Monday Night Ticket 22/23 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.

President: _____	**Phone:** (___)___-____	**Email:** _____
Vice Pres.: _____	**Phone:** (___)___-____	**Email:** _____
Secretary: _____	**Phone:** (___)___-____	**Email:** _____
Treasurer: _____	**Phone:** (___)___-____	**Email:** _____
Sargent At Arms: _____	**Phone:** (___)___-____	**Email:** _____

General Rules

About our League:
The league shall be called **Monday Night Ticket 22/23** and will be referred to as "League" through the rest of this document.

The league will have **14** teams of **4** 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 **Monday** at **7:00 pm** beginning **September 12, 2022**. It will be a **Fall Season** and will bowl for **31** weeks/sessions. The final week of competition will be week number **31**. The League starts on lane **1**.
The teams will not shift lanes if the league schedule repeats.

Position Rounds:
The league season shall have **3** position rounds. They will be on weeks **10**, **20** and **30**.

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.**

This league will not be sanctioned.

Where we Bowl
The league bowls at **Shakopee Bowl.**

Split Season

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Split Season Schedule
The league schedule will be divided into **3** parts. The segments begin with weeks **1, 11 and 21.**
At the start of split 1 **Team Points** will be restarted.
At the start of split 2 **Team Points** will be restarted.
At the start of split 3 **Team Points** will be restarted.

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

Legal Lineup

This league shall consist of **14** teams with a playing strength of **4** bowlers per team. The minimum legal lineup shall consist of **2** eligible players of which **2** 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 **9** 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 will be the same for all genders. The handicap will be **95**% of the difference between the bowler's average and **220.**
The handicap shall be limited to **0** pins per game.
A DUMMY score (absentee score with no handicap) shall be **197.**
A VACANCY score shall be **197**.
An ABSENTEE score shall be the bowler's average less **10** pins.

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 bowl within **10** pins of his average to win the points. In the case of a "tie", the player wins the points (points are not split).

Absent players will be allowed to earn points.

When an absentee or vacancy bowls against another absentee or vacancy, the points will be split between the two absent/vacancy positions.

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.

Vacant Players

Vacancy Score Rules
The vacancy score shall be **197** for all genders.

The League will use a Dummy score (a score with no handicap) of **197** for all genders.

When bowling against a **VACANCY**, the player must bowl within **10** 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 **40** 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 **10** 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 **40** 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

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When bowling against a **BYE**, the player must bowl within **10** 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.

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

Absent players will be allowed to earn points.

When an absentee or vacancy bowls against another absentee or vacancy, the points will be split between the two absent/vacancy positions.

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

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

Point Summary

Summary of Points
The following standard points will be awarded:

7 Total Standard Team Points per Night
4 Total Possible Match Points per Night
(1 match points multiplied by playing strength of 4)

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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)
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

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

1 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 ***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 # **0.**

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 will be eligible for league prizes.
Permanent substitute bowlers will be eligible for 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 **42** of the games to be eligible for a league award.

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

Social Distancing Rules

Text Bylaws (Used for reference only)
During the COVID19 Pandemic, this league will practice social distancing for the health and well being of its members and center employees.
Celebrations - No group celebrations, high 5's, hugs, handshakes, fist bumps, etc. Rub elbows if you must.
Distancing - Maintain distancing as best as posible. Please try to keep as much distance from each other, if 6 feet is not posible. Lane courtesy should be observed to help.
Equipment - Please only touch your own equipment.
Masks - When possibly, please wear your mask. Check with the proprietor if your state requires masks when at the lanes or settee area.
Courtesy - Be courteous to others regarding social distance practices. Some bowlers may have more compromised health issues than others.
Hand Sanitizer - Please use the hand sanitizer made available by the center when coming to bowl. Also use after using the restroom.
End of Social Distancing - To be determined by the league at the begining meeting, should social distancing requirements end during the bowling season, the league will immediately return to traditional bowling.

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: **monday night ticket league 2223**

Kiosk Options (Pro and A/S Features)
League will be exported to kiosk

Special Award Groups
The following Special awards groups will not tracked in this league:

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**

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