

# Premier Living Invitational

## League Rules & Regulations 2020-2021 Season

President                      Kurt Dinga              205-365-5855, kdinga@premierliving.com  
Vice President              John Bachofer  
Secretary/Treasurer      Angela Nance/Melanie Keener  
Sergeant of Arms           Hunter Jones

This league will consist of 11 teams with 1 BYE with 4 bowlers on each team. The first day of bowling will be **9/2/20** and the league will bowl for 28 weeks ending on **3/31/21**. The roll off and no tap will be held on **4/7/21**. There will be no bowling on **11/25/20, 12/23/20, 12/30/20**.

Due to the COVID-19 state mandate of 50% capacity, the league will rotate start times each month with the Catholic Classic league. Practice will begin at 6:00pm during the months of **September, November, January, and March**. Practice will begin at 8:30pm during the months of **October, December, February, and April**. If the mandate is lifted throughout the season the league will go back to normal starting times at 7pm. There will be no re-oiling between the 6pm and 8:30pm shift.

This league's rules and schedule will be affiliated with the USBC and their rules will prevail with the following adopted rules to apply:

### **BOWLING FEES**

\$20 per person per week

Lineage                      \$11.50

Prize Fund                  \$8.50

- Team captains are responsible for collecting bowling and prize money each week and returning it to the front desk by the end of the 1<sup>st</sup> game. If paying by check, please make checks payable to : Vestavia Bowl
- Absent bowlers are responsible for the full amount of dues and no member can go more than 2 weeks without paying.
- Last 2 weeks must be paid by 1/13/21.
- On the first night of bowling your USBC card MUST be paid for, which is \$25 per person.

### **AVERAGES**

- Book averages from the previous Premier Living season (21+ games) will be used as entering averages for 9 games. If a bowler does not have an average from this league previous year, will use high book average from previous year. This average will be held for the first 9 games. All new bowlers will establish an average by bowling 3 consecutive games.

### **HANDICAP**

- Individual handicaps will be based on 90% of 230.

### **POINT SYSTEM**

- This league will use the 25 point system. Each individual will be awarded 1 point per game for bowling a higher handicap game than their opposing bowler and 1 point for bowling higher handicap series than their opposing bowler. Teams will be awarded 2 points for each game won and 3 points for total pins.

### **TEAM LINE-UP**

- Team ranked higher in the standings will put their line up 1<sup>st</sup>.

### **LEGAL LINE-UP**

- Two bowlers must be present by the end of the 1<sup>st</sup> frame to constitute a legal line up.

### **TARDY BOWLER**

- Tardy bowlers may catch up provided they arrive and are ready to bowl before the anchor bowler has completed the 3<sup>rd</sup> frame.

## TEAM ROSTER

- This league will be a roster league and floating substitutes are not allowed. Each team may have up to 7 bowlers on their roster. Members can only bowl for the team they are assigned. If a team is maxed out, you must drop a bowler prior to the night of bowling. No team can exceed a team average of 800.

## VACANCY & ABSENTEE SCORES

- If a team does not have 4 members, a vacancy score of 140 will be used for the average and score for each vacant bowler.
- If a bowler is absent, the absent bowler will receive a score of their current average less 10 pins.

## FORFEITS & POSTPONEMENTS

- A team bowling a forfeit must bowl within 40 pins of the present team's scratch average to win team points and the individual bowlers must bowl within 10 points of their average to win individual points. Team must bowl their average series less 120 pins to get credit for total pins. Points not won will not be credited to any team.
- If games cannot be bowled on the assigned day, the president and the opposing team captain MUST be notified, otherwise will be a forfeit. Please try to be here by the following Sunday to make up for league. A team can only pre or post bowl 2 times per half.
- **When post bowling you are required to notify the opposing team captain, league officer, or bowling center of your lineup prior to the start of regular league play.**

## WITHDRAWALS

- If any team is dropped or withdraws and is not filled, the money shall be divided equally among the remaining teams. If any team replaces a team, they will accept the standing of games won, lost and financial standing.

## AWARDS

- A bowler must bowl 2/3 of the games for the season to be eligible for individual prizes or money. No bowler shall be eligible for more than 1 individual prize, team included. The individual prizes will be based on the bowler's average after 21 games. We will pay out in this order Scratch Game, Scratch Series, Handicap Game, Handicap Series. High average, match points, and most improved prizes will be separate from the individual awards.

## TIE BREAKER

- If a tie should occur between two teams for a play-off spot, the tie will be broken by a 1 game roll off. The time and date are to be agreed on between the teams involved. The team winning the most points in that game will advance to the play-off. If the two teams tie in points after 1 game, the tie will be broken with a 10<sup>th</sup> frame roll off, with each bowler receiving 1/10<sup>th</sup> of his handicap, until winning team is determined.

## POSITION ROUND

- There will be a position round held on week 14 (**12/9/20**) and week 28 (**3/31/21**). The top 2 teams each half will advance to the Roll Off. If team has already qualified the next team will advance.
- There will be two wild card teams after week 28 that get a spot in the roll off. It will be determined in this order:
  - Team with the most points won (not currently in roll off)
  - Team with most pins + handicap (not currently in roll off)

Week 14 bowlers must have a minimum of 9 games.

Week 28 bowlers must have a minimum of 18 games.

## ROLL OFF

- Bowlers must have a minimum of 18 games to be eligible to participate in the roll off.
  - 6 Teams will draw for lane assignments.
  - Each team will bowl 6 games. Total pins with handicap for 6 games will determine final standings.
  - Each team will bowl 2 games on starting pair.
  - Move 1 pair right for games 3 and 4 (team on end will wrap around)
  - Move another pair right for game 5 and 6 (team on end will wrap around)

\*\*\*You will bowl with the same team for all 6 games. Each team will bowl 2 games on each pair of lanes.\*\*\*

(We will discuss if needed come that time)