



## 10 PIN SPRING LEAGUE 2019

### LEAGUE RULES

Minimum **12** teams must be signed up by **April 29<sup>th</sup>** in order to run the league

League bowls Wednesday nights for 8 weeks

Starts May 8<sup>th</sup> and finishes on June 26<sup>th</sup>

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 **\$19.00** per person per night

Cost each week includes lineage and prize fund money. In order to guarantee all teams receive prize money at the end of the league, \$19.00 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 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

$230 - 140 = 90$

100% of 90 = 90

140 average bowler – 90 handicap

Averages will be calculated after the first 3 games bowled

**Final night** of league will be a position round. (1<sup>st</sup> vs 2<sup>nd</sup>, 3<sup>rd</sup> vs 4<sup>th</sup>, 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 point for each team 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, 2<sup>nd</sup> highest – 2 points, 3<sup>rd</sup> highest – 1 point)