



10 PIN SPRING LEAGUE 2020

LEAGUE RULES

Minimum 12 teams must be signed up by April 29th in order to run the league

League bowls Thursday nights for 8 weeks

Starts May 7th and finishes on June 25th

Practice starts at 7:15 p.m.

League starts scoring at 7:30 p.m.

2-person teams, 3 games per night

Teams may carry more than 2 people on their roster but only 2 bowl each night

Cost is \$20.00 per person per night, **shoe rental included if needed.**

Cost each week includes lineage and prize fund money. In order to guarantee all teams receive prize money at the end of the league, \$20.00 must be paid each night by each bowler. Shortages are **not** allowed due to the brief nature of the league.

Pre-bowls are allowed

Pre-bowling means you come in on a night prior to the league night and bowl your 3 games that will be used for the league night.

Combined team average (2-person total) cannot exceed 390 on the first night of bowling based on the entering average (current season highest average or their last final average available for any league season)

New bowlers (no experience) will use the average of their first 3 games for the first night

Substitutions may be used but team average cannot exceed 390 on any night with a new bowler to the league

Handicap will be 100% of the difference between 230 and the bowlers average

I.E. 140 average bowler will have

$$230-140 = 90$$

$$100\% \text{ of } 90=90$$

$$140 \text{ average bowler} = 90 \text{ handicap}$$

Averages will be calculated after the first 3 games bowled

Final night of league will be a position round. (1st vs 2nd, 3rd vs 4th, etc.)

Prize money will be paid to all teams based on total points based on amount collected.

Higher position will receive more money.

Prize presentation will take place on the last week immediately following bowling.

TEAM POINTS (All points based on handicapped totals)

2 points for each game win vs opponent

4 points for each for team series win (3 game total vs opponent)

If bowling unopposed team must bowl within 20 pins less the team total average

Regressive points for the top 3 teams (highest team 3 game total – 3 points, 2nd highest – 2 points, 3rd highest – 1 point)