**Wednesday Summer Mixed 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 *Wednesday Summer Mixed* 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 4, 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 7:00 pm beginning *May 24, 2017*. It is a *Summer Season* and will bowl for 15 weeks/sessions. The final week of competition will be week number 15.
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.

**Position Rounds:**
The league season shall have 1 position round. It will be on week 15.

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

This is a *mixed league*.

The League is: *Handicapped*.

The League will be Certified/Sanctioned with the USBC and the TNBA.

**Where we Bowl**
The league bowls at *Coram Country Lanes*.
**Legal Lineup**

This league shall consist of **18** teams with a playing strength of **4** 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**

A bowler's **Book Average (never Entering Average)** shall be used for the first **6** games bowled. For bowlers without a Book Average, the first night's average shall be used for the first **3** games bowled.

**Non-Standard Average Rules**

The League uses a drop pin rule.

1. A bowler’s average may not go below the Book/Entering Average more than **10** pins.
2. A bowler’s average may not go below **0** average.
3. A bowler’s average may not go below the Book/Entering Average more than **10** pins.

**Individual Handicaps**

**Basic Individual Handicap Rules**

**--Men--**

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 **160**.

An ABSENTEE score shall be the bowler’s average less **5** pins.

**--Women--**

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 **135**.

An ABSENTEE score shall be the bowler’s average less **5** pins.

**--Boys--**

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.

---Girls---
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 **5** pins for Men, **5** pins for Women, **10** pins for Boys and **10** pins for Girls.

When bowling against an **ABSENTEE** the player must beat the absentee/vacancy score. In case of a tie, the player wins the tie and all of the points.

Absent players may not earn points. Points they would have won are awarded only to the team winning the game.

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 **160** Men  **135** Women  **120** Boys **120** Girls.
The League uses a Dummy score (a score with no handicap) of 150 for all genders.

When bowling against a VACANCY The player must beat the absentee/vacancy score. In case of a tie, the points are split (divided equally).

**Forfeits**

**Opposing a Forfeiting Team**
When bowling against a FORFEIT, the team must bowl within 20 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 5 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 20 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 5 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.

3 points are awarded to the winner of each team game.
1 point is awarded for the winner of the team series (total pinfall with handicap).
1 bonus point is awarded to the team with the high game.

**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.

Absent players may not earn points. Points they would have won are awarded only to the team winning the game.

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.

**Point Summary**

**Summary of Points**
The following standard points will be awarded:

- 11 Total Standard Team Points per Night
- 12 Total Possible Match Points per Night
  (3 match points multiplied by playing strength of 4)

- 23 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)
- 9 Total HDCP game points (3 points per game x 3 games per night)
- 0 Points for winning SCRATCH series
- 1 Points for winning HDCP series
- 1 Total possible bonus points

- 11 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
- 0  Points for winning HDCP series
- 0  Total possible bonus points

3  Total possible points per individual 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
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 **30** 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.

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**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: **Wednesday Summer Mixed**

*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**

USBC Fees

Certification Fees

**Adult Certification Fees**

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Officer Contacts

**President**

_________________________
(____)____-____

**Vice President**

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(____)____-____

**Secretary**

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Treasurer

(____)-____