

# **GUTTER DUSTER LEAGUE RULES**

## **2009-2010**

1. The league will consist of no more than 16 teams, with a playing strength of 1 man, 1 woman and 2 eligible bowlers. (1 man and 3 women; 1 woman and 3 men; 2 men and 2 women) The league will be sanctioned with USBC. League will bowl on Monday's at 7pm, beginning Sept. 14, 2009 and continue for 30 weeks. We will not bowl Dec. 28 due to Christmas Holiday.
2. Weekly fees are \$10.50 per person with \$8.25 to cover the cost of bowling and \$2.25 to go into the league fund. The secretary fee shall be \$7.00 per league session (\$210) and will be paid in two equal payments, with the final payment after final averages have been submitted to the Association Manager. The treasurer will be paid \$75 at the end of the season. Team sponsor fees are \$30 and due within the first 6 weeks of the season.
3. The league will bowl a Split Season and a one game roll off will determine the League Champion. Said game will be bowled immediately following the last league session. In the case of a tie for the second half of the season, the tied teams will have a one game roll off immediately following the last league session, and the winner will bowl against the first half winner at 6:10pm on Fun Night. The spring meeting and fun night will follow the roll off.
4. Three games will be bowled in each session, with 1 point awarded for each game won. One point will be awarded for total pins for the series.
5. Three games are required to establish an average. For the first time of competition, handicaps will be figured at the end of the third game. Thereafter, handicaps will be based on current average. The individual method of handicap will be used, being 90% of the difference between the bowlers' average and 215.
6. For teams without a full roster, the vacancy score will be 150 for men and women, plus appropriate handicap. This applies for the first 4 weeks of the season, after which an absentee score will be required.
7. The absentee score will be the eligible bowlers' current average less 20 pins, with handicap based on bowler's current average. If a team fails to have at least 1 man, and 1 woman eligible bowler present for any game, an absentee score must be used.
8. A legal lineup will consist of at least one regular team member, or the game will be forfeited. When a team forfeits, the team present must bowl within 60 pins of their team average to be credited wins.
9. A bowler who arrives late may enter the game provided three frames have not been completed. The missed frames may be made up. A frame shall be considered complete when the last bowler on each team has thrown his or her last ball in that frame. These scores will be eligible for league awards. Should a bowler arrive after the third frame is complete and wish to join anyway, the frames missed will be counted as zero and the game will not be eligible for league awards or averages.
10. Rules and prize lists must be approved by league membership.
11. One game roll-offs will decide all ties.
12. Postponements will be determined by the league committee and proprietor when weather is the factor. These postponements will be announced on KILJ, and team captains will be notified and responsible for telling the remainder of their team. Other postponements will be subject to approval of the league board of directors. A league officer must be notified at least 48 hours in advance.
13. The league will be managed by a Board of Directors consisting of league officers and team captains. A majority of directors will be required to transact league business.
14. No new substitutes will be allowed in the last 4 weeks of the season.
15. No pacer bowling will be allowed.
16. Teams bowling against a blind must bowl within 60 pins of their team average to be credited with wins.
17. Distribution of team prize money will be determined by each teams' number of wins. Prize committee will submit a list for league approval.
18. Only USBC awards will be presented. No league money will be used for plaques or trophies.