

NJM BOWLING LEAGUE RULES

2016 – 2017

The league shall be known as the New Jersey Manufacturers Bowling League. The League will bowl on Wednesday evenings for thirty-three (33) weeks. All scheduled matches will start promptly at 6:10 p.m. at Slocum's Bowling Center, 1675 Pennington Road, Ewing NJ 08618. The NJM Bowling League shall be sanctioned with the United States Bowling Congress through the Mercer/Burlington Bowling Association.

RULE #1 MANAGEMENT

The management of this League shall be vested in the Board of Directors, which shall consist of the officers and team captains. The full membership shall elect the officers and the Board shall adopt League rules. A majority shall constitute a quorum.

When officer elections are conducted, it is possible that the vote for an office could end up with a tied vote. If this situation occurs, an e-mail will be sent to all team captains to cast a team vote for the tied position. Each team will cast one vote. If an even-number of teams exists, the current President's team will be asked to abstain from voting.

RULE #2 – SECRETARY & TREASURER

If funds are available, the Secretary and Treasurer shall receive a token of appreciation of each for their dedication and efforts towards the maintenance of the league funds and record keeping. This shall be provided at the completion of the schedule unless otherwise authorized and not until the Secretary has submitted individual averages to the local association and the Treasurer shall have balanced the books.

RULE #3 – FEES

The amount to be paid by each bowler each week shall be \$17.00 of which \$11.55 will cover the cost of bowling, with the balance (\$5.45) to be placed in the League treasury. **No balances are allowed. If you anticipate being absent for a future week, please pay for that week in advance or contact the Treasurer to make a payment during regular working hours.** If special arrangements need to be made, contact one of the Board of directors. Unless any team member has paid in advance, each team of four (4) members shall be responsible for paying \$68.00 to the Treasurer on every bowling night. Teams with five (5) members shall be responsible for \$74.00 weekly and teams with six (6) members shall be responsible for \$80.00 weekly. Non-bowling team member's cost is \$6.00 per week. Deductions from these dues for League expenses will be made throughout the bowling season. All fees, including dues, paid to the League shall become part of the League Funds and are not reimbursable.

RULE #4 - DELINQUENT DUES

Anyone who is delinquent in paying their dues will not be permitted to attend the bowling banquet until such time the delinquent dues are paid in full. Anyone delinquent in paying their dues from past bowling seasons will not be permitted to bowl until such time the delinquent dues are paid in full. Each individual team member is responsible for the weekly submission of their dues and/or bowling fees. If an individual's outstanding balance is \$30.00 or more, that bowler will be suspended from the league immediately. Reinstatement into the league will occur only after the bowler has paid the delinquent balance in full, plus any dues owed for the week(s) that the bowler was suspended.

RULE #5 – LEAGUE FUNDS

An account shall be opened in the name of the League in the Spencer Savings Bank, Elmwood Park, NJ in which funds will be deposited weekly. The Treasurer shall sign for all withdrawals. The President shall verify the balance each month.

RULE #6 – PRIZES

The President shall appoint a committee of three members to draw up a prize list.

To qualify for an individual average prize or individual series or game prize, a bowler must have bowled at least one-half (1/2) of the scheduled games and contributed all of their dues to the League for the entire season.

The individual high series and high game prize shall be awarded on a scratch basis.

Team awards will be resented to those team members that qualify at the end of the season regardless of number of games bowled.

RULE #7 – ENTERING AVERAGES

Bowlers will use last year's average obtained in this League at the beginning of the League season. It will be based on a minimum of three (3) games. Averages will be computed each week.

For beginning bowlers with no average, the bowler shall bowl three (3) games to establish an average. The team Captains will then compute the bowler's average to determine the handicap.

Team averages as well as team high series and team high games shall be based on scratch scores.

RULE #8 – HANDICAP

The handicap allowance shall be 90 percent with a maximum handicap amount of 250 pins per game. The handicap amount shall be computed on the difference between each team's averages based on the four members' averages that are bowling that particular game. When a bowler is absent, the absent bowler's average is used to compute the handicap. That average, minus twenty (20) pins, is used for a final score. You must use the highest average of all absent bowlers on your team to compute the handicap.

RULE #9 – TEAM ROSTERS

Captains shall turn in a roster of team members to the Secretary prior to the start of the schedule. Rosters will be limited to six (6) players. A team roster may consist entirely of men or women and any four (4) players of the team are permitted to bowl on a given night. Any change will be reported in writing to the Secretary before the League bowls. New players cannot be added to a team's roster in the final eight weeks of the schedule without approval of the Board of Directors. Only 1 bowler per team is permitted to be the Captain.

Only individuals who are employees of New Jersey Manufacturers Insurance Group (NJM) or New Jersey Business and Industry Association (NJBIA) or retirees of NJM, NJM Bank or NJBIA to another employer during the bowling season, such individual may be permitted to compete for the remainder of the season. However, involuntary termination of employment will require that individual to also be terminated from participation in all League activities.

RULE #10 – SUBSTITUTES

A substitute bowler is any individual who bowls for a regular member of a particular team, who is not a regular member of that particular team.

The League may designate, by name, a list of roving or floating substitutes. No one may bowl with more than one team for the regularly scheduled games each week. Substitutes will be eligible for League awards in the same manner as other bowlers, providing they meet the eligibility requirements set forth in Rule #6. It is permissible for a man to substitute for a woman and for a woman to substitute for a man.

Even though a bowler may be on a team roster, it will be permissible for the bowler to be a substitute as long as the bowler does not bowl against their own team. If the bowler's team is down one player, that bowler must bowl for their own team.

Whenever a conflict occurs that is not covered by the rules, USBC rules will apply. Any other situations will be taken up with the Board of Directors and decided by vote. In case of a tie vote, a committee of three (3) shall be appointed by the President.

Substitutes who are not on any team's roster are not eligible for any prizes that are awarded during the course of the season, such as Gift Certificates that are awarded on nights before a holiday.

If an individual changes employment from NJM or NJBIA to another employer during the bowling season, such individual is not permitted to bowl as a substitute.

RULE #11 – LEAGUE LINEUP

Players from a team's current roster, as well as substitutes, shall constitute a legal lineup. Two (2) players from a team's current roster must be present at the start of any game or the game will be forfeited. Pre-bowling scores will be accepted as a bowler being present. However, there **must** be at least one bowler from the team's current roster physically bowling.

No substitutes or pre-bowling scores are permitted for any of the position rounds during the season, or for the championship game, unless as a result of a work situation. Any dispute over what constitutes a "work situation" will be referred to the League President. Where a substitute is needed as a result of a work situation or a medical situation, all regular substitutes must be exhausted before a non-regular substitute may be utilized. For the purpose of this rule only, a regular substitute shall be a substitute who has participated in League competition on a prior date during the current bowling season and is not on the roster of a any team. The President shall decide if all regular substitutes have been exhausted or, if there is a conflict of interest, the decision will fall upon the Vice President, Secretary or Treasurer, in that order. The Officer may allow that bowler to pre-bowl for the championship game if the other options have been exhausted.

RULE #12 – FORFEITURE OF GAMES

A team will forfeit all three games to their opponent if they do not have a Legal Lineup (See Rule #11 above). The forfeiting tem will score 0 wins and 7 losses. The non-forfeiting team must still bowl and score 90 percent of their team average in order to win the games.

RULE #13 – UNEVEN NUMBER OF TEAMS

If, at any time, the League has an uneven number of teams, the team bowling against the non-existent team must bowl at least 90 percent of the team average each game in order to win (2) points for each game bowled. Total pins must be at least 90 percent of the team average times the total number of games bowled in order to win (1) point for total pins. Points not won by the team for failing to bowl the prescribed score should be recorded on the standing sheet as "unearned" points.

RULE #14 – BLIND SCORES

Blind scores shall be allowed when a team has a legal lineup but less than a full lineup at the start of any game in a series due to the withdrawal of a member from the League. The blind score used to compute the handicap shall be 140 for men and 120 for women, minus 20 pins for the final score. When a team has a full lineup and a bowler is absent, the absent bowler's average is used to compute the handicap. That average, minus twenty (20) pins, is used for a final score. You must use the highest average of all absent bowlers on your team to compute the handicap.

RULE #15 – TARDY PLAYERS

A bowler who arrives late may enter the game provided five (5) frames have not been completed. After five (5) complete frames have been bowled, the bowler’s average, minus 20 pins must be used.

RULE #16 – POSITION STANDINGS

Position standing shall be determined on the basis of games won and lost.

RULE #17 – PLAYOFFS

A playoff of 2-Frames will be used in the event of a first-place tie in either half. These 2 frames will be bowled immediately following the regularly scheduled games for the last night of either half. The frames will be bowled as the 9th and 10th frame of a regular game. The team with the highest score at the end of the 2 frames shall be deemed the winner of the half. The handicap will be calculated in the usual manner for these 2 frames. Since there are 10 frames in a regular game of bowling, the team with the lowest combined average will get 10% per frame of the calculated full-game handicap. If the result of the 2-frame mini-roll-off is a tie, the 2 frames will be bowled again. The 2 teams will continue to bowl the 2 frames until one team has a bigger score than the other team.

A playoff will be used to determine the League champion. When the same team wins both halves of the season, no playoffs are necessary. There are no trophies awarded for the runner-up team, unless the 2nd place team is the same team at the end of both halves of the season. In this case, that team would be declared the runner-up. The winner of the most games in the series of three (3) games shall determine the League champion.

An additional complete 10th frame shall be bowled in the event of a tie at the end of any game in any type of playoff.

When more than two teams are involved in a playoff, four adjoining lanes shall be selected by draw. Starting lanes will also be selected by draw. Teams will rotate after each game as follows:

<u>LANE</u>		<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>
First Game	TEAM		3	1	2
Second Game		2	3	1	
Third Game		1	2	3	

The team bowling alone must bowl a complete frame on one lane before the lead off person starts the succeeding frame on the alternate lane.

If other positions end in a tie, prizes for the positions affected shall be divided equally among those tied.

Scores bowled in such playoffs shall not count toward individual or team averages or special prize awards offered by the League.

RULE #18 – SPLIT SEASON

The League will bowl a split season with 51 games in the first half and 48 games in the second half. The first half will consist of seventeen (17) weeks, which includes two (2) position rounds. The second half will consist of sixteen (16) weeks, which includes two (2) position rounds. To determine the League champion, the winner of the first half shall bowl a three (3) game match against the winner of the second half. If the same team shall win both halves, they will be declared the League champion without any playoff.

RULE #19 – BOWLING BANQUET

To be eligible to attend the Bowling Banquet, each league member must bowl one-half (1/2) of the total games played during the regular season and must pay all dues for the entire season. A member of the Bowling League that is unable to bowl due to medical reasons, but the absence does not interfere with their job related duties, can still attend the bowling banquet as long as that member continued to pay their dues for the season. When a bowler joins the League after week one's games have concluded, Banquet eligibility will be reviewed and determined by the Banquet Committee and the League Officers.

Each member of the Bowling League will have their share of the cost of the meal at the banquet deducted from their dues whether they attend the banquet or not. Banquet eligibility allows each bowler and their guest to attend the Bowling Banquet. Any portion of monies not expended for the banquet will be used for normal operations of the League.

If a bowler is out of work due to a leave of absence for their own disability, that bowler may not attend any NJM Bowling League functions until such time that the bowler has officially returned to work. This includes, but is not limited to, the bowling banquet.

RULE # 20 – PRE BOWLING

If a bowler is unable to bowl on a scheduled evening, they may pre-bowl anytime from the Thursday before to the Wednesday of the absence, giving the bowler seven (7) days to pre-bowl. This rule is designed for the bowler who has an emergency or extenuating circumstances preventing their attendance on the scheduled bowling night. This rule **is not** intended to permit a team member to pre-bowl weekly or frequently. Otherwise, substitutes are permitted as discussed in Rule #10. This option is only available to regular bowlers. No substitutes are allowed to pre-bowl. On nights when gift certificates are awarded i.e., Thanksgiving, Valentine's Day, pre-bowlers are not eligible for these prizes.

RULE #21 – GAME POINTS

Each game win/loss will count as 2 points and total series win/loss will count as 1 point.

**THESE RULES AND REGULATIONS HAVE BEEN APPROVED AS AMENDED
BY THE BOARD OF DIRECTORS OF THE NEW JERSEY
MANUFACTURERS BOWLING LEAGUE.**