

## **TUESDAY CLASSIC LEAGUE CONSTITUTION 2011 - 2012**

1. **Classic league bowlers start warmup at 8:15 PM, league starts at 8:30 PM. This will be reviewed at the end of the first quarter. Bowlers arriving late will start in the frame they arrive in or take 90% of their average for that game.**
2. Weekly bowling fees for 2011 - 2012 season are **\$24.00 (lineage 14.12, prize money \$9.88) GUARANTEED**. Each team will be responsible for the payment of three bowlers per week. At the end of the season, teams not paid in full will have the money owing deducted from their winnings.
3. League schedule shall consist of four 8-week quarters and two weeks of playoffs.
- 3b. In the event of a tie for a quarter, the tie will be broken based on the first game of the following week between the teams that are tied. On the last week of the season if a tie exists for 1st place aggregate or last place "A" Division aggregate, a one game rolloff will be held immediately after bowling to break the tie. The game will not count for team or individual awards or bowler averages.
4. Bowlers will use last years' Classic league average for 2 weeks (8 games) and will then use the current classic league average. New bowlers will use last years' highest league average, minimum of 24 games. If a new bowler has no previous average, they will use the following entry average: Men - 200, Ladies - 190. For bowlers who had an average in the previous 3 years (but not previous year), they will use their last average with a 10 point drop rule, or the league minimum, whichever is higher.
5. Spares must use last known highest league average (end of season), minimum 24 games, or their current season league average once they have bowled 24 games or their established Classic league sparing average, minimum 8 games, whichever is higher. If none of apply, they shall establish an average the first time they spare in the Classic league and shall use that one.
- 5b. In addition, a spare will use their entering average for a total of 2 weeks (8 games).  
**Sparing during the last week of a quarter if a player doesn't have a minimum of 20 games current season then team cannot win the quarter, but can still take team points (Exception is 1st quarter only).  
To Spare during playoffs the requirement is that all spares must have a minimum of 20 games in the current season.**
6. Team average should be a minimum of 570, maximum of 750 with 90% handicap of the difference. Teams with an average total of over 750 will take a 100% minus handicap.  
Peterson points will be awarded for each game and total. No new teams will be permitted to enter the league over the maximum team average, however, returning complete teams may enter league play above the maximum team average or less than the minimum.
7. To win high single and high four, a bowler must hold a regular roster spot at the end of the season and have all prize monies current.
8. To win high average, and individual match play champion, a bowler needs 26 weeks or 104 games without missing 2 consecutive weeks and must bowl 3 of 5 weeks or have a legitimate reason for not bowling. The league executive will rule on this. They must also have bowled 26 weeks as a permanent league member; sparing games will not be counted towards this total.
9. Team high single and high four scratch must be bowled by regular bowlers only.  
**9a** Team high single handicap and high four handicap must be bowled by regular bowlers after all bowlers have completed 8 games in the current season
10. In order to receive Peterson points, at least two bowlers (including one regular bowler) must bowl complete games.  
**10a** A team bowling completely unopposed will have to bowl 90% of their team average plus 1 to get the team match play total point, providing a legal lineup is present see Rule 10.
11. Missing bowlers with no spares will use 90% of their average, **NO ROLLOFFS ARE ALLOWED**. A spare list will be available. **It is the bowler's responsibility to find and pay for their own spare.** If you cannot find a spare, if anyone has volunteered at the front desk, they will be assigned to your team.
12. Spares are not eligible to win any prize money.
13. A team winning more than one quarter will receive both cash awards.

14. "A" Division playoffs for a league of less than 20 teams will be the Top 6 aggregate placing teams based on end-of-the-season aggregate standings. Leagues of 20 teams or more will be the Top 8 aggregate teams based on end-of-the-season aggregate standings.
15. Any bowler(s) quitting or suspended from the league forfeits all prize money.
16. One bowler may take all individual awards entitled to. Individual awards will have a mens' and a ladies' payout.
17. Teams must bowl in the playoffs to receive playoff money.
18. For inclement weather conditions, a decision will be made by 6:00 PM whether or not to cancel a night's bowling session or allow make-up games. If this happens, team captains will be notified. Games can be made up by extending the season by one week.
19. The lead bowler will not start on the next frame before his anchor bowler has completed their frame unless the team is bowling unopposed.
20. League executive consists of President, Statistician, and one team captain from each team.
21. Bowlers will observe appropriate rules of conduct; there will be no lofting, equipment abuse, foul language or gestures, consumption of alcohol or drugs on the lanes during play, or intentionally bowling below the best of their ability. Any problems or concerns should be brought to the attention of the league executive through your team captains. If required, letters of warning and/or suspension will be issued.
22. It is the bowler's responsibility to be ready when it is their turn to play. Excessive slow play will result in 0 for the frame (unless legitimate medical excuse).
23. Bowlers are permitted two personal bowling balls on the rack. There is to be no waiting for a personal ball to return for Ball 3. Use a house ball rather than delay play.
24. Match Play Rules:
  - a) Individual handicap is based as follows:  $270 \text{ minus your average} \times 90\%$ .
  - b) The odd numbered lane will set their bowling order first. The even numbered lane then matches the lineup. Lineup changes made at the scoring stand must be done correctly rather than just typing in the bowlers' name, as this will affect the computer printouts.
  - c) Points are awarded based on the following: If your score plus handicap is greater than your opponent's score plus handicap, then you get 1 point. Points are awarded at 1 point per game and one for total. A tie receives 0.5 points per bowler.
  - d) If you are bowling unopposed, you must bowl 90% of your average plus one point to receive the point.  
For example, if your average is 200, you must bowl 181  $((200 \times 90\%) + 1)$ . If you are bowling an absent bowler, your score plus handicap must beat 90% of their average plus handicap to get the point.
  - e) No negative handicaps are allowed in individual match play. If your average is 270 or higher, your score will be scratch.
  - f) Individual Match Play awards will be based on a win/loss percentage. In order to qualify for this award you must have bowled 26 weeks in the current season as a regular league bowler.
25. Bowlers must be dressed in appropriate bowling apparel during league play.
26. Teams must post their scores by the 3rd frame of the following game.