Monday Night Live 10 Pin League
RULES and BY-LAWS
2026-27 Season

Rule #1 – Membership

1.1 The Monday Night Live League is open to anyone who is 16 years of age or older. An exception will be made if the bowler is 15 but already holds a CTF card for the current season.

1.2 Membership must be paid prior to the 4th week of bowling (October 5, 2026). If arrangements have not been made by this date, the bowler may not be eligible to bowl. Any new bowlers entering the league after this date will be allowed 6 games. After this time a card must be purchased, or they will no longer be eligible to bowl within MNL.

Rule #2 – Time and Tardy Bowlers

2.1 Practice begins at 6:45pm with scoring beginning promptly at 7:00pm.

2.2 A tardy player will be allowed to bowl missed frames so long as the opposing team has not started the 4th frame.

Rule #3 – Fees

3.1 Bowling fees will be $27.00 per week. Shortages, outside of extenuating circumstances will not be tolerated.

3.2 50/50 draw tickets are once again optional; but we ask that bowlers purchase and participate in the draw. The money earned from these draws helps grow our prize funds.

3.3 CTF cards are $30 each. Mario's Bowl covers $10 per bowler, if fees are paid prior to 4th week of bowling (Oct 5/26). Your cost will be $20 on or before Oct 5/26, and $30 starting Oct 12th/26.

Rule #4 – Attendance

4.1 If a bowler is unable to attend a session, they have the option to pre-bowl or find a spare.

4.2 Pre-bowl times are set by Mario's Bowl, so please check availability with the lanes. Pre-bowl fees are the same as if the bowler is in attendance ($27).

4.3 Spare bowlers pay $20.00 and the league member is responsible for the $7.00 prize fund fee.

4.4 Bowlers unable to find a spare or pre-bowl will still be responsible for the full weekly fee ($27) and will be entered as a 'Blind Score' at 10% less their average, for the night.

4.5 League spares (Not assigned to a roster) do not qualify for prize money or league awards.

4.6 League members are responsible for notifying their team, the league secretary or the lanes directly if they will not be in attendance, and whether a pre-bowl is available or an absent score needs to be entered.

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Rule #5 – Absent Scores

5.1 As previously mentioned, if a bowler must be absent, and is unable to find a spare or pre-bowl, a 'Blind Score' will be used. This score will be calculated based on the bowler's current average, minus 10%, dropping the decimal place (if applicable) plus their regular handicap.

Rule #6 – Team structures

6.1 Monday Night Live is a mixed league. Team Structure can consist of any combination of 4 players (all men, all women, or a combination of both).

6.2 Loaning bowlers is allowed.

6.3 Team rosters may have a maximum of 6 bowlers. Additional bowlers can be added to the spare list.

Rule #7 – Legal Lineup

7.1 The minimum legal line-up shall consist of 2 players, of which 1 must be from the team's current roster. If necessary, a whole team can pre-bowl and remain eligible for team points.
NOTE: Pre-bowls are counted as a regular player

Examples:

2 absent, 1 regular, 1 spare = legal line-up
3 pre-bowls, 1 regular = legal line-up
3 absent, 1 spare = **not** a legal line-up

Rule #8 – Pre-bowls

8.1 Pre-bowling is allowed during limited hours and relies on lane availability. These limitations are set by Mario's Bowl and are subject to change. Pre-bowling during cosmic times is not permitted. When possible, pre-bowls should be bowled on a pair of lanes.

8.2 Pre-bowls are to be left at Mario's and will be picked up by the secretary and distributed to the appropriate team before bowling.

8.3 All pre-bowls should be paid for at the time of bowling. Mario's staff will provide you with an envelope. Please mark on the front of the envelope the amount enclosed and the date the pre-bowl is to be used. Should you bank a pre-bowl, please ensure you notify the secretary or the lanes directly to advise the date you need to use it. The secretary is not responsible for checking who is in attendance and comparing it to banked pre-bowls.

8.4 Pre-bowls will not be entered retroactively, and post bowls are not permitted unless discussed and voted upon by the League Executive Committee and under extenuating circumstances only.

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Rule #9 – Payments

9.1 Captains are responsible for collecting weekly bowling fees at the lanes. The Monday Night Live binder is located at the front desk. Captains are responsible for recording payments (including pre-bowls), absence and if a spare was used in the binder. Payment will be verified by Mario's staff member.

9.2 All unpaid balances must be paid within 2 weeks, otherwise the team will become in-eligible for points until all shortages are paid up. All unpaid balances must be paid by April 15, 2026, prior to the beginning of roll-offs* (the final two weeks of the season).
*Roll-offs will not commence until all outstanding fees are paid.

9.3 If a team is using a spare, it is that team's responsibility to collect lineage from that bowler prior to the beginning of bowling or to have planned for the team/bowler to cover the fees. A spare cannot be in arrears and if they do not pay, the shortage will fall on the team. Please ensure these fees are clear to spares prior to them bowling, or that arrangements are clearly communicated to the team prior.

Rule #10 – Series & Roll-off

Weeks 8,16,24,32 are position rounds for their respective series

- Series #1 – Weeks 1-8
- Series #2 – Weeks 9-16
- Series #3 – Weeks 17-24
- Series #4 – Weeks 25-32
- Roll Offs – Weeks 33-34

10.1 Pre-bowls will not be allowed for roll-offs. Spares are allowed if they have 21 games PRIOR to week 33.

10.2 During roll-offs, all 3 games of the night will remain on the same pair of lanes, and teams will not move between games. Lane assignments will change the following week

10.3 Providing the league has more than 8 teams, all teams will be divided into a Championship side and a Consolation side. Should number of teams be un-even, the even number will compete in championship side with a bye in consolation side.

10.4 Lane draw during roll-offs will be determined as follows:

Week 1 - Lane draw during roll-offs will be a random drawing of Championship teams, bowling on lanes 9-16 and a random drawing of Consolation teams, bowling on lanes 1-8.

Week 2 – Championship side will bowl on lanes 1-8 in accordance with placement after Week 1 of roll-offs. Consolation side will bowl on lanes 9-16 in accordance with placement after Week 1.

NOTE: Lanes will be adjusted depending on number of teams in the league.

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Rule #11 – Handicap

11.1 The team handicap shall be the sum of the bowler's individual handicaps. The team handicap shall not be limited.

11.2 Handicap is calculated based on 90% of the difference between the bowlers' average and 230. Last season's average will be used for first 9 games.

Example: Bowler's average is 170
230 – 170 = 60
90% of 60 is 54.
Therefore, this bowler will receive 54 pins of handicap.

Rule #12 – Entering Average and New bowlers

12.1 Entering average of all players shall be determined in the following order:

i) Use Average established in this league last season, based on minimum of 21 games. Averages will be computed after 3 games.
ii) Use highest average from previous season in any sanctioned (if none) unsanctioned league based on a minimum of 21 games.
iii) Use the highest current average from another league, based on a minimum of 21 games. Averages will be computed after 9 games.
iv) New bowlers who do not meet any of the above criteria will be given an average after their first 3 games. First night – 0 will show for average.

Rule #13 – Team Numbers and Names

13.1 Team numbers to start the season will be determined by the secretary based upon random drawing.

13.2 Team names are to be provided by the teams to the secretary. Any team name changes may take up to 1 week to be implemented and appear on standing sheets etc. Changes must be submitted in writing; verbal changes may not be accepted.

13.3 Team names may be puns, or innuendos, however outright vulgar language will not be allowed. This judgment will be made by the proprietor and league executive.

Rule #14 – Team points and Team Results

14.1 Wins are based upon Team Total – This is the sum of all individual team members scores with handicap

14.2 2 points are awarded to the winning team of each game. 2 points are awarded to the team with highest 3 game total. 8 possible points before regressive awarded (see 14.4) In the event of a tie, points are split.

14.3 When bowling against a BYE, the team must bowl the team average, less 40 pins to win the points. The team average is based on the sum of the averages of the bowlers who bowled that game. In the case of a "tie" the team wins the points.

14.4 Regressive Points System: Top points are awarded to the first-place team series. The remaining teams are awarded less points based on their place in that session.

Rule #15 – Team Awards

15.1 This league will award team prizes for the high scratch and handicap scores for the season (excluding roll-off scores).

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

15.3 If a team qualifies for more than one SEASON game and/or series prize, the team may only be awarded 1 prize. The prize will be awarded based on the following priority:

- Scratch Series
- Scratch Game
- Handicap Series
- Handicap Game

15.4 If a team qualifies for more than one WEEKLY game and/or series (listed on standing sheet) the team will be listed for all.

Rule #16 – Individual Awards

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

16.2 Individual handicap scores will be counted towards league prizes starting with each bowler's game #1.

16.3 When a bowler has ZERO handicap, the scores shall be included with the handicap scores for determining handicap prizes as above.

16.4 If a bowler qualifies for more than one SEASON game and/or series, the bowler may receive only 1 award. The prize will be awarded with the following priority:

- Scratch Series
- Scratch Game
- Handicap Series
- Handicap Game

Rule #17 – Series

17.1 Each team is eligible to win only 1 series per season; in the event of a repeat the next team will be awarded.

17.2 League champs will be determined by adding all points awarded for all 4 series together.

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Rule #18 – Most Improved

18.1 The Most Improved Average award is determined by comparing the bowlers average at 21 games and the average at the end of the season. However, if the bowler has a book average, the book average shall be used in determining change in average at the end of season.

Rule #19 – Award Eligibility

19.1 At the end of the season, a bowler must have completed 50% of the regular season games to be eligible for a league award. (32 weeks at 3 games = 96 games, 50%=48 games completed for eligibility.)

Rule #20 – Prize Committee

20.1 Prize Committee shall be made up of the League executive. A financial statement will be made available at the end of the season.

Things of Note:

1. Our league is run independently of Mario's Bowl. We are users within their space. Any disrespect towards a member of Mario's Bowl Management or Staff will not be tolerated and could be seen as a reason to be ejected from the league.
2. This is a 34-week league, Sept 8, 2025 – April 27, 2026
3. Regular league occurs on ALL holidays, ie. Thanksgiving, Family Day, Easter. Christmas does not affect league this year.

*ALL OTHER CTF RULES APPLY

Monday Night Live Executive 2025-2026 season:
President: Paul Wojciechowski
Secretary / Treasurer: Lisa Laprade
Vice President: Pauline Kuper

All questions, concerns or comments can be directed to Lisa 403-481-8164 (call or text) or email LnLaprade@gmail.com

Sept 29, 2023 Amendments:

i.) Rule 7, Legal Line-up, Rule 7.1 'a whole team can pre-bowl and remain eligible for team points' was voted on, and the rule will stand, 10 against and 4 in favour.

ii.) The Holiday season affects our league for 2 weeks. It was voted on with the following results: each bowler will submit 2 weeks of pre bowls before Jan 7, 2024 to maintain our 34 weeks, ending April 29, 2024.

May 2024 Amendments:

iii.) Rule 2, Time & Tardy Bowlers, Revise Rule 2.1 for bowling practice to start at 6:45pm, scoring at 7:00pm was voted on and passed, 12 for time change and 1 against. This change will take effect in September of the 2024/25 season.

September 2024 Amendments:

iv.) The Holiday season affects our league for 2 weeks. It was voted on, and results are that we will bowl all regularly scheduled Mondays and maintain our 34 weeks, ending on April 28, 2025.

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September 8, 2025 Amendments:

v.) Rule 6, Team Structure, Add Rule 6.3 to limit team rosters to a maximum 6 bowlers was voted on and passed unanimously.

vi.) Rule 10 – Series & Roll-off, Add Rule 10.4 to provide details establishing lane draws during roll-offs was voted on and passed unanimously.