



# PIN BUSTERS 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 and distributing monthly accounts and progressive reports to all teams. 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: **PIN BUSTERS DOUBLES**

This League is sanctioned by TBNZ and all TBNZ league rules shall apply.

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

The league shall consist of a maximum of **10** teams with a playing strength of **2** bowlers per team. A team can register up to a maximum of **3** players. The minimum legal line up shall consist of **1** eligible bowler from the team's current roster. Prebowl scores will be considered as a legal line-up.

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

The league will bowl for **20 weeks** starting on **18<sup>th</sup> July 2024** \_\_\_\_\_

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### 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 **190**.

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 **3 games** of the league.

### **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 with handicap.

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.

This is a cash-for-points league, with the actual amount per point to be decided at a later stage based on the total amount of prize fund collected.

### **Team Awards**

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

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 points won and 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 prize 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.

**Legal line-up:** This league will allow prebowl score to count as a legal line-up and does not require any bowler from the team to be physically present on league nights. The maximum number of prebowl games a bowler is allowed for this league is 4 over the entire 24 weeks.

### **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. However, when game #10 is reached, the handicap at that time shall be applied to those previously bowled games to qualify them for awards (except those with a 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 be in third place.

At the end of the season, a bowler must have completed 45 games to be eligible for a league award.

**Pre-bowls**

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

**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.

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
<b>Total</b>	<b>\$24.00</b>	<b>\$5.00</b>	<b>\$24.00</b>