

### Triple Take 2018-2019 League Rules

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1. The Triple Take league will be certified by the United States Bowling Congress (USBC). The league will bowl on Sundays at 5pm (practice at 4:50pm), beginning on September 9<sup>th</sup>, 2018 and ending on April 14<sup>th</sup>, 2019 for a total of 31 weeks. There will be no scheduled matches on December 30th.
2. The amount paid by each bowler each night will be \$14.00. This amount includes the cost to Sun Valley Lanes for lineage (\$12.50), and prize fund (\$1.50).
3. The 8<sup>th</sup> week of each league session is considered a double pay night. This will allow for quicker payout at the end of each 10-week session. No bowler will be allowed to compete in league play if more than two weeks in arrears. Please make all checks out to Sun Valley Lanes and include your phone number on the check.
4. The league will be USBC Certified. City, State, and National dues must be paid before the first series of three games are bowled. Certification fees: \$24.00
5. The league will use a modified split season format. The season will consist of 3 10-week sessions. Position rounds are scheduled for the 10<sup>th</sup> week in each session. The winners of each session plus a wild card selection will participate in the league championship roll-off on the final night of competition. In the event that one team wins more than one session, an additional wild card team will be selected for each additional session won by said team. All other teams that have bowled all three sessions will participate in the league ending Fun Night competition on week 31.
6. The league will use the 4 game (point) system; one point for each game and one point for series total. A half point will be awarded for any ties.
7. The league will use the sum of individual handicap, 85% of 230, to determine total team handicap.
8. Playing strength (lineup roster) is 4 players per team. Teams can be any combination of men and women on the roster. A legal lineup will consist of at least 2 members from the team's roster.
9. Bowlers will use last year's Triple Take league average for their first 9 games of competition. If bowler does not have a Triple Take average, they will then use their high 2016-2017 book average for the first 9 games. If neither of the above apply, bowlers will establish an average after their first 3 games. Vacancy scores shall be 140.
10. Absentee scores will be a member's average minus 10 pins. No team shall have more than two absentee (blind) bowlers during competition. Handicap shall be based on absentees' actual average. Teams with additional players shall use the absentee score of the absent play with the:
  - a. Most games bowled.
  - b. Lowest absentee score when the absentees have the same number of games bowled.
  - c. Next highest number of games bowled when two scores are needed.
  - d. Vacancy scores are to be used only when there is no other established average to use.
11. There shall not be more than two subs used by any team to complete a legal line-up during league play. Members are responsible for paying for their own subs. No new subs allowed during league roll-offs. Subs cannot be a regular member of an established team during roll-offs.

12. Should there be a period where the league is short a team, the team scheduled to bowl the absent team must bowl within 40 pins (or better) of their team's average to win the game(s).
13. If a team cannot make a scheduled match, the Secretary, or any other league officer must be notified for approval at least 48 hours in advance unless an emergency arises. Postponed games must be made up before the next scheduled match. Postponements are not allowed for week 10 in any session. Pre-bowls are permitted but postponements are prohibited for position rounds.

The team requesting to pre-bowl or postpone a match is responsible for setting up a time to bowl with Sun Valley Lanes.

Bowlers making-up/pre-bowling matches will not leave any money at the front desk. Bowling fees will be paid for on the next scheduled night of bowling. Any makeup/pre-bowling scores are ineligible for league awards.

14. In the event of forfeits or the scheduling of a ghost team, the team will have to bowl within 40 pins (or better) of their team's average in order to win a point for the game.
15. If a bowler is not present at the start of league play, they will have until the end of the 4<sup>th</sup> frame, for both teams, to enter the game and make up missed frames.
16. The most improved bowler (Man and Woman) award is based on the most improvement after 21 games of the current season. Last year's average is not considered for this award.
17. A member must bowl at least 2/3rds of the current season to be eligible for any prizes.
18. The prize fund monies will be distributed 100%, with 75% going to the "session" prize fund, and the remainder towards the "end of season" prize fund. In order to be eligible for an individual award, an individual must have bowled at least 60 games during the season. The Most Improved Bowler and the High Game/Series for both the male and female award will be \$20, both scratch and handicap. In the event of a tie, the prize money will be divided equally accordingly. A person may win only one individual award. The team that wins the 'session' will be entered into a season ending tournament, which will pay \$100 for 1<sup>st</sup> place, \$75 for 2<sup>nd</sup> place, \$50 for 3<sup>rd</sup> place and \$25 for 4<sup>th</sup> place. The remainder of the prize fund will be paid out as prizes during the 'season ending' event, evenly split by pair of lanes. Obvious mathematical errors in the prize fund, or changes in the prize fund based on the number of teams, will be corrected by Sun Valley Lanes management using "industry standard" practices.
19. The final night of bowling will be a "fun night" for those teams that are NOT in the league championship. Scores from that night are not counted towards any league prize. That night all league prizes and money will be passed out. There will be separate cash prizes for games won that night not to exceed \$15.00/per pair of lanes per game. Depending on the games played, an individual may not receive handicap (i.e. Odd Duck, Even Better...), based on "industry standard" practices.
20. All non-members of the league, including children, shall remain behind the tall tables and out of the bowlers' area to prevent any injuries. You will receive one warning on the conduct of your children or guests, after which the next complaint will result in the offending team's forfeiture of that game.
21. If there are any situations or questions not cover by these league rules, refer to the official USBC rule book.