

# Thursday Mixed Doubles 2024-2025 Bylaws

Please note: The bylaws/rules cover only rules which are necessary for the Bowling League Secretary software. Many areas, such as tardy players and team franchises, are not covered here and should be appended to these league rules.

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## General Rules

### About our League:

The league shall be called **Thursday Mixed Doubles 2024-2025** and will be referred to as "League" through the rest of this document.

The league will have **16** teams of **2** bowlers per team, and the teams will be bowling **3** games each week/session.

The teams will bowl against one opponent each week.

### When we Bowl

The League will bowl on **Thursday** at **7:00 pm** beginning **September 5, 2024**. It will be a **Fall Season** and will bowl for **32** weeks/sessions. The final week of competition will be week number **32**. The League starts on lane **1**.

If the league schedule repeats, shift the teams by one pair to prevent bowling the same team on the same pair of lanes.

### Position Rounds:

The league season shall have **2** position rounds. They will be on weeks **16** and **32**.

### No-Point Nights:

No points will be awarded on weeks **13** and **17**.

### Type of League and Features

Type of bowling will be **Standard 10-pin bowling**

This will be a **mixed league**.

The League will be **Handicapped**.

The League will be Certified/Sanctioned with the USBC.

## Split Season

### Split Season Schedule

The league schedule will be divided into **2** parts. The segments begin with weeks **1 and 17**.  
At the start of split 1 **Team Points, Individual Awards, Team Awards and Team Pinfall** will be restarted.  
At the start of split 2 **Team Points, Individual Awards, Team Awards and Team Pinfall** will be restarted.

### Team Standings Determination

Team standings will be determined by **Current Split**

## Legal Lineup

This league shall consist of **16** teams with a playing strength of **2** bowlers per team. The minimum legal lineup shall consist of **1** eligible player.

When advancing to the next week, the team rosters will display **Bowlers in the order that they last bowled**.

**VACANCIES** shall count towards a legal lineup for the first **32** weeks of the league  
**Injured bowler scores (type "I" scores)** shall count towards a legal lineup.

### Additional Legal lineup Requirements

Teams must have at least one male and one female (or boy/girl).

### Additional League Lineup Rules

Substitute bowlers must be USBC sanctioned.

## Individual Average and Handicap

### Book and Entering Averages

A bowler's **Entering Average (never Book Average)** shall be used for the first **3** games bowled.  
For bowlers without an Entering Average, the first night's average shall be used for the first **3** games bowled.

## Individual Handicaps

### Basic Individual Handicap Rules

#### --Men--

The handicap will be **90%** of the difference between the bowler's average and **300**. The handicap shall not be limited.

A DUMMY score ( absentee score with no handicap) shall be **150**.

A VACANCY score shall be **150**.

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

#### --Women--

The handicap will be **90%** of the difference between the bowler's average and **300**. The handicap shall not be limited.

A DUMMY score ( absentee score with no handicap) shall be **130**.

A VACANCY score shall be **130**.

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

#### --Boys--

The handicap will be **90%** of the difference between the bowler's average and **300**. The handicap shall not be limited.

A DUMMY score ( absentee score with no handicap) shall be **150**.

A VACANCY score shall be **150**.

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

### --Girls--

The handicap will be **90%** of the difference between the bowler's average and **300**. The handicap shall not be limited.

A DUMMY score ( absentee score with no handicap) shall be **130**.

A VACANCY score shall be **130**.

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

### Additional Individual Handicap Rules

If the team is bowling a vacant team, the team must bowl 90% of their average in order to qualify for the points. Same would apply for bowling a forfeit team.

## Team Handicaps

### Basic Team Handicaps Rules

The team handicap shall be the sum of the bowlers' individual handicaps.

The team handicap shall not be limited.

## Absent Players

### Absentee Score Rules

An absentee score shall be the bowler's average less **10** pins for all bowlers.

When bowling against an **ABSENTEE** the player must beat the absentee/vacancy score. *In case of a tie, the points will be split (divided equally)*

Absent players will be allowed to earn points.

When an absentee or vacancy bowls against another absentee or vacancy, the points will be awarded to the player with the higher score.

The team scheduled to bowl on the ODD (left hand) lane shall enter its lineup first. When both teams have a vacancy or absentee, they must be placed opposite each other.

### Additional Absentee Rules

Players can only pre-bowl 4 times per half.

## Vacant Players

### Vacancy Score Rules

The vacancy score shall be **150** Men **130** Women **150** Boys **130** Girls .

The League will use a Dummy score (a score with no handicap) of **150** for all genders.

When bowling against a **VACANCY**, the player must bowl within **15** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

## Forfeits

### Opposing a Forfeiting Team

When bowling against a **FORFEIT**, the team must bowl within **30** pins of the team average to win the points. The team average will be the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points will not be split).

### Opposing a Forfeiting Player

When bowling against a **FORFEIT**, the player must bowl within **15** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

## Bye Teams

### Team

When bowling against a **BYE**, the team must bowl within **30** pins of the team average to win the points. The team average will be the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points will not be split).

### Individual

When bowling against a **BYE**, the player must bowl within **15** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

The BYE team name shall be **BYE**.

## Team Points

### Point System

The League will use the standard team point system.

1 point will be awarded to the winner of each team game.

2 points will be awarded for the winner of the team series (total pinfall with handicap).

### Team Standings

Team standings will be determined by the actual number of points won. (Rather than the percentage of wins as per USBC rule 104d.)

Total pinfall WITH HDCP then Actual Games Won (not points) will be the priority in how to break Team Standings ties when teams are tied in Points Won.

## Individual Match Points

1 point will be awarded to the winner of each match game.

Absent players will be allowed to earn points.

When an absentee or vacancy bowls against another absentee or vacancy, the points will be awarded to the player with the higher score.

The team scheduled to bowl on the ODD (left hand) lane shall enter its lineup first. When both teams have a vacancy or absentee, they must be placed opposite each other.

Individual match-point standings will be determined by the actual number of points won (rather than the percentage of wins as per USBC rule 104.)

### Rotation

Opponents **do not** rotate each game when determining match points.

### Additional Individual Point Rules

Points will be earned as follows:

- 1 point for each head-to-head game (maximum 3 points per match)
- 1 point for total pins per game
- 2 points for total pins per match

## Point Summary

### Summary of Points

The following standard points will be awarded:

- 5 Total Standard Team Points per Night
- 6 Total Possible Match Points per Night  
(3 match points multiplied by playing strength of 2)

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**11** Total possible points for a team to win each time bowled

### Standard Team Points

The following standard team points will be awarded:

- 0 Total SCRATCH game points (0 points per game x 3 games per night)
- 3 Total HDCCP game points (1 points per game x 3 games per night)
- 0 Points for winning SCRATCH series
- 2 Points for winning HDCCP series
- 0 Total possible bonus points

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**5** Total possible points per team per week

### Individual Match Points

The following individual match points will be awarded:

- 0 Total SCRATCH game points (0 points per game x 3 games per night)
- 3 Total HDCCP game points (1 points per game x 3 games per night)
- 0 Points for winning SCRATCH series

0 Points for winning HDCP series

0 Total possible bonus points

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3 Total possible points per individual per week

## Special Recognition

### 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. (*Because technically it is a ZERO handicap, rather than NO handicap.*)

Team handicap scores 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 **only 1** award. The prize will be awarded based on the following priority: **Scratch-Series Scratch-Game Handicap-Series Handicap-Game**

If a Team qualifies for more than one **Weekly** game and/or series prize, the Team may receive **only 1** award. The prize will be awarded based on the following priority: **Scratch-Series Scratch-Game Handicap-Series Handicap-Game**

**In the event of a tie:** The teams involved in the tie shall receive duplicate awards and will occupy the same place in the standings.

Example: If a tie for first and second, the 2 teams will occupy first place and the next eligible team will be in second place.

### Additional Team Special Recognition Rules

Bowlers can only win 1 award per half.

### 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 # **13**. Scores bowled prior to that shall not count for handicap awards.

When a bowler has a zero handicap, the scratch scores *shall* be included with the handicap scores for determining handicap prizes. (*Because technically it is a ZERO handicap, rather than NO handicap.*)

If a Bowler qualifies for more than one **Season** game and/or series prize, the Bowler may receive **only 1** award. The prize will be awarded based on the following priority: **Scratch-Series Scratch-Game Handicap-Series Handicap-Game**

If a Bowler qualifies for more than one **Weekly** game and/or series prize, the Bowler may receive **only 1** award. The prize will be awarded based on the following priority: **Scratch-Series Scratch-Game Handicap-Series Handicap-Game**

**In the event of a tie:** The players involved in the tie shall receive duplicate awards and will occupy the same place in the standings.

Example: If a tie for first and second, the 2 players will occupy first place and the next eligible player will be in second place.

Temporary substitute bowlers will not be eligible to receive league prizes.

Permanent substitute bowlers will not be eligible to receive league prizes.

### ***Most Improved Average:***

The Most-Improved-Average will be determined by comparing the bowler's average at **12** games and the average at the end of the season.

At the end of the season, a bowler must have completed **64** of the games to be eligible for a league award.

Pre-bowled and Make-Up games *shall* qualify for league awards.

Pre-bowled and Make-Up games *shall not* qualify for association awards.

### **Additional Individual Special Recognition Rules**

Bowlers can only win 1 award per half.

## **Additional Rules**

### **Text Bylaws (Used for reference only)**

\*\* There will be no bowling on Thanksgiving and the day after Christmas.

\*\* Position Round for the first half will be January 2, 2025. Position round for the second half is April 24, 2025. League championship will be May 1, 2025 (first half winner bowls second half winner). For those not in the championship, you may participate in optional "sweeps" for cash prizes. **NO PRE-BOWLING OR SUBS ARE PERMITTED IN POSITION ROUNDS.**

\*\*Prize money will be distributed after the league championship is completed on May 1, 2025.

\*\* Weekly fee is \$24.00 per bowler.

\*\* No bowler can be more than 4 weeks in arrears. If this presents a problem for an individual, please speak to an Officer.

\*\* The league is sanctioned through USBC. Dues is a one time (per year) fee of \$25 paid by the 2nd week of bowling. All substitute bowler must be sanctioned. If you are sanctioned through another league, the sanctioning fee will transfer to this league.

## **Special Options**

### **League Template**

If the league rules were based on a template, it will be named here. The template may be renamed to save the league rules as a template to simplify creating similar leagues.

Template Name: **Thursday Mixed Doubles**

### **Kiosk Options (Pro and A/S Features)**

League will be exported to kiosk

## More Information

### Additional Payment Information

Substitute Bowlers will **not** pay Regular Fees:

Weekly Payments will be recorded: **As Individuals on a Team**

## USBC Fees

### Certification Fees

#### *Adult Certification Fees*

<u>Fee</u>	<u>Adult</u>
National Dues	\$25.00