

WEDNESDAY NIGHT MEN'S LEAGUE
RULES AND REGULATIONS FOR 2011 – 2012 SEASON

(EST. 1980)

The Wednesday Night Men's League at Stardust III in Dyer, Indiana shall be sanctioned by the United States Bowling Congress. All "USBC" rules shall govern league play with the inclusion of the following:

1. League Schedule:

The league will bowl all games at Stardust III in Dyer, Indiana on Wednesdays at 6:30 p.m. commencing September 7, 2011 and will follow a 34 week schedule with one additional week for a Sweeper/Championship Night as posted.

2. Board of Directors:

The Board of Directors will consist of all Team Captains, President, Vice-President and Secretary-Treasurer. Each director will have an equal vote in all league decisions and will meet when necessary to review matters and resolve problems.

3. Team Rosters:

The league will consist of the number of teams as designated by the Board of Directors. Each team is limited to a 10 man roster. Any change to a team's roster after the seventeenth week must be voted on by the Board of Directors. A simple majority will decide if the change is accepted. New teams, if approved, may enter the league on the first night of the second half.

4. League and Sanction Fees:

Team Captains are responsible for collecting and paying all league fees.

The Secretary-Treasurer fee will be \$50.00 per team.

The weekly bowling fee will be \$20.00 per man per night (\$10.50 bowling fee plus \$9.50 prize fund). Therefore, each team must pay \$100.00 every week. If a team shortage totals more than \$100.00, then that team will forfeit points until the shortage drops to \$100.00 or less.

"USBC" sanction fees will be paid from the prize list provided that the bowler completes 66 games in the league. Teams will be responsible for sanction fees for all bowlers with less than 66 games.

All unpaid fees and shortages will be deducted from the team's prize fund on payoff night.

5. Entering Averages:

No team may enter the league or field a team on any night of the season using entering actual averages totaling 1101 or above based on last year's average. If a bowler has no prior "WNML" average from last year, then last year's highest "USBC" average must be used. If a bowler has no "USBC" average from last year, then the first 3 games bowled will determine the entering average for that bowler. Failure to abide by this rule on any night will result in the forfeiture of points won with the illegal line-up.

6. Handicap:

Each bowler shall receive a handicap of 90% of the difference between 230 and the bowler's actual average. The bowler's handicap will be determined after the first 3 games bowled. This handicap will be adjusted according to Rule # 7.

7. 15 Pin Handicap Rule:

At no time can a bowler's handicap increase more than 15 pins above the bowler's entering league average handicap during the entire season. (Example: If a bowler's entering average is 200, his handicap would be 27. Therefore, his 27 handicap can never exceed 42.)

8. Legal Line-Up and Forfeits:

Practice will begin at 6:15 p.m. and the league will begin promptly at 6:30 p.m. Each team must have at least 2 members of its roster ready to bowl at the start of each game or will forfeit that game after the opposing team completes one full frame. Teams bowling against a forfeit must bowl their own team average less 75 pins to earn points for that game.

9. Tardy Bowlers:

Provided that a legal line-up exists, other roster bowlers who arrive late may enter any game provided that five full frames of that game have not been completed by both teams. Blatant stalling by any team could result in the forfeiture of a game depending on the decisions of the Board of Directors. (Only protests in writing will be reviewed.)

10. Vacancy and Blind Scores:

If a vacancy occurs, the team shall receive a vacancy score of the bowler's average less 15 pins plus that bowler's handicap. Teams must use the roster bowler with the most games unless that bowler would violate the average limit set forth in Rule #5 or the eligibility rules set forth in Rule #14. If there is no bowler to use for this vacancy, then the vacancy will receive a blind score of 200 with zero (0) handicap. This rule is in effect every night of scheduled bowling.

11. League Season and Schedule:

The league season shall be split into three equal thirds, each consisting of 11 weeks, with 1 position round each third as posted. Team standings for each third will determine a team's cash distribution. A 3 game roll-off between the winners of each third and a wild card team with the most total points will take place on the 34th and 35th week as posted. League first, second, third and fourth place awards will be presented to these teams respectively after the roll-off. No other prizes will be determined by the outcome of this roll-off.

12. Point System:

Scoring for the league will be based on a 7 point system. (2 points for each game won and 1 point for the series winner) Ties will result in the equal division of those points.

13. Awards:

To be eligible for high score awards in the league, a bowler must complete 66 games. Handicap awards will not be tracked until a bowler has completed 33 games. When 33 games have been completed, that 33 game handicap will be applied to all previously bowled games to qualify those games for handicap awards.

14. Position Rounds, Sweeper, Playoffs and Championship Roll-Off Eligibility:

To be eligible to bowl in the first position round a bowler must have 3 games bowled.

To be eligible to bowl in the second position round a bowler must have 9 games bowled.

To be eligible to bowl in the third position round a bowler must have 21 games bowled.

To be eligible to bowl in the 34th week playoffs, the Sweeper and the Championship Roll-Off" each bowler must have 66 games bowled.

15. Prize Committee:

The league officers will act as the prize committee and be expected to submit a final prize list on or before the end of the 8th week for Board of Director’s approval.

16. Quitting the League:

Any individual or team quitting this league before the season’s end will forfeit all claims to prizes. The team or individual quitting will also be responsible for all debts up to their date of resignation.

17. Team and Individual Third Game Bowl Outs:

An entire team may bowl out all 3 games during the regular season but not on position, playoff, roll off and sweeper rounds. A 24 hour notice must be given to a league officer for any team postponement. The team’s make-up games must be completed before the next scheduled week of bowling. A member of the opposing team or Board of Directors must be present during the team’s make-up games. Also, in the third game of any regular season match, a team may be allowed one bowler to bowl out. The player’s captain must request the bowl out before the start of the third game. The player that bowls out must not delay team bowling progress and he will not be eligible for any cash prizes for his third game bowled that night. No third game bowl outs will be allowed on position, playoff, roll off and sweeper rounds.

18. Floating Substitutes:

A league bowler may bowl on another team as long as his team is not short a bowler for that night and he does not bowl against the team he is a member of. All scores bowled as a floating substitute will be counted for average and awards.

19. Team Standings:

Total points won will determine team standings for each third. In case of ties for first place, the five members of each team who bowled that night will bowl in a one game roll-off. Each bowler will receive the same handicap for that one game roll-off. The highest total for that game (actual score plus handicap) will determine the team’s final position. The roll-offs for a first place tie must be completed the same night.

Teams will split all monies equally where ties exist for all other positions.

20. Payoff, Sweeper, and Championship Roll-Off:

The 35th week of bowling will be the final night of the season. All cash prizes will be paid out to the Team Captains only for their cash distribution to their team members.

On this night a “Pins Over Average Sweeper” will be held. The Prize Committee will determine cash prizes for that event. The Sweeper Night is part of the regular schedule. So, all pin-fall that night will be counted toward final averages and “USBC” awards. The Sweeper is optional and open to all league bowlers with 66 games or more games completed.

The “Championship Roll-Off” between the 34th week playoff winners will also take place in conjunction with the Sweeper. Bowlers competing in the Championship Roll-Off must have also completed 66 or more games to participate in this event. No bowl-outs will be allowed.

All prizes for the Sweeper and Championship Roll-Off will be paid out that night.

President	Vice-President	Secretary/Treasurer	Activity Chairman
Jack Worries	Joe Coleman	Chris Cole	Tony Reh