General - League competition consists of one team bowling another, with a maximum of 4 bowlers from each team representing them (2 men and 2 women per game per lane at all times). Teams must consist of 4 regular bowlers with no more than 4 registered alternates. No more than four bowlers to a lane during league competition. Teams will bowl against each other in a best of three series. Proper bowling mannerism is expected of every bowler. The use of foul lines will NOT be implemented in this league.

League Point System - Each game won is worth 2 points to the teams score, and 1 point is awarded for total "BOOM". Total BOOM is defined, as the team who's aggregate total of the three games bowled is highest. Draws are worth 1 point per team, & losses or forfeits are equivalent to 0 points. The maximum number of points a team may earn nightly is 7.

Week 1 ONLY– Points are increased: 3 points per game won and 2 points for the boom. Maximum number of potential points earned for week 1 = 11. Bowl your best!

Team Handicap System - Handicap is defined as a set number of pins that are given to a lower averaged team's score before the three games begin. The following formula will be used to calculate official handicaps for this league:

Team Handicap = | Series Average of Team [A] - Series Average of Team [B] | * (.80)

The series average of a team will be defined as that team's 3-game series average. For example, Team A: Johnny bowls 2 games totaling 250, Bruce bowls 2 games totaling 180, Ryan bowls 2 games totaling 300, Lisa bowls 2 games totaling 350, Jana bowls 2 games totaling 300 and Kelly bowls 2 games totaling 350. Team A's series average to start is (250 + 180 + 300 + 350 + 300 + 350 = 1730). The series averages for one team are added together, and compared to the sum of the other teams series averages. That number is multiplied by 80%, and that number is the handicap that will be awarded to the lower averaged team. If Team A were to bowl another week, their series average would be computed by adding their previous series average with their latest one, and dividing that number by two, and so on.

NOTE: Since the handicap is spread over three games, the handicap awarded will be divided into three. The MAXIMUM handicap allowed will be 300 pins, or 100 pins per game.

NOTE: The first week will be played straight up. Week one's scores will be used to establish each teams starting handicap. The team handicap system will start week 2 using handicaps that were established in week 1.

Alternates - There are two kinds of alternates in this league, regular alternates and floating alternates. Regular alternates are defined as an alternate who is registered with a set team, and can only be used to replace a member of that team. Floating alternates are defined as an alternate who is not registered with any set team, and can be used to fill in for any missing member of any team at any league match excluding week 8. An alternate of any kind must be used BEFORE the games begin. There is no "mid game" substitution allowed.

Lateness/Incomplete Teams - Every team is expected to show up on time, ready to compete at 7:00pm. Teams that show up late may compete against their opponents provided that the opposing team has NOT completed the fifth frame of the current game. Otherwise, the team that is late forfeits game one to their opponents. They may still compete in games two and three without penalty. A team with fewer than four bowlers representing them will utilize the following formula for the missing bowler: Since each team must bowl with 2 men and 2 women the missing gender will take the representing genders score average after all three games have been played multiply the average by .85 to create score for each game for the missing bowler. **For example**: A team is missing 1 male bowler. The male that is present will bowl his 3 games like normal – GM 1= 125, GM 2= 185, GM 3= 99. His average is: 125+185+99= 409 / 3 games = 136. Take 136(.85)= 116. The missing male bowler would then receive 116 pins per game. To determine who wins each game both teams will need to wait until the third game is completed to establish the missing bowlers score.

 If a team has two or fewer members representing them, they forfeit all three games. They are still permitted to bowl, but will not be able to earn any points for their team due to forfeit.

Tournament Round - Not ALL teams will make the tournament round – Only the top 4 teams based on "Points" will make the tournament round. HOWEVER – ALL teams will bowl tournament weeks 1 & 2 and compete for other prizes and fun games (ie: scotch doubles week #9).

Captain Responsibilities - Each team captain has the right to make appropriate substitutions with alternates, as he or she deems necessary. The captain is to keep his or her team informed of league matches, changes, announcements or new information regarding the league. The captain is responsible for having the standard number of bowlers (4: 2 men and 2 women) present for competition. Additionally, the captain has a responsibility to submit a complete team roster with team name and weekly team scores.

Changes to Registration Information - Changes to a team's registration information should be submitted by the team captain. This extends only to a change in team name, corrections in bowler data, or updated information on the existing bowlers.

Bowling Code of Ethics - It is expected that every bowler will act morally and ethically during competition. This extends not only to personal behavior, but to competition aspects as well. This includes reporting scores on the score sheets honestly and accurately, correcting erroneous scores given by computer malfunctions, and does not perform any act that would cause the competition to be unfair for either team. In other words, play by the rules! No cheating! Most importantly HAVE FUN!

Thanks,
Cincinnati Sports Leagues Staff
www.gocsl.com