Hits & Misses 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 Hits & Misses and will be referred to as “League“ through the rest of this document.

The number of teams that will be bowling is 40, 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 6:30 pm beginning August 30, 2017. It is a Fall Season and will bowl for 34 weeks/sessions. The final week of competition will be week number 34. 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 2 position rounds. They will be on weeks 17 and 34.

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.

Where we Bowl
The league bowls at Pin Chasers Veterans.
Split Season

**Split Season Schedule**
The league schedule is divided into 2 parts. The segments begin with weeks 1 and 18. 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 40 teams with a playing strength of 4 bowlers per team. The minimum legal lineup shall consist of 2 eligible players of which 2 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**.

**VACANCIES** shall count towards a legal lineup for the first 34 weeks of the league. **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 9 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 230.
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 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 135 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 40 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 **40** 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.

2 points are awarded to the winner of each team game.
2 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.

### Point Summary

**Summary of Points**
The following standard points will be awarded:
- 8 Total Standard Team Points per Night

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

- 8 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)
- 6 Total HDCP game points (2 points per game x 3 games per night)
- 0 Points for winning SCRATCH series
- 2 Points for winning HDCP series
- 0 Total possible bonus points

- 8 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 **only 1** award. The prize will be awarded based on the following priority: **Scratch-Series** **Scratch-Game** **Handicap-Series** **Handicap-Game**

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: **Scratch-Series** **Scratch-Game** **Handicap-Series** **Handicap-Game**

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.)

This league awards prizes for the most pins over average in a game and for series.

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 21 games and the average at the end of the season.

At the end of the season, a bowler must have completed 68 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.

**Special Award Groups**
The following Special awards groups are tracked in this league:

- USBC MV WBA Awards
- State Assoc. Awards
- Bowling Center Awards

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**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

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Vice President

(____)____-____
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Secretary

(____)____-____
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Treasurer

(____)____-____
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