GET NEW GEAR 5 PIN STRIKE 13
SPRING LEAGUE 2024

LEAGUE RULES

A minimum of 8 teams must be signed up by May 1 in order to run the league.

League bowls Thursday nights for 8 weeks - starts May 2 and finishes on June 20.

Practice starts at 6:15 p.m. scoring at 6:30 p.m.

2-person teams, 3 games per night. All bowlers will play Strike 13 format. A count of 13 on first ball awards a strike. Teams may carry more than 2 people on their roster but only 2 bowl each night.

Cost levels available:

$40.00 per person per night

Cost each week includes lineage and shoe rental (if needed)

Each bowler at this price level will receive a choice of a pair of bowling shoes retail value up to $150.00 or $150.00 off a higher cost pair. Subject to availability.

$50.00 per person per night

Cost each week includes lineage and shoe rental (if needed)

Each bowler at this price level will receive their choice of a set of Softroll Missile bowling balls (or similar) with name engraved.

In order to receive the merchandise at the end of the league, bowlers must complete all 8 weeks with payment each week or pay all bowling up front.

Items they chose will be subject to availability and will be ordered once league is completed. Shortages are ***not*** *allowed.* **Pre-bowls** *are allowed but money must be paid at time of prebowling (if not pre-paid).*

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 460 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 460 on any night with a new bowler to the league. Original team members are responsible for all costs, spares not eligible for league merchandise.

Handicap will be 90% of the difference between 275 and the bowlers average

I.E. 140 average bowler will have

275-140 = 135

90% of 135 = 122

140 average bowler = 122 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.)

High points winner each week will receive a weekly prize (can only be won once)

League champions will receive free bowling for the month of August!

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)