

General League Rules - 2016 Summer

1. LEAGUE FORMAT

- 1.1. C.B.C. Leagues are held on every **Sunday, Monday, Tuesday and Thursday** during the Winter and Summer Seasons (except the Xmas and New Year Holidays); refer to “www.cbcbowling.com” for season dates and start time for each league. The lanes will be turned on 15 minutes for practice prior to start time.
- 1.2. 2 and 3-bowlers mixed team handicap leagues; 1 spare bowler is allowed on 2-bowlers team, and 2 spares on 3-bowlers team. See C.B.C. website “www.cbcbowling.com” for different league formats. **All bowlers must be registered members of C.B.C. and CTF** (Canadian Ten-Pin Federation).
- 1.3. Unless noted below, “League(s)” is referenced to C.B.C. Leagues, and to sanctioned leagues for averages. “Committee” is C.B.C. Executive Committee.
- 1.4. Bowlers are only allowed to play for their registered team; not allowed to substitute on another team.
- 1.5. New bowlers may be added or transferred to another teams during the season upon minimum one week notice and approval of the League Manager. Once transferred, the bowler is not allowed to transfer back to the original team; Dropped-out bowler also cannot re-join his original team. **Deadline to add or transfer bowlers is on League website.**
- 1.6. The team captain is to assign his Team Line Up prior to start of each game per the Bowlers’ Order listed on the Scoresheets. It is the team’s responsibility to return their Scoresheet to the league officials; non-recorded scores or missing scoresheet may receive zero (0) match points.
- 1.7. Bowler Substitution must follow Rule 4.1 in the Line Up. If a bowler is substituted in game 2, he cannot return to bowl in game 3.
- 1.8. Bowler arrived after league start may make up the missed frames provided the first 3 frames have not been bowled by both teams. For fairness to All teams, the game must start at same time as other teams. Bowlers are not allowed to intentionally slow down the game to wait for the late bowler; doing so could result in game forfeit.
- 1.9. Bowlers are required to enter their names on computer score board. This is important for C.B.C. / CTF award applications when print out is required proof for submission. C.B.C. is not responsible for rejection of award application due to print out not matching personal ID.

This also serves as a check in case of disputes or entries errors of bowlers’ scores.

- 1.10. Proposed change of the bowler's name from previous Leagues shall be submitted for the approval of C.B.C. League Executives.
- 1.11. Any team that **missed more than 3 weeks** of play may be dropped from the league. Not having at least one bowler's score is considered a missed week.
- 1.12. Any bowler/team that withdrew or dropped from the league will forfeit all prizes, awards, banquet tickets and the advanced-paid bowling fees.
- 1.13. If a bowler continuously breaks rules, the League Executives have the right to expel him/her from the league; the bowler will forfeit all rights, privileges and prizes.
- 1.14. C.B.C. Officials who conduct league business during league play will be allowed to bowl "out of order", i.e. ahead or behind the normal team line-up.
- 1.15. **Pacer** is allowed to bowl during league time provided:
 - There is no objection from both team captains,
 - The league is not in Position or Playoffs Rounds,
 - Each lane, including the pacer, does not exceed the normal number of bowlers; 2 for 2-bowler and 3 for 3-bowler teams.

2. FEES

- 2.1. **C.B.C. annual membership fee \$10** and **CTF** annual membership fee **\$28** are paid on the first day of Winter League registration. For bowler that did not participate in the Winter League, he shall pay the Summer CTF fee of **\$18** and \$10 C.B.C. fee. If bowler has paid the CTF fee in another league, he is required to present his CTF membership cards to C.B.C. league officials to claim refund at end of season.
- 2.2. The **weekly bowling fee is \$22 per bowler**; absent bowler is responsible for this fee for each day missed.
- 2.3. The fee for the last week of the bowling season is to be paid in advanced to the Treasurer on the registration day.
- 2.4. Each team captain is to collect the weekly team fee to pay the Treasurer, and pick up scoresheet prior to start of game.
- 2.5. The league reserves the right to withhold any cash prize, trophy, awards or banquet ticket from the delinquent team until the outstanding balance owed is fully paid by all members to C.B.C.
- 2.6. **Roll-off** bowler fee is **\$15 for each week that the scores apply**.
- 2.7. **Pacer** bowler fee is **\$15**.

3. LEAGUE STARTING AVERAGE and HANDICAPS

- 3.1. **"Starting Averages"** for the first week of play will be the bowler's highest average of minimum (min.) 21 games in latest **CTF Yearbook**. If not available, it will be determined in the order listed below:
 - i. The highest CTF yearbook average of min. 21 games 2 winter seasons ago

- ii. Current year Summer league average of min. 21 games
- iii. Any sanctioned league current average of min. 21 games; bowlers not in C.B.C. League must submit a certified letter from their league secretary to C.B.C. league manager. It is the bowler's responsibility to report his/her highest avg.
- iv. Bowler without any of the above average is assigned **220** as his/her Starting Average; "Ten-Pin-Drop" rule does not apply to this assigned average.

Bowlers' Average will be adjusted after 3 games.

- 3.2. **"Ten-Pin-Drop" Rule** means a bowler's average is capped at maximum 10 pins below his/her league "Starting Average" for handicap calculation for the purpose of League scoring. Bowler's CTF Year Book Average is total pin fall divided by total games bowled.
- 3.3. Bowler's League **Handicap** is based on $80\% \times (220 - \text{Bowler Average})$ rounded down. **Maximum Handicap is 60 pins for men**; no limit for ladies.
- 3.4. The **Team Handicap** is the sum of the designated bowlers' handicaps in a game.
- 3.5. C.B.C. reserves the rights to re-rate, and reject bowlers from joining the League.

4. MATCH POINT SCORING and TIE BREAKERS

- 4.1. Each bowler will compete against the opposing team bowler for Points (pts) outlined in **Rule 4.2 and 4.3**. Each Team Line-Up will be in ascending order starting with the lowest bowler average as listed on the Scoresheet. Example: the bowler with the lowest average will bowl against the lowest average on the opposing team in Head-to-Head competition, 2nd vs 2nd, etc. Do not change the bowler order listed on the Scoresheet.

- 4.2. **Match Points** are awarded to the team with the higher Scores (including handicap) as follow:

- Individual **Head-to-Head Game** – 1 pt for each head-to-head game
- Total **Team Score in each game** – 1 pt per game
- **Team Series** (9 games total Score) – 2 pts

Total 14 Match points are available; points will be shared equally for tied scores.

- 4.3. **Bonus Points** are awarded to all teams in each game when their total **Team Scratch score** is at least:

- 1 pin over Team average – 1 pt
- 31 pins over Team average – 2 pts
- 61 pins over Team average – 3 pts

- 4.4. A team must have at least one bowler Score for Match Points eligibility; Roll-offs are eligible scores.
- 4.5. Absent Score vs Absent Score will split the Match pts.
- 4.6. When opposing a **Dummy Team**, the team bowlers must bowl **Scratch scores** of at least:
 - i. Their own average to receive Head-to-Head Match Points
 - ii. Their team average (sum of the bowlers' average) to receive Team Points
 - iii. 3 times Team average to receive Team Series Points
- 4.7. Except in 4.8 and 4.9, teams that are tied in any final position standings shall receive equal share of the total Prize Money for those positions.
- 4.8. **Total Team Pin Fall + HDCP** will be used as Tie-Breaker during Position Rounds, and in the Regular Series for the final position to advance to the Champion Division (see league format). If still tied, **Tie-Breaker Frame(s)** by each team members shall be bowled until the winner is declared; handicap is one-tenth of the bowlers' handicap (rounded down) for each additional frame.
- 4.9. For teams tied for the **League Champion** (1st Position in the Champion and Premium Division), each team member shall bowl one **Tie-Breaker Game** to determine the winner; same scoring format as regular league games, including Bonus pts. If still tied, **Tie-Breaker Frame(s)** shall be used.
- 4.10. The "**Locked Rule**" will apply in the Position Rounds (PR) when the first position team is guaranteed (locked) in that position; the first position team will play against the last position team in the PR.

5 ABSENT BOWLER and ROLL-OFF

- 5.1 **Absent Score(s)** will be based on the lowest average(s) of the absent bowlers, less 15 pins, plus the bowler's handicap. Absent Scores are eligible for Match Points.
- 5.2 **Absent bowler(s)** must be placed at top of the line-up; lowest average first.
- 5.3 "**Roll-Off**" (pre-bowl scores for future games) is allowed during any C.B.C. sanctioned league, provided it is at the same bowling center as their league and prior to the Cut-off date noted on the League website. Roll-off will be in accordance to the rules below.
- 5.4 Roll-off request must be made to the league official **prior to start of 4th frame in game 1**; bowler must specify the Designated Roll-off Period and the League(s) that the Roll-off Score applies. The Roll-off Period must be for consecutive weeks; maximum 4 weeks per Roll-off for each league. A **Roll-off fee** is paid for each week and each league that the Scores apply.
- 5.5 **Roll-off Scores** CANNOT be used in **Position Rounds (PR)** and **Playoffs** in the Winter Season; no restriction in Summer Season.
- 5.6 The Roll-off bowler is NOT allowed to bowl in the Designated Roll-off League(s) until after the expiry of the Designated Roll-off Period.

- 5.7 If a bowler Roll-off during his/her regular league, the actual pin-fall is counted for his/her regular league games and eligible for awards and average calculation.

The **Roll-off Score** of each game is the actual pin-fall, capped at **110%** of the bowler's league average (at the time of roll-off). The bowler's average on his/her first week of play is the Starting Average as defined in Rule 3.1.

Roll-off Scores are not eligible for individual awards nor counted toward the bowler's average.

- 5.8 Bowlers are allowed to Roll-off as Pacer in theirs or another league subjected to Rule 1.15.
- 5.9 Each bowler is allowed maximum of 8 designated roll-off weeks in each Winter league, and 4 weeks for each Summer league.
- 5.10 The Roll-off Score remains valid for the designated roll-off period, and cannot be replaced; even when the bowler or other team member becomes available.
- 5.11 Roll-off games must be bowled consecutively on the same pair of lanes, unless lane change was deemed necessary due to lane malfunction or other reasons approved by the league executives.
- 5.12 **Roll-off prior to start of league season** is allowed for bowlers participating in the following tournaments provided his/her team has pre-registered in a league and paid the first and last week bowling fees:
- North American Chinese bowling tournaments
 - Chinese Canadian National Championship Tournament
 - Canadian Team Trial
 - Any other tournaments roll-off exemption request must be submitted to the Committee for approval. Decision will be made at the monthly C.B.C. Executive Committee Meeting that is normally held on first week of each month.

6 CTF AWARDS

- 6.1 CTF awards can only be claimed for sanctioned leagues bowlers. Refer to CTF website <http://gotenpinbowling.ca/EN/awards/> for the available awards.
- 6.2 It is the bowler's responsibility to inform the league official that he/she has achieved a particular award, so that print out and application can be submitted.

7 C.B.C. AWARDS

- 7.1 **Individual Awards** are presented to the highest Male and Female **Average, Scratch Series, Scratch Game, Handicap Series, and Handicap Game** in each league.
- 7.2 A bowler is eligible to win the 'High Average' Award, plus one other individual award in order listed in 7.1.
- 7.3 The **High Average Award** is awarded to the highest bowler league average rounded to 2 decimal points.

- 7.4 To qualify for the above season **Individual Awards**, the bowler must have bowled minimum **60 games** in the winter season, and 30 games in the summer season, and was not subjected to the Ten-Pin Drop Rule at the time of the achievement
- 7.5 **300 Game** is classified as “**High Scratch Game**” **Award** of the season.
- 7.6 **800 Series** is classified as “**High Scratch Series**” **Award** of the season.
- 7.7 **High Handicap Game of the Month Award** of \$100 cash is only eligible for bowlers with the **Weekly High Handicap Game** from each league; bowlers subjected to the Ten-Pin Drop Rule at the time are not eligible.

In case of a tie, the cash award will be equally shared. This award will be presented at the Award Presentation Banquet or the end of the season. To qualify, the bowler must bowl minimum 21 games in the season.

8 COMPLAINTS AND DISPUTES

- 8.1 All complaints shall be submitted to the league managers or the Committee in writing/email form **within one week from the date of the incident**.
- 8.2 Any dispute or interpretation of the Rules will be made by the **League Executives** as soon as possible.
- 8.3 The decision of the league executives may be appealed in writing to the C.B.C. **Executive Committee** within 1 week from the day of the decision was informed to the bowler. The appeal will be reviewed by the **Executive Board** consists of all team captains of that league and the league executives. Majority votes will rule on the appeal, and the decision of the Executive Board will be final.

9 NO BOWLING DATES and LEAGUE STANDINGS

- 9.1 Go to C.B.C. Website “www.cbcbowling.com” **Main Page and Event Calendar** for news, announcements, and other league information. Also **C.B.C. Bowling on Facebook** for news and events.
- 9.2 Go to “www.cbcbowling.com/standings” and click the individual leagues to access “LeagueSecretary.com” for League Standing, Bowler History, and other information.