

Hollywood Bowl Avonmeads Monday Doubles League

Rules and Regulations

Teams:

- i) Each team must consist of a minimum of 2 players and a maximum of 5 players
- ii) Every team member must be wearing bowling shoes and inoffensive attire while competing in any match. Offensive attire is defined as any item of clothing that causes offence to any other bowler playing in either league
- iii) No more than 2 players in the same team can compete in the same match
- iv) Each team must have a captain
- v) Every captain must supply all league officials with a valid contact telephone number
- vi) Every captain is responsible for informing opposing teams **AND** league officials of any delays, cancellations, changes, disputes, score banking, enveloping or any other relevant issue to any match of which has been played or is due to be played
- vii) Every captain is responsible for "signing off" the score sheet after every match played. Any disputes raised (regardless of nature) within a match which has not got a score sheet that has been signed off by both captains will be instantly dismissed and not upheld by the league officials
- viii) Upon entry, every team is obligated to complete the entire season. Any team which does not complete the full season will still be liable for the full season's payment. Exceptions will only be made in extreme circumstances and is at the discretion of the league officials

League Officials:

- i) The league officials will be responsible for governing all aspects of the leagues including, but not limited to, matches, banking/envelope matches, finances, scorekeeping, bookkeeping, settling disputes, league organisation, tournaments, venue liaisons, rule setting and fee setting
- ii) No player shall attempt to undertake any role of a league official without being previously instructed to do so by a league official and will then only complete the tasks that have been appointed
- iii) All league officials are obligated to fulfil all of the following:
 - (iii a) Adopt league rules and a prize list
 - (iii b) Decide all disputes involving the league rules

- (iiic) Decide all questionable scoring and calculation errors, and questions not covered by the rules
- (iiid) Handle all disputes concerning prize money
- (iiie) Arrange an account to be opened in the league's name at an insured and recognized bank and the account must have at least two league officials' signatures for all fund withdrawals
- (iiif) Schedule league meetings at convenient times and locations
- (iiig) Enforce all league rules
- (iiih) Distribute a copy of the league rules to each team captain and any relevant party
- (iiij) Post a copy of the league schedule on the league notice board
- (iiik) Keep a list of league bowlers and substitutes
- (iiil) Post or provide a current standing sheet
- (iiim) Notify league members of league meetings
- (iiin) Provide the final league standings
- (iiio) Maintain, write and file all league correspondence
- (iiip) Provide a detailed financial statement when the prize fund is distributed; including disbursements and transactions, and prize earnings
- (iiiq) Distribute the prize fund within 21 days after the league schedule ends
- (iiir) Give financial reports on request
- (iiis) Collect league fees each session and pay the bowling venue
- iv) Any bowler who libels or utters slanderous accusations against any official or league member of which cannot be substantiated by sworn facts in the case, shall be deemed unworthy of remaining in either league
- v) It is **not** the responsibility of the league officials to inform teams of outstanding matches or any envelope matches
- vi) All league officials' decisions are final

General Play:

- i) A game of Tenpin shall consist of ten frames. Each player shall bowl two balls in each nine frames except when he/she shall make a strike. A player who scores a strike or spare in the tenth frame shall deliver three balls. A ball is legally delivered when it leaves the bowler's possession and crosses the foul line into playing territory

- ii) A strike is recorded when the player completes a legal delivery and bowls down the full set-up of ten pins on the first ball. It is designated by an ' X ' in the small square in the upper left-hand corner of the frame in which the complete set of ten pins is bowled down with the first ball. The count in each frame where a strike is bowled shall be left open until the player has completed two more deliveries, The maximum count on one strike when followed by a spare is 20. If a pin falls late it is still counted as a strike up until the point where the table touches the pin. If the pin falls after the table has touched it the pin must be reset
- iii) When a player bowls two strikes in succession legally delivered, he/she shall have scored a double. The count in the frame where the first strike was bowled shall be left open until the player has completed their next delivery. When all pins are knocked down twice in succession the count for the first strike is 20 plus the number of pins knocked down with the first ball of the third frame following. The maximum count on a double figuring a 9 pin count on the first ball following the second strike is 29
- iv) In scoring three successive strikes, the player shall be credited with 30 pins in the frame in which the first strike was bowled. Thus, in a game of ten full frames, a player must bowl 12 strikes in succession in order to bowl a game of 300
- v) Any Player who bowls down the remaining pins with a legally delivered second ball in any frame has scored a spare which is designated by a ' / ' in the small square in the upper right-hand corner of the frame in which it was made. The number of pins knocked down after the first delivery before the player bowls for the spare should be marked by a small figure in the upper left-hand corner of the frame. The count in each frame proper is left open until the player shall have bowled their first ball in the next frame following, when the number of pins knocked down by the first ball shall be added to the ten pins represented by their spare, and the total shall be credited therein. When a spare is scored in the tenth frame, a third ball shall be bowled in that frame
- vi) A player shall have made an error when he fails to bowl down all ten pins after having completed two deliveries in a given frame provided the pins left standing after the first ball is bowled do not constitute a split. An error is designated by a ' - ' in the small square in the upper right-hand corner of the frame in which the error is made, The number of pins knocked down after the first delivery, before the player bowls at the remaining pins, should be marked in the upper right corner of the frame. The count in every frame where an error is committed shall be recorded immediately following the player's second delivery
- vii) A split shall be a set-up of pins remaining standing after the first ball has been legally delivered provided the head-pin is down, and at least one pin is down between 2 or more pins which remain standing, as for example: 7-9, 3-10. at least one pin is down immediately ahead of two or more pins which remain standing, as for example 5-6
- viii) Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition as possible with the set in use. The league officials shall in all cases be the judges in the matter of replacement of such pins. A broken pin does not change the score made by the bowler. The number of pins knocked down are counted, after which the broken pin is replaced

- ix) When only one player or the lead-off persons on both teams bowl on the wrong lane and the error is discovered before another player has bowled, a dead ball shall be declared and the player(s) required to re-bowl on the correct lane(s). When more than one player on the same team has bowled on the wrong lane, the game shall be complete without adjustment and the next game shall be started on the correctly scheduled lane
- x) Bowling balls used in the game and marked by their owners are considered private and other participants in the game are prohibited from using the same, unless the owner consents to such use
- xi) A foul is committed with no pinfall being credited to the player although the ball counts as a ball rolled, when part of the bowler's person encroaches upon or goes beyond the foul line and touches any part of the lane equipment or building during or after executing a legal delivery. A ball is in play and a foul may be called after legal delivery has been made and until the same or another player is on the approach in position to make a succeeding delivery
- xii) If a player deliberately fouls to benefit by the calling of the foul, he shall be immediately disqualified from further participation in the series and their place may be taken by another player. The deliberate foul shall not be allowed. A player who wilfully throws their ball into the gutter shall be immediately removed from the games and series and their place may be taken by another player. If no substitute is available to take the place of the removed player, the team shall be credited only with the pins knocked down up to the time the player was disqualified plus one-tenth of their absentee score for each of the remaining frames in the game
- xiii) A foul ball shall be recorded as a ball bowled by the player, but any pins bowled when a foul is committed shall not count. When the player fouls upon delivering the first ball of a frame, all pins knocked down must be re-spotted, and only those pins knocked down by the second ball may be counted. If he/she bowls down all the pins with their second ball after fouling with the first, it shall be scored as a spare. When less than ten pins are bowled down on the second ball after fouling with the first, it shall be recorded as an error. A player who fouls when delivering their second ball of a frame shall be credited with only those pins bowled down with the first ball, provided no foul was committed when the first ball was delivered. When a bowler fouls during the delivery of their first ball in the tenth frame and bowls down all ten pins with their second ball (making a spare) he/she bowls a third ball and is credited with a spare plus the pins bowled down with the third ball. When a player fouls while delivering their third ball in the tenth frame, only those pins bowled down in delivering their first two balls shall be counted
- xiv) When a protest involving a foul or the legality of pinfall is entered and it cannot immediately be resolved between the two teams captains then both captains should find and inform a league official immediately before bowling any further balls
- xv) The league officials shall allow no unreasonable delay in the progress of any game. Should any member or team participating in a league or tournament refuse to proceed with the game after being directed to do so by the proper authorities, such game or series shall be declared forfeited

- xvi) No appeal shall be allowed when a foul is indicated by the lane buzzer
- xvi) A bowling average is determined by dividing the total number of scratch pins credited to a bowler by the number of games bowled in one league in a season.

HIGHEST AVERAGE - The best average in one of several leagues in which a player competes. When establishing an average in league play, a right-handed bowler must bowl right-handed at all times, similarly, a left-handed bowler must bowl left-handed at all times. Penalty - forfeiture of game. No combination of scores bowled right and left-handed shall be used in computing an average. A new average must be established if a bowler finds it necessary to change their delivery from left to right-handed or vice versa

- xvii) Any league member violating the provisions of this rule as outlined below shall be liable for the penalties indicated:

1. Attempting to gain unfair advantage.

Penalty - Forfeiture of game, games or entire season where an unfair advantage was secured by either;

Directly or indirectly tampering with lanes bowling pins and/or bowling balls

By misrepresenting an average to gain a greater handicap

By establishing an average below their ability and therefore gaining an advantage

2. Failing to distribute team prize money in accordance with the verbal or written agreements made between team members at the season start

Penalty – All prize winnings for that team shall be distributed to the rest of the non-offending team members

3. Failing to pay fees due for participation in the league

Penalty – Detainment of any due prize winnings and possible suspension from future leagues

- xviii) When a bowler is suspended from the leagues he or she shall be ineligible to bowl or pace league or tournament until reinstated by league officials. When a team knowingly uses a bowler who is under suspension it shall forfeit all games in which such player was used

- xix) If a league official or league member embezzles, defalcates, absconds, and/or misuses any funds entrusted to him by either a league official or a captain, They shall be liable for indefinite suspension and possible criminal proceedings

- xx) No one shall mark or shall introduce on any part of the approach or lane any substance which will have a tendency to injure, disfigure or place the approach or lane in such a condition as to detract from the possibility of other bowlers being able to take advantage of the usual conditions. The use of such substances as aristol, talcum powder, pumice, resin, etc., on shoes; the use of soft rubber soles and heels

that rub off, and in any manner alter the normal condition of the approach, are strictly prohibited

- xxi) The use of abrasives such as, but not limited to sandpaper, steel wool, wood and abralon pads is prohibited during matches. It is permissible for bowlers to use abrasives both prior to and following the match. However, once a league block has begun, the provisions of the rule would apply throughout that entire session. As a result, it is not permissible to use the abrasives between each game of a particular league, during which only a dry towel may be used to clean the surface of the ball. This also applies to liquid ball cleaners

Penalty – Confiscation of equipment on which the product was used for the duration of the match and possible forfeiture of the match

Make-up Matches:

- i) Any match which cannot be played on the scheduled date will be the subject of an envelope/banking match
- ii) It is the responsibility of the team captain to inform both the league officials and the opposing team about the possible rescheduling or the playing of an envelope/banking match
- iii) Any team is permitted to play an envelope match (regardless of reason), which cannot be disputed by any other team, so long as all relevant parties are informed in the required timeframe and does not result in more matches outstanding than the permitted amount as stated in the rules
- iv) No team may have more than 3 outstanding envelope matches
- v) All relevant parties must be informed of any envelope match no later than 24 hours before the scheduled match date and time
- vi) All outstanding matches must be played by the start time of the corresponding league no later than 4 weeks after the scheduled date of the match
- vii) All envelope matches are to be played in the times outlined by the venue which are located on the league notice board
- viii) The envelope match must contain the 1st 3 games played in that session
- ix) All envelope games must be played by a league member. The introduction of new team members is not permitted during the course of an envelope match, they must be signed to the team during established league hours
- x) All envelope matches must be played by a human player or valid blind. Duplication of previously rolled scores are not permitted
- xi) A period of 5 minutes is permitted before an envelope match is to be played for warm up
- xii) All envelope games **must** be submitted with a valid print out of the scores

- xi) All teams are permitted to 'bank' scores before the scheduled date of any match
- xii) All banked games must be played by a league member. The introduction of new team members is not permitted during the course of a banking match, they must be signed to the team during established league hours
- xiii) All banking matches must be played by a human player or valid blind. Duplication of previously rolled scores are not permitted
- xiv) All banking matches are to be played in the times outlined by the venue which are located on the league notice board
- xv) The banking match must contain the 1st 3 games played in that session
- xvi) A period of 5 minutes is permitted before a banking match is to be played for warm up
- xvii) All banked games **must** be submitted before the scheduled match date with a valid print out of the scores
- xviii) A single player may bank their scores **before** the scheduled match date so that another team member can roll their scores on the night that the match is scheduled to be played. A single player's banked score may also be used with a blind
- xix) No team shall have more than 6 banked matches

Blinds & Handicaps

- i) A blind score is an auto-generated score which replaces one team member during a match
- ii) The value of any blind shall be no more than 150 pins per game totalling 450 per series
- iii) Blind scores are not subject to the addition of any handicap
- iv) Blind scores will contribute towards a team's overall pinfall count, both scratch and handicapped
- v) A blind score must be played if there is only one team member available on the night that a match is scheduled to be played. It is at the discretion of the opposing team captain as to whether they will allow an envelope match to be played instead
- vi) Two blind scores in the same match for one team is not permitted, in the event of a no-show then the match will be forfeited
- vii) All players will have a handicap assigned to them which will be calculated by the league officials
- viii) All handicaps will be $200 - \text{Average} \times 0.66$ and capped at 50

- ix) All handicaps will be determined with an average derived from the sum of the total scratch pinfall all the games a player has played in that season divided by the number of games played
- x) All Players will enter the league with the average they held either in the previous season or previous corresponding league. Tournament averages do not qualify to calculate a league handicap
- xi) A period of 3 weeks at the start of each season will have all handicaps frozen at the figure calculated by their entering average. After the period has expired the handicap and average will be calculated by those 3 weeks only and will continue to be re-calculated each week
- xii) Any player who does not have an entering average/handicap will have their handicap calculated after their first 3 games of the season

Any person/team found to be in breach of the rules shall be subject to either the stated penalty and/or any penalty decided upon by the league officials