th>
<th>Discount #1</th>
<th>Discount #2</th>
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<tbody>
<tr>
<td>Lineage</td>
<td>$2.00</td>
<td>$2.00</td>
<td>$8.50</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Banquet Fund</td>
<td>-------</td>
<td>$0.50</td>
<td>---------</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>Total Discount</strong></td>
<td>$2.00</td>
<td>$2.50</td>
<td>$8.50</td>
<td>-------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>

One Time Fees

**One Time Team Fees:**
- Team Sponsor Fee of $60.00 which is due by week 2.

More Information

Additional Payment Information
- Substitute Bowlers will **not** pay Regular Fees:
- Weekly Payments will be recorded: **As a Team Only**

USBC Fees

Certification Fees

**Adult Certification Fees**

<table>
<thead>
<tr>
<th>Fee</th>
<th>BA</th>
<th>W BA</th>
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</thead>
<tbody>
<tr>
<td>National Dues</td>
<td>$10.00</td>
<td>$10.00</td>
</tr>
<tr>
<td>State Dues</td>
<td>------</td>
<td>$1.00</td>
</tr>
<tr>
<td>Local Dues</td>
<td>$5.00</td>
<td>$4.50</td>
</tr>
<tr>
<td>Standard Dues</td>
<td>$15.00</td>
<td>$15.50</td>
</tr>
</tbody>
</table>
Officer Contacts

**President**  
Douglas McIntire  
(734)635-7712  
dmac882003@yahoo.com

**Vice President**  
Duane Kuebler  
(734)429-4239  
dudaacres@aol.com

**Secretary**  
Mark Bulick  
(734)429-5457  
mark@maplewoodlanes.com

**Treasurer**  
Mark Bulick  
(734)429-5457  
mark@maplewoodlanes.com