

NJM League 2017 - 2018 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 **NJM League 2017 - 2018** and will be referred to as "League" through the rest of this document.

The number of teams that will be bowling is **12**, the number of people who bowl on each team is **4**, and the teams will be bowling **3** games each week/session.

The teams will bowl against one opponent each week even when there are an even number of games.

When we Bowl

The League will bowl on **Wednesday** at **6:20 pm** beginning **September 6, 2017**. It is a **Fall Season** and will bowl for **33** weeks/sessions. The final week of competition will be week number **33**. The League starting lane is **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 **4** position rounds. They will be on weeks **9, 17, 25** and **33**.

Type of League and Features

Type of bowling is **Standard 10-pin bowling**

This is a **mixed league**.

The League is: **Handicapped**.

The League will be Certified/Sanctioned with the USBC and the TNBA.

Where we Bowl

The league bowls at **Slocums Bowling Center**.

Split Season

Split Season Schedule

The league schedule is divided into **2** parts. The segments begin with weeks **1** and **18**. At the start of each

split, the following will be restarted: **Team-Pinfall**.

Team Standings Determination

Team standings are determined by: **Current Split**

Legal Lineup

This league shall consist of **12** teams with a playing strength of **4** bowlers per team. The minimum legal lineup shall consist of **2** eligible players of which **1** must be from the team's current roster.

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

Injured bowler scores (type "I" scores) shall count towards a legal lineup.

Individual Average and Handicap

Book and Entering Averages

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

Individual Handicaps

Basic Individual Handicap Rules

The handicap is the same for all genders. The handicap is **0%** of the difference between the bowler's average and **200**.

The handicap shall not be limited.

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

A **VACANCY** score shall be **120**.

An **ABSENTEE** score shall be the bowler's average less **20** pins.

Team Handicaps

Basic Team Handicaps Rules

The team handicap shall be **80%** of the difference in team averages where the lower average team receives the handicap and the higher average team receives no handicap.

(Note: As only 1 team receives a handicap, and the handicap is based on who a team bowls, the team handicap awards have little meaning. For handicap awards to have any real meaning, both teams should receive a handicap figured from the same base.)

The team handicap shall be limited to **250** pins per game.

Absent Players

Absentee Score Rules

An absentee score shall be the bowler's average less **20** pins for all bowlers.

Absent players may not earn points. Points they would have won are awarded only to the absent player's team.

When an absentee or vacancy is bowling against another absentee or vacancy, the points are awarded to the team winning the game.

The team scheduled to bowl on the ODD (left hand) lane shall enter its lineup first.

Vacant Players

Vacancy Score Rules

The vacancy score shall be **120** for all genders.

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

Forfeits

Opposing a Forfeiting Team

When bowling against a **FORFEIT**, the team must bowl within **40** pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points are not split).

Bye Teams

Team

When bowling against a **BYE**, the team must bowl within **40** pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In the case of a "tie", the team wins the points (points are not split).

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

Additional Bye/Draw Rules

TEAMS BOWLING THE BYE MUST COME WITHIN 80% OF THEIR CURRENT BOWLING ROSTER'S AVERAGE TO WIN POINTS

Team Points

Point System

The League will use the standard team point system.

2 points are awarded to the winner of each team game.

1 point is awarded for the winner of the team series (total pinfall with handicap).

Team Standings

Team standings are determined by the percentage of wins to losses for each team. (See USBC rule 104d for explanation when you have an uneven number of teams and are using the BYE System.)

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

Point Summary

Summary of Points

The following standard points will be awarded:

- 7 Total Standard Team Points per Night
General rules option indicates league is not a match point, performance point or UBL league

7 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)
- 6 Total HDCP game points (2 points per game x 3 games per night)
- 0 Points for winning SCRATCH series
- 1 Points for winning HDCP series
- 0 Total possible bonus points

7 Total possible points per team per week

Special Recognition

Team Awards

This league will award team prizes for the high **scratch** and **handicap** scores for the season.

(Note: As only 1 team receives a handicap, and the handicap is based on who a team bowls, the team handicap awards have little meaning. For handicap awards to have any real meaning, both teams should receive a handicap figured from the same base.)

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 **ALL** prizes.

If a Team qualifies for more than one **Weekly** game and/or series prize, the Team may receive **ALL** prizes.

In the event of a tie: The teams involved in the tie shall share equally in the prizes for the places involved in the tie.

Example: If a tie for first and second, the 2 teams will occupy first and second place and the next eligible team will be in third place. The cash prizes for first and second will be combined together and divided equally between the two teams.

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 **ALL** prizes.

If a Bowler qualifies for more than one **Weekly** game and/or series prize, the Bowler may receive **ALL** prizes.

In the event of a tie: The players involved in the tie shall share equally in the prizes for the places involved in the tie.

Example: If a tie for first and second, the 2 players will occupy first and second place and the next eligible player will be in third place. The cash prizes for first and second will be combined together and divided equally between the two players.

Temporary substitute bowlers are not eligible to receive league prizes.

Permanent substitute bowlers are not eligible to receive league prizes.

Most Improved Average:

The Most-Improved-Average is 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 **66** of the games to be eligible for a league award.

Pre-bowled and Make-Up games *do not* qualify for league awards.

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

Special Options

Additional Options

Brackets/Pro AM (Pro and A/S Features)

League will participate in brackets. Handicaps will not be allowed in brackets.

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: **New Jersey Manufacturers Bowling League**

Kiosk Options (Pro and A/S Features)

League will be exported to kiosk

Special Award Groups

The following Special awards groups are tracked in this league:

TNBA Awards

USBC MV WBA Awards

State Assoc. Awards

Bowling Center Awards

Other Awards

More Information

Additional Payment Information

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

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