



# **FOUNDATION TRIOS II 2017**

## **10 PIN BOWLING LEAGUE**

**League ByLaws**

## General League Specifications

This league is organised by BOWLARAMA NEWTOWN, whose duties shall include the running of the weekly league sessions as well as be responsible for all monies being collected. The centre will also be responsible for updating all results on the website as soon as it is able to.

The League shall be called: **FOUNDATION TRIOS**

This is a **handicapped mixed league** and shall bowl **3** games per night.

The league shall consist of a maximum of **8** teams with a playing strength of **3** bowlers per team. A team can register up to a maximum of **5** players. The minimum legal line up shall consist of **2** eligible bowlers from the team's current roster. Prebowl scores shall count towards a legal line up as long as there is a *minimum* of **1** bowler *physically present and bowling on the night*.

The league will bowl every **Wednesday** at **7.00pm** with **10** minutes practice time. Practice will start at **6.50pm** sharp.

The league will bowl for **18** weeks starting on **14<sup>th</sup> June 2017**

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## Averages & Handicaps

### Team Handicap

The TEAM handicap shall be the sum of the bowlers' individual handicaps. The team handicap shall be limited to **210** pins per game

### Individual Handicaps

The bowler's handicap shall be **100** percent of the difference between the bowler's average and **190**. The handicap shall be limited to **50** pins per game for Men and **70** pins per game for Women.

A VACANCY score shall be **120**. An ABSENTEE score shall be the bowler's average less **10** pins.

A bowler's book/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 **9** games bowled. New bowlers without a book average should show zero for their average until scores are entered.

New bowlers without a league/tournament average shall have a maximum of **4** weeks to bowl their **9** games for their average, after which their averages shall be calculated based on the number of games as of the **5<sup>th</sup>** week.

## Team Points and Team Results

2 points are awarded to the winner of each team game. 2 points are awarded for the winner of the team series (total pinfalls with handicap). 1 bonus point is awarded to the team with the highest game.

1 point will be awarded for a win in an individual head to head game against an opponent and 2 points awarded for a series win. A maximum of 9 points can be won for the team and a maximum of 5 points can be won for each bowler on the night. Team line up will/may change weekly according to the bowler's handicaps, with the higher handicap bowler bowling first.

When bowling against a **BYE** or a **Forfeit** team: 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 case of a 'tie' score, the team bowling wins the points (points are not split)

Team standings are determined by the actual number of points won. In the event of a tie in points, the total pinfalls with handicap shall determine the team standings.

## 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.

Team handicap score 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 1 game and 1 series award, with the scratch award taking priority over the handicap award.

**In the event of a tie:** The position standings shall be determined by the total pinfalls with handicaps in the event of a tie at the end of the season. As this is a cash back league, only the placings will be determined using the tie breaking procedure.

As this is a cash back league, all prize fees are required to be paid in full (if absent) before the next bowling league session.

If a team pulls out of the league before the end of the season, all prize funds from the team will be forfeited and will remain in the prize pool.

## 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 #10. Scores bowled prior to that shall not count for handicap awards unless a bowler has a book average. In that case, the handicap for those scores shall be based on the book average. However, when game #10 is reached, the handicap at that time shall be applied to those previously bowled games to qualify them for awards (except those with a book average).

If a bowler qualifies for more than one Season game and/or series prize, the bowler may receive 1 game and 1 series award only, with the scratch award taking priority over the handicap award.

**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 occurs for first and second, the 2 players will occupy first place and the next eligible player will occupy third place.

At the end of the season, a bowler must have completed 36 games to be eligible for a league award.

## Absentee

In the case of an absentee on league night, any team with more than 3 registered bowlers in their roster must use the bowler with the most game on their roster for the absentee slot for the night.

## Pre-bowls

A maximum of three (3) pre-bowls are allowed for this league. All pre-bowls must be completed before the next session of the league proper. Bowlers can do up to 3 pre-bowls at the same time but the centre must be informed of the dates the prebowls will be for.

## Joker

Each team will be given 1 Joker for the whole season to be used in a situation where only 1 bowler is present on a league night and none of the team members are available or have not done any prebowls for the week, the team can use the Joker for that particular instance and the line up will be the 1 player bowling with 2 absentee scores for the night. The use of the Joker will give the team a legal line up for that particular league night.

## Tardy Players

Tardy players may join in the game from the first frame if the last bowler from the opposing team has not completed the third frame of that game. Once the third frame is completed, tardy players shall only be allowed to bowl from the next game onwards and the first game shall be deemed as a blind score. If the tardy bowler misses the first game, he/she will still be required to pay the full league fees of \$22.00 for the night.

Any matters not covered within these bylaws shall be governed by TBNZ league playing rules and regulations.

## Weekly Bowler Fees Breakdown

Bowler Fee	Regular	Absent	Pre-Bowls
Lineage	\$17.00	---	\$17.00
Prize Fund	\$5.00	\$5.00	\$5.00
<b>Total</b>	<b>\$22.00</b>	<b>\$6.00</b>	<b>\$22.00</b>

To be eligible for the final cash pay out at the end of the league season, all arrears in weekly prize fund must be duly paid by the last day of the league. Failure to do so may result in the forfeit of part of the cash prize won.