



FOUNDATION DOUBLES II

2024

League ByLaws

General League Specifications

This league is organised by BOWLARAMA NEWTOWN, whose duties shall include the running of the weekly league sessions as well as be responsible for all monies being collected. The centre will also be responsible for updating all results on the website as soon as it is able to.

The League shall be called: **FOUNDATION DOUBLES**

This is a **handicapped mixed league** and shall bowl **3** games per night.

The league shall consist of a maximum of **8** teams with a playing strength of **2** bowlers per team. A team can register up to a maximum of **4** players. The minimum legal line up shall consist of **1** eligible bowlers from the team's current roster. Prebowl scores shall count towards a legal line up.

The league will bowl every **Wednesday** at **7.00pm** with **10** minutes practice time.

The league will bowl for **21** weeks starting on **10th July 2024**

Averages & Handicaps

Team Handicap

The TEAM handicap shall be the sum of the bowlers' individual handicaps.

Individual Handicaps

The bowler's handicap shall be **100** percent of the difference between the bowler's average and **180**. There will be no cap to the handicaps for both Men and Women.

An ABSENTEE score shall be the bowler's average less **10** pins.

A bowler's book/entering average shall be used for the first **3** weeks of the league. For bowlers without a book average, the first night's average shall be used for the first **9** games bowled. New bowlers without a book average should show zero for their average until scores are entered.

New bowlers without a league/tournament average shall have a maximum of **3** weeks to bowl their **9** games for their average, after which their averages shall be calculated based on the number of games as of the **4th** week.

Team Points and Team Results

2 points are awarded to the winner of each team game. 2 points are awarded for the winner of the team series (total pinfalls with handicap). 1 bonus point is awarded to the team with the highest game. Maximum points per week to be won is 9

When bowling against a **BYE** or a **Forfeit** team: The team must bowl within 20 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In case of a 'tie' score, the team bowling wins the points (points are not split)

Team standings are determined by the actual number of points won. In the event of a tie in points, the total pinfalls with handicap shall determine the team standings.

Team Awards

This league will award team prizes for the high **scratch** and **handicap** scores for the season.

When a team has a zero handicap, the scratch scores shall be included with the handicap scores for determining handicap prizes.

Team handicap score will be counted towards league prizes beginning with scores bowled in week 1

If a team qualifies for more than one **Season** game and/or series prize, the Team may receive 1 game and 1 series award, with the scratch award taking priority over the handicap award.

In the event of a tie: The position standings shall be determined by the total pinfalls with handicaps in the event of a tie at the end of the season. As this is a cash back league, only the placings will be determined using the tie breaking procedure.

As this is a cash back league, all prize fees are required to be paid in full (if absent) before the next bowling league session.

If a team pulls out of the league before the end of the season, all prize funds from the team will be forfeited and will remain in the prize pool.

Individual Awards

This league will award individual prizes for the high scratch and handicap scores for the season.

Individual handicap scores will be counted towards league prizes starting with each bowler's game #10. Scores bowled prior to that shall not count for handicap awards unless a bowler has a book average. In that case, the handicap for those scores shall be based on the book average.

If a bowler qualifies for more than one Season game and/or series prize, the bowler may receive 1 game and 1 series award only, with the scratch award taking priority over the handicap award.

In the event of a tie: The players involved in the tie shall share equally in the prizes for the places involved in the tie. Example: If a tie occurs for first and second, the 2 players will occupy first place and the next eligible player will occupy third place.

At the end of the season, a bowler must have completed 39 games to be eligible for a league award.

Absentee

In the case of an absentee on league night, any team with more than 2 registered bowlers in their roster must use the bowler with the most game on their roster for the absentee slot for the night.

Pre-bowls

All pre-bowls must be completed before the next session of the league proper. There will be no limit to the number of pre-bowls for the entire round of the league

Tardy Players

Tardy players may join in the game from the first frame if the last bowler from the opposing team has not completed the third frame of that game. Once the third frame is completed, tardy players shall only be allowed to bowl from the next game onwards and the first game shall be deemed as a blind score. If the tardy bowler misses the first game, he/she will still be required to pay the full league fees of \$23.00 for the night.

Any matters not covered within these bylaws shall be governed by TBNZ league playing rules and regulations.

Weekly Bowler Fees Breakdown

Bowler Fee	Regular	Absent	Pre-Bowls
Lineage	\$19.00	---	\$19.00
Prize Fund	\$5.00	\$5.00	\$5.00
Total	\$24.00	\$5.00	\$24.00

To be eligible for the final cash pay out at the end of the league season, all arrears in weekly prize fund must be duly paid by the last day of the league. Failure to do so may result in the forfeit of part of the cash prize won.