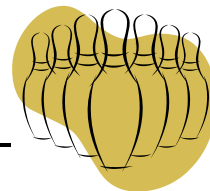




University Memorial Center
UNIVERSITY OF COLORADO BOULDER



The Connection Bowling League Spring 2019



Every Sunday night
February 10 – April 28, 2019
6-9:30 p.m.

Time may change based on number of teams

Four active bowlers per team + four alternates MAX
All names MUST be on team roster list

The league will consist of 10 weeks of round robin with the final two weeks consisting of a double elimination bracket for the championship.

\$50 registration fee per team
\$5 fee per league bowler per week

League Commissioner: Will Walker, email wiwa5607@colorado.edu

Registration Deadline: Friday, February 8, 2019

Submit Your Team Roster ONLINE: <https://tinyurl.com/CONNLeagueSignUp>

Spring 2019 League Schedule

Week 1	February 10	Reg. schedule
Week 2	February 17	Reg. schedule
Week 3	February 24	Reg. schedule
Week 4	March 3	Reg. schedule
Week 5	March 10	Reg. schedule
Week 6	March 17	Reg. schedule
Spring Break March 24		No league play
Spring Break March 31		No league play
Week 7	April 7	Reg. schedule
Week 8	April 14	Reg. schedule
Week 9	April 21	Tournament Week 1
Week 10	April 28	Tournament Week 2

General Information

1. Maximum of 16 teams per league.
2. Teams consist of four members and four optional alternates. Team captains and team names will be chosen by team.
3. The league will consist of a 10-week season, February 10 – April 28.
4. All roster and registration forms are due by Friday, February 8.

5. Only team bowlers are allowed on the bowling approach. Visitors are permitted, but only in the seating area. Due to crowded conditions, if visitors cannot be controlled, the team will be asked not to bring them again. There will be one warning before requesting that they not be brought back.

Tournament

1. The end of the regular season standings will determine playoff seeding.
2. Matches will be played in a total score Baker format. Each match will be best of three Baker games.
3. The tournament will be a double elimination format.

Fees

1. There is a \$50 registration fee per team. The weekly bowling fee is \$5 for team members. **Team captains will submit all money to the secretary by the end of the first game.** The deposit should include the correct amount of money for the team, a list of persons bowling and the amount paid by each.
2. In the case of a substitute bowler, the substitute bowler must pay the full weekly fee.
3. Captains are responsible for notifying the league of any dropouts or any team member who is behind in their fees. If a member is behind they **MUST** pay immediately, otherwise the team member will not be allowed to bowl in the league and may be subject to dismissal for nonpayment of bowling fees.

Scoring

1. Each team will establish an individual and team average during the first night of competitive bowling based on three games completed.
2. Seven points will be awarded each league night consisting of a three-game series. Two points will be awarded for each game played, and one point for total pinfall.
3. There will not be any handicaps figured into the scoring of league play.
4. Each team must have at least two active bowlers per week.
5. In the case of an absence by a team member and no substitute is found, an absentee score of the member's established average minus 10 pins will be used.
6. In the event of a tie score at the end of the game, the point value will be split.
7. In the event of the loss of a regular member of a team, a vacancy score of "team average minus 40 pins" will be used after a period of two weeks. During the two-week period, the blind score of the departing bowler will be used. This vacancy score of "team average minus 40 pins" will also be used in the event that a bowler who has not established their average for the current season is absent.
8. There will be 15 minutes of practice starting at 6 p.m. **Bowlers must be ready to start at 6:15 p.m.** If a bowler is tardy, he/she will have until the end of the **third** frame of the first game to catch up. If he/she appears later in the first game, an absentee score (average minus 10) will be used, but he/she may bowl the second and third games. If the first game has been completed, he/she **may not** bowl and an absentee score will be used for all three games. If a team does not have a legal line-up by the end of the third frame of any game, the game will be forfeited.
9. Verification of the team's scores is the responsibility of a team member, who will then write the scores on the recap sheets. The league will be responsible for verifying the accuracy of the addition on the won/lost recap sheets.

Prizes

1. Awards will be given for the following:
First Place Team
Second Place Team
Third Place Team
Most Improved Player*
Highest Individual Game*
Highest Individual Series*
Highest Individual Average*
Awards may be different pending league size.
**No player can receive more than one individual achievement award.*
2. A league member must be a paid-up member in good standing at the end of the league season and must have bowled two-thirds of the season to be eligible for individual prizes (six weeks).

Substitutes

1. Bowlers will notify their team captains when they are unable to bowl. The substitute bowler **MUST** already be on the team roster before the league season begins or be added to the team roster by the designated deadline.
2. No substitute changes are permitted during a three-game series.

Rescheduling, Postponements and Defaults

1. The league commissioner will decide if a night is to be canceled and will notify the team captains. The captains should then notify their team members.
2. Failure of a team to bowl when scheduled will be considered a forfeit unless the failure to bowl was due to what is considered by the league commissioner as sufficient cause. In the case of "sufficient cause," the league commissioner will notify the team captains with make-up dates and times. It is then the duty of the team captains to notify the other team members.
3. In the case of a forfeiture or vacant team, the points must be "earned" by the team who is bowling. They must bowl within 15 pins individually of their average or 60 pins by the team. This is actual scores, no handicaps included. If they do not meet the pin requirement, the points for that game or total pins will be recognized as "unearned points."

For example: Team 4 – "Unrulies"

	<u>Avg.</u>	<u>15 pins less</u>
Joel	120	105
Matt	130	115
Christine	140	125
<u>Sierra</u>	<u>150</u>	<u>135</u>
TOTAL SCORES		480
		<u>x 3 games</u>
		1440 Total Pins

As a team, they must bowl 480 pins each game (or better), and at least 1440 for total pins to receive points. The forfeiting team will receive no points. A separate column for "unearned" points will be shown on the weekly standings sheet.

4. In the event of equipment failure, the league can authorize the game and series to be completed on another pair of lanes. An interrupted game and series will be resumed from the point of interruption.

Rules Enforcement

Observed rule violations should be brought to the attention of your team captain. If it is a fellow team member, the team captain is responsible for enforcing the rule. If a member of another team is observed violating the rules, the league commissioner should be notified, and he/she will work with the offending bowler's team captain to resolve the problem, as the team captain may have already spoken to his/her teammate.

Bowling Etiquette

A code of etiquette has been established and accepted by bowlers everywhere. Few of its rules are official, but bowlers should be courteous and give consideration at all times to the rights of other participants, including avoiding delaying the game by taking unnecessary time.

1. Be on time for league play.
2. Prepare to take your turn promptly on the lane. Be ready to bowl when the pins are set.
3. Don't take too long to aim or get set up when you are on the approach.
4. Stay on your own approach at all times. Step back off the approach after making each delivery.
5. The bowler on the right should bowl if both reach the approach at the same time. Step back off the approach while you wait and indicate to the adjacent bowler that you are going to bowl after he/she does.
6. Do not use another player's ball, towel, etc., without their permission.
7. The approaches may not be exactly to your liking, but you cannot use talcum powder, etc.
8. Good bowling requires concentration. Bowlers should always keep in mind that when others are preparing to bowl, excessive noise could be distracting to them.
9. Respect the equipment. Lofting the ball damages the lanes. Kicking the ball rack doesn't help anyone.
10. Be a gracious loser if you are on the short end of the count when the game is over.
11. Do not carry refreshments onto the approach. Spilled liquid can create problems for all the bowlers.