

General League Rule (2012-13 winter)

1 League Format

- 1.1 C.B.C. leagues are on every Sunday, Monday, Tuesday and Thursday between **Sept 4, 2012 and April 29, 2013 inclusive**. All lanes will be turned on 15 minutes before league starts (**9:45 a.m. for Sunday and 9:15 p.m. for Monday, Tuesday and Thursday**) for bowlers to practice. The league will start at **10:00 a.m. on Sunday and 9:30 p.m. on Monday, Tuesday and Thursday**.
- 1.2 The league will be a mixed league of 3 or 4 bowlers team with handicap. Each team can have **2 spare bowlers**. **No registration fee is required but one time CTF annual membership fee of \$28 will apply. Duplicated CTF membership payment will be refunded to bowlers participating more than one CTF league, if bowler does not pay the CTF membership fee through C.B.C, it is the bowler's responsibility to make sure the membership fee is paid through another CTF league he/she participates.** Any 3 or 4 registered bowlers in the team (including the spare bowler) can bowl in each game. The team captain will assign the designated bowlers before the scoring begins for each game. The designated bowlers and bowler order for each game cannot be changed after scoring has begun. Please note even if two bowlers have the same average, the bowler order cannot be interchanged.
- 1.3 Any bowler (including spare bowlers registered in this league) who is not scheduled to bowl with his/her own team may not substitute on any other short-handed team.
- 1.4 A bowler who has competed with a team in this league and whose scores have counted in deciding games may transfer membership to another team in the league during the season provided the transfer is approved by the League Executives. There will be no transfer after **March 1st, 2013 (Friday)**.
- 1.5 All bowlers must be members of C.B.C. and CTF.

2 Handicap, Absent and Dummy Score

- 2.1 All scores for the first week will be used to calculate bowler averages and handicaps. The averages for the first week will be determined as follows:
 - 2.1.1 The highest current C.B.C. average with 21 games or more, from last season, will be used. If there is no current C.B.C. average, then the highest C.B.C. average in the past 2 years will be used.
 - 2.1.2 If the bowler does not have an average in our C.B.C. record, then the highest average from the **2010-11 / 2011-12 CTF yearbook** will be used.
 - 2.1.3 For bowlers who do not have averages determined from the above 2 criteria, averages will be assigned as follows and their averages will be adjusted after 3 games
 - 2.1.3.1 Men - 40 pins (based on the average of 170)
 - 2.1.3.2 Women - 48 pins (based on the average of 160)
- 2.2 The team handicap is to be the total of the 3 or 4 designated bowlers' individual handicaps. **Individual handicaps will be 80% of the difference between individual average and 220.** No handicap is assigned for dummy scores. For **men only, the maximum handicap will be 50 pins, whereas for ladies, there is no maximum handicap.**
- 2.3 Average will be adjusted at the end of the league, including playoff.

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- 2.4 If any bowler is absent from a team without a roll-off score, an **absent score of 180** (with no handicap) will be used.
- 2.5 If there is any dummy team in the league, a **dummy score of 205** will be used.
- 2.6 "Ten-Pin-Drop" rule applies. Ten-Pin-Drop rule is based on the league starting average of the bowler.

3 Championship Point Scoring System

The League is in Semi-Classics Format.

- 3.1 Each bowler will compete with another bowler in the opposite team for points. The bowler line up for each game will be in ascending order of the bowler average (to decimal point), i.e. the bowler with the lowest average will bowl against the bowler with the lowest average in the other team, second lowest will bowl with the second lowest in the opposite team, etc. Please note that even if 2 bowlers have the same average, the bowler order cannot be interchanged.
- 3.2 A bowler who is substituted cannot return to bowl in subsequent games within the same day, that is, a bowler, who bowls in the first game and is replaced by a spare bowler in the second game, cannot return to bowl in the third game.
- 3.3 New bowlers may be added to the league only with the approval of the League Executives. Bowler line-up cannot be changed after **March 1st, 2013 (Friday)**. Initial handicaps will be calculated based on section 2.2. Drop-out bowler cannot re-enter to the same team.
- 3.4 The bowler line up must be re-arranged if there is a change of bowler from one game to another, i.e. if the spare bowler substitutes one of the bowlers in the second game.
- 3.5 **Absent bowler(s) must be placed in the beginning of the team line up**, i.e. bowler(s) with the lowest average will bowl against an absent score of 180 for championship point.
- 3.6 Absent Team:
 - 3.5.1 **For 3-bowler team:** If the opposing team is absent, the team present has to bowl a minimum of **541** pins per game (including handicaps) to win the championship point and **1,621** pins (including handicaps) for the total pin.
 - 3.5.2 **For 4-bowler team:** If the opposing team is absent, the team present has to bowl a minimum of **721** pins per game (including handicaps) to win the championship point and **2,161** pins (including handicaps) for the total pin.
- 3.6 The dummy team will be rewarded with winning championship points as a normal team to move in position.
- 3.7 The **championship point (for Sunday and Tuesday Leagues)** will be calculated as follows:
 - 3.7.1 **1** point per game for each bowler who wins (**3** points max. per game).
 - 3.7.2 **2** points per game for the winning team, i.e. total pins plus handicap per game.
 - 3.7.3 **5** points for total pins of all 3 games with handicap for 3-bowler team, whereas **7** points for total pins of all 3 games with handicap for 4-bowler team
 - 3.7.4 Max. Total points for 3 games are **20** points for 3-bowler team, whereas **25** points for 4-bowler team
 - 3.7.5 In the event of a tie game, the points will be split equally
- 3.8 The **championship point (for Monday League only)** will be calculated as follows:
 - 3.8.1 **1** point per game for each bowler who wins (**3** points max. per game).
 - 3.8.2 **1** point per game for the winning team, i.e. total pins plus handicap per game.
 - 3.8.3 **2** points for total pins of all 3 games with handicap (3-bowler team)
 - 3.8.4 Max. Total points for 3 games are **14** points (3-bowler team)

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- 3.8.5 In the event of a tie game, the points will be split equally.
- 3.9 The **championship point (for Thursday League only)** will be calculated as follows:
- 3.9.1 1 point per game for each bowler who wins (3 points max. per game).
 - 3.9.2 1 point per game for the winning team, i.e. total pins plus handicap per game.
 - 3.9.3 3 points for total pins of all 3 games with handicap (3-bowler team)
 - 3.9.4 Max. Total points for 3 games are 15 points (3-bowler team)
 - 3.9.5 In the event of a tie game, the points will be split equally
- *** This season's Thursday winter league is a cash prize league. Details of prize fund distribution will be posted in the 'Prize Money' archive of the CBC website.
- 3.10 If there is a **tie in League Champion**, each member in both teams will bowl one additional game (tie-breaker). The scoring of the tiebreaker game will be the same as regular game in the series, and will be used to determine the winner. If a tie still exists at the end of the tiebreaker game, additional tiebreaker frame(s) shall be bowled by both teams until the winner is determined. One tenth of the handicap (round down) for one game shall be assigned to each additional frame
- 3.11 If there is a tie in any other winning positions, both teams will be considered as equal winner. The prize money will be split between the two teams.
- 3.12 If there is a **tie in teams accumulated championship points** at the end of the regular season, the total pin fall will be used to determine the positioning of the teams. This is the guide for which division the teams will be bowling in the Championship Round. In case of a tie exist in the pin fall, tiebreaker frame(s) shall be bowled by both teams until the winner is determined. One tenth of the handicap (round down) for one game shall be assigned to each additional frame.
- 3.13 **Bonus Points**
For every game bowled, additional bonus points will be awarded to each team based on the total pin falls plus handicaps as follows:
- 3.13.1 **For 3-bowler team**
 - 3.13.1.1 0 point - less than or equal to 630 pins,
 - 3.13.1.2 1 point - 631 to 660 pins,
 - 3.13.1.3 2 points - 661 and above.
 - 3.13.1.4 Max. Total points for 3 games are 6 bonus points
 - 3.13.2 **For 4-bowler team**
 - 3.13.2.1 0 point - less than or equal to 840 pins,
 - 3.13.2.2 1 point - 841 to 880 pins,
 - 3.13.2.3 2 points - 881 and above.
 - 3.13.2.4 Max. Total points for 3 games are 6 bonus points
- 3.14 To qualify for any championship point, a minimum of one-bowler score per team is required each week. Roll-off (advance) scores are acceptable. Scores of the team member who bowls in the incomplete team will qualify for individual prize

4 Roll-off

- 4.1 Bowlers will be allowed to "roll-off" during league time (**any C.B.C. sanctioned league in the same centre**) for league games. The set of score bowled at league time will be used as the "roll-off" score for the designated weeks and dates.

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- 4.2 Roll-off request must be made to the league official within the first 4 frames of the first game. Bowler must specify the designated league(s) and date(s) that the roll-off score will apply.
- 4.3 **Only one set of roll-off score will be allowed during the designated roll-off period (maximum of 4 weeks from the date of roll-off). Any roll-off score set, including the date of roll-off, will only be valid after the completion of any previous roll-off score set.**
- 4.4 **The maximum number of roll-off week per bowler per individual league shall not exceed 8 weeks for winter leagues and 4 weeks for summer leagues.**
- 4.5 The bowler must pay the normal **weekly prize fund of \$9** for each day that the "roll-off" score will apply.
- 4.6 There will be no substitute for the "roll-off" score, i.e. the "roll-off" score will count even if the spare, or "roll-off" bowler is available.
- 4.7 The pin-counts of each game bowled in a "roll-off" will be the littlest of 110% of the bowler's league average (plus handicap) or the actual pin-counts (plus handicap). Roll-off scores are not qualified for any individual prize.
- 4.8 Roll-off games must be bowled consecutively on the same pair of lanes, otherwise the scores may not be accepted.
- 4.9 C.B.C. bowlers participating in the following tournaments are eligible for roll-off prior to League start during C.B.C. league time provided the teams have pre-registered and a deposit has been paid prior to the roll-off:
- 4.9.1 North American Chinese Bowling Tournament
 - 4.9.2 CBC National Tournament
 - 4.9.3 Team Canada Try-Out
- 4.10 Any other tournaments roll-off exemption request need to be sent to C.B.C. Executive Board to go through in Board meeting which is held normally every first week of the month.
- 4.11 **No roll-off scores can be used after March 1st, 2013 (Friday).**
Roll-off scores may not be allowed in certain weeks of importance, such as position rounds, upon decision of league managers.

5 League Rules

- 5.1 The cost of bowling will be **\$20 per week per bowler (apply to all leagues) with a total of \$60 per team per week (apply to all leagues)** guaranteed, i.e. an absent bowler is responsible for the cost of bowling for each day missed. To qualify for any cash prize, trophy or free banquet ticket, the bowler (regular or spare) must pay all money owing for the whole season. The league reserves the right to withhold any cash prize, trophy or banquet ticket to the delinquent team until the total cost is fully paid.
- 5.2 The cost of bowling for the **last week** must be paid in advance to the Treasurer on the day league starts.
- 5.3 **A bowler who arrives late may enter the game provided the first 3 frames have not been completed for both teams.** Frames missed may be made up.
- 5.4 Each team captain must pick up score sheet each day from the counter before game starts. Money from each team is to be collected by the captain of each team and be given to the Treasurer before game starts.

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- 5.5 A bowler can win individual high average award plus one other individual prize. In all cases, the prize with the highest value will be awarded in the following sequence, **High Triple, High Single, High Triple with handicap, and High Single with handicap.**
- 5.6 **Special individual prizes such as 300 game, 800 series....etc. will be awarded under separate categories and the regular individual prizes will be awarded to the next bowler on the list. If there is any tie for any individual award, all tie bowlers will receive the award.**
- 5.7 The 'High Average' award is awarded to the highest average rounded to 2 decimal points.
- 5.8 A name change of any form by any bowler has to be approved by C.B.C. league executives. C.B.C. executives have to be notified of any previous name(s) used by bowlers within the C.B.C. leagues
- 5.9 To **qualify for any individual prize**, the bowler must have bowled **66** games in the season (approximate 2/3 of a season). In addition, to qualify for any individual award with handicap, the first 3 games will be used to calculate the average (handicap) for any new bowlers (bowlers who do not have previous C.T.F. or C.B.C. averages). The score will be adjusted after 3 games (retroactive to the first 3 games) to derive the winner.
- 5.10 **All bowlers require a verified average (C.B.C. league average of 21 games * current or past 2 years) to compete in any position round of Championship or play-off series, unless otherwise announced by the league manager prior to the start of the league; bowler/ bowlers without verified average will bowl with '0' handicap.**
- 5.11 Any team missing more than three weeks will be dropped from the league. Any team with less than one bowler's score (including roll-off) is considered missing for the week.
- 5.12 The locked rule will be applied to the position rounds at the end of the series and championship round when needed. If the first place team has the first position guaranteed, it will play against the last placed team.
- 5.13 Any bowler/team who leaves the league forfeits all prize money, prizes, free banquet tickets and the advance-bowling fee for the two-playoff days.
- 5.14 If a bowler continuously breaks rules, she/he may be expelled from the league and will forfeit all rights and privileges. The League Executives will make decision regarding this.
- 5.15 League bowlers who are conducting league business during league time will be allowed to bowl "out of order", i.e. ahead or behind normal team line-up
- 5.16 Any dispute on rules, competing formats, or interpretation will be settled by the League Executives and in all cases, decision will be arrived where possible on the same day the dispute arises.
- 5.17 The decision of the league executives may be appealed in writing to the Executive Board within 1 week from the day of the decision is informed to the bowler. The Executive Board consists of all team captains and the league executives. Majority will rule on the appeal and the decision of the Executive Board will be final.
- 5.18 **Any score not reported on the score sheet or missing score sheet will be considered as incomplete game, and a score of zero (0) will be applied.**
- 5.19 **Pacer** is only allowed to bowl during league time with the following conditions,
- 5.19.1.1 Total number of bowlers (including pacer) in both teams will not exceed 6 bowlers (in 3-bowler team) or 8 bowlers (in 4-bowler team)
 - 5.19.1.2 There is no single rejection from any regular bowler of both teams
 - 5.19.1.3 League is not in Position Round week
- Pacer will have to pay the lineage fee of \$12 per week per bowler** (apply to all leagues) to the Treasurer before the game starts.



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- 5.20 CBC reserves the rights to re-rate bowlers in our league.
- 5.21 CBC reserves the rights to reject a bowler from joining our league.

6 No Bowling Dates

Please refer to Event Calendar on home page of website.

7. Special Awards Eligibility

High Game of the Month - \$100 cash award

Only weekly high game bowler from each league is eligible.

Bowlers require to bowl at least 21 games in the season to qualify this award.

The 'High Game of the month' is awarded for each month. Winner will be determined by the highest single game with handicap within the month. In case of tied score, cash award will be equally split. This award will be presented at the Award Presentation Banquet or at the end of the season.