

General League Rule (2015 summer)

1 League Format

- 1.1 C.B.C. leagues are on every Sunday, Monday, Tuesday and Thursday between **May 3, 2015** and **September 3, 2015 inclusive**. All lanes will be turned on 15 minutes before league starts for bowlers to practice. The league will start at **10:00 a.m. on Sunday; 9:30 p.m. on Monday and Tuesday; Thursday at 9 p.m. (at Club 300 or World Bowl)**

For bowler did not participate in the 14-15 winter CBC leagues, a \$5 CBC summer membership fee (May 2015 – end of August 2015) is required on first day of registration. 2015 summer CTF membership fee of \$18 will apply to bowlers did not register for 14-15 CTF annual membership.

Bowlers re required to show their 14-15 CTF membership cards at league registrations to receive exemption of the summer CTF membership fee.

- 1.2 The league will be a mixed league of 3 or 4 bowlers team with handicap. Each team can have 2 spare bowlers. 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 averages, the bowlers' order cannot interchange.
- 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 July 17, 2015 (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 2013-14 CTF yearbook average of at least 21 games** will be used.
- 2.1.2 If the average from the above criteria is not available, the **highest 2012-13 CTF yearbook average of at least 21 games** will be used.
- 2.1.3 **2014 summer league average of minimum 21 games.**
- 2.1.4 **Any league current average of minimum 21 games.**
- 2.1.5 **For bowlers who do not have averages determined from the above 4 criteria, averages will be assigned as follows and their averages will be adjusted after 3 games**
- | | | | |
|---------|-------|---|---------------------------------------|
| 2.1.5.1 | Men | - | 40 pins (based on the average of 170) |
| 2.1.5.2 | Women | - | 48 pins (based on the average of 160) |

CBC reserves the rights to re-rate bowlers in our league.

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See rules 5.21 and 5.22

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- 2.2 The team handicap is to be the total of the 3 or 4 designated bowlers' individual handicaps. **Handicap calculation will base on each individual league format (see league format on website).**
- 2.3 **For all leagues maximum handicap for men will be 60 pins, and no maximum cap for ladies handicap.**
- 2.4 Average will be adjusted at the end of the league, including playoff.
- 2.5 **Absent score calculation will be using the average of 'the lowest average absent bowler' minus 15 pins then plus handicap. Absent bowlers will stay at the position of the regular line up. Absent bowlers will receive match point.**
- 2.6 If there is any **dummy team** in the league, opposite team **bowlers have to bowl their own averages or above** to receive head to head match point. **Team game point** will be earned by bowling **the sum or more of the 3 bowlers' average total**. To receive **team series points**, it will be the **matching of the sum of the 3 bowlers' averages x 3 or above**. **That is all match points received are based on scratch scores.**
- 2.7 "Ten-Pin-Drop" rule applies. Ten-Pin-Drop rule is based on the league starting average of the bowler.

3 Match 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 **July 17, 2015 (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 for match point. **Absent score vs absent score will split the match point.**
- 3.5 Dummy team will not receive any match point.
- 3.6 Match Points calculations for all leagues, calculated with handicaps:
 Individual game – 1 point per bowler (total of 9 points between 2 teams)
 Team game total – 1 point per game (total of 3 points between 2 teams)
 Series (9 games total) – 2 points
 Championship points will be split equally if there is a tie.

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- 3.7 **Bonus Points calculations for all leagues, base on scratch scores:**
1 pin over team average total receive 1 point
31 pins over team average total receive 2 points
61 pins over team average total receive 3 points
- 3.8 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.**
- 3.9 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.
- 3.10 **If there is a tie in teams accumulated match 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.**
- 3.11 To qualify for any match 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.
- 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.

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- 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 Chinese Canadian National Championship 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 **Roll-off scores can be used throughout the 2015 summer season. No cut-off date applies but the maximum number of weeks rule applies. See rule # 4.4**

5 League Rules

- 5.1 The cost of bowling will be **\$22 per week per bowler, total of \$66 per team per week** 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.
- 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 **300 game will be classified as 'high game scratch' award of the season.**
- 5.7 **800 series will be classified as 'high series scratch' award of the season.**
- 5.8 Bowlers are required to enter their actual names or initials on computer score board for CBC / CTF award applications, especially when print out proof is needed for submission. CBC is not responsible for reject of award claims due to personal ID not matching what is shown on print out. **** This will also eliminate errors on score data entries of bowlers scores written in wrong spots of score sheets.**
**** CTF awards can only be claimed for sanctioned leagues bowlers.**
- 5.9 The 'High Average' award is awarded to the highest average rounded to 2 decimal points.
- 5.10 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

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- 5.11 To **qualify for any individual prize**, the bowler must have bowled **30 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.
- 5.12 **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.**
- 5.13 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.
- 5.14 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.
- 5.15 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.
- 5.16 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.
- 5.17 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
- 5.18 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.
- 5.19 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.
- 5.20 **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.**
- 5.21 **Pacer** is only allowed to bowl during league time with the following conditions,
- 5.21.1.1 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)
 - 5.21.1.2 There is no single rejection from any regular bowler of both teams
 - 5.21.1.3 League is not in Position Round week
- Pacer** will have to pay the **lineage fee of \$13 per week per bowler** (apply to all leagues) to the Treasurer before the game starts.
- 5.22 CBC reserves the rights to re-rate bowlers in our league.
- 5.23 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.

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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 the end of the season.

****All award claims will be governed by Rules # 5.11**

- 8. All complaints have to be submitted to CBC committee or league managers in written or email form within one week, from the date of the incident.**