

Gentry Keglette League 2008-09

1. This league will bowl Thursday 6:30pm. Cost of bowling \$ 12.00 per week. This must be paid whether present or absent. Teams will have 5 bowlers each and may be (including subs) men, women or mixed. However a team may carry eight regular members on its roster. If absentee score is to be used, it will be that of the missing bowler with the most games. If two missing bowlers have the same number of games, the lowest average will be used.
2. An absentee's average will be figured in the handicap and his/her score will be 10 pins less than the bowler's average.
3. A vacancy score of 130 will be used the first week or whenever a team does not have a legal line-up. Hdcp. Is figured from 130.
4. The handicap will be 90% of bowler's average from 230. All fractions dropped.
5. A seven point standings system will be used (two for each game won, one for series).
6. The handicap on the first night will be figured after three games are bowled. This will also apply to new bowlers or subs bowling the first time during the season. The score of each game will be used only if a bowler is unable to complete three games on his/her first night of bowling or until a 3 game average is established.
7. Tardy bowlers will be permitted to bowl if they arrive by the end of the 5th frame of first game, or the beginning of second and third games.
8. If a team bowls against a blind team or a forfeit situation, they earn the wins by bowling at least their team average less 10 pins per player (50 pins per team if five members present). To win series, team must bowl within 150 pins of average.
9. Team captains are responsible for collecting fees. If fees are two weeks in arrears, the bowler must pay for all fees owed upon returning to bowl or he/she is an ineligible player.
10. Absent bowlers must pay the regular bowling fee. Drop outs will be responsible for two weeks bowling fees, unless replaced before two weeks are up. Each bowler must pay fees for the last two weeks of the season no later than Feb. 1st.
11. Postponements must be approved by postponement committee (league officers), unless in emergency situation. Individuals and entire teams, permitted to prebowl, however no individual pre-bowls allowed for play-offs on 34th & 35th weeks. Entire teams only may make-up if approved by postponement committee.
12. USBC rules will govern this league.
13. Two regular bowlers required to have legal lineup.

14. Individuals must bowl 2/3 of schedule to be eligible for season awards.
15. Lanes for first night will be determined by a drawing.
16. This league will bowl a quad season of 8 weeks in the first session, 8 weeks in the 2nd, 3rd, and 4th sessions. Teams winning any of the four sessions will qualify for playoffs on the 33rd & 34th weeks. If teams are tied at the end of any session, rolloff must be played within 3 weeks to determine session champ. If not bowled within 3 weeks, secretary will set mandatory play-off date. Once a team has qualified for playoff, they are not eligible to qualify in any other session. The next highest team will be declared winner in the next sessions. The four teams that qualify for playoffs will each receive one \$ 25.00 for qualifying.

On the 33rd week, team one will bowl team four, and team two will bowl three (team # determined by total points for season). The remaining teams will bowl a position round. On the 34th week, the two winning teams will bowl for the championship. The remaining teams will bowl a position round based on yearly total points. After the champion is determined, standings of all other teams will be based on total points for season.

The 35th week will be a fun night. Prize money will be distributed During the fun night.

Teams must bowl any make-ups before the end of each quad season.

17. Subs the last two weeks of season (i.e. playoff weeks), must have at least nine games bowled previously. No roving subs.
18. Parents are required to keep their children out of the bowling lower floor area.

President > Jeff Butts
Vice Pres. > Dennis Fenwick
Sec-Treas. > Sherri Gunn