

MAPLE LEAGUE RULES

1. Schedule:

This league will be known as the Maple Bowling League. It will be certified by USBC and comprised by male bowlers only. The league will bowl at 6:15 p.m. on Tuesday of each week at Green Acres Bowl. Teams will consist of four-man teams. The schedule will be for 34 weeks beginning September 4, 2012 and ending May 7, 2013. The league will bowl a split season with 17 weeks in each half. The last week of each half will be a position round.

2. Roll-offs:

All roll-offs must be bowled within 7 days (of the end of the season). Roll-offs will consist of eight teams top 4 teams from each half. No pre or post bowling for roll-offs. Roll-offs will consist of 8 teams with single elimination. Highest seed draws for lane assignments. Highest seed will bowl lowest seed, 2nd seed bowls 7th seed, 3rd seed bowls 6th seed and 4th seed bowls 5th seed. Roll-offs will be on wood. In the event of a roll-off tie, a tenth frame will be bowled to decide the winner. No subs in roll-offs.

3. Management:

Management of this league will be vested in the Board of Directors which will consist of the officers and team captains. The league membership will elect officers and adopt league rules. The majority of the Board of Directors will constitute a quorum for all meetings including league membership meeting.

4. Fees:

Weekly fee per bowler will be \$13.00 (\$9.00 lane fee, \$.50 secretary-treasurer fee and \$3.50 prize fund). Note: all team members present and bowling must be current in fees or points will not be awarded. Absent bowlers are allowed one delinquent fee. Two delinquent fees eliminate the bowler from participating until his fees are paid to date. **NO-PAY-NO-PLAY!** Team captains are responsible for collecting and recording fees in the team envelope each week. Fees for the last two weeks of the season must be paid by 9 October 2012. These fees cannot be used as a two week notice-of-withdrawal from the league.

5. Match Point System:

The league will bowl a 20-point match system with three games bowled weekly. Bowlers are lined up by average from lowest to highest. One point is won when one bowler defeats the bowler opposite him in each game and two points for the series. (The actual position of a member establishing an average may be changed at the conclusion of the third game) to place him in the lineup properly (lowest to highest). No change in players before the start of the second or third game may be made if said player has an established average that may change the lineup.

6. Vacancies/Absentees:

A bowler competing against a vacancy or absentee must bowl no fewer than 15 pins of his average to win the point. If each team has the same number of absentees and or vacancies, the players must be placed opposite each other for individual matches (lowest to highest). The winning team is credited with the points for the absentee/vacancies.

7. Handicap:

The league will use the individual method: 90% of an individual's average subtracted from 220 will be the handicap.

8. Prize Fund:

An amount of \$240 will be set aside for cash prizes and the remainder will be distributed by the point system. Cash prizes will be allocated as follows: \$100 for 1st place team, \$80 to the 2nd place team and \$60 for individual awards (4 at \$15 per player). Individual awards are high scratch series, high scratch game, high handicap series and high handicap game. No member can win more than one individual awards and must take scratch over handicap and series over game. A member must have bowled at least 1/2 of the total games in the 2012-2013 season to be eligible for high score games.

9 Entering Average:

The first night of bowling bowlers will use averages established in the Maple League's previous season based on a minimum of 21 games. New members will use their highest average from the Tyler Bowling Association's 2011-2012 book average. These averages will remain unchanged for nine games and changed weekly thereafter. All others will establish averages after three games and these will change weekly.

10. Team Point Money:

Each team will receive the remaining prize fund broken down by points won. Any team shortages at the end of the year will be deducted from the team's ~~per~~ point fund.

11. Legal Lineup:

Two players from the team's current roster will constitute a minimim lineup. Each team member must be on the current standing sheet or the secretary-treasurer must have been notified of his membership on the team at least 48 hours prior to the match. The board will rule on any controversy before bowling starts.

12. Substitutes:

A list of roving substitutes will be maintained by the league secretary-treasurer. A substitute cannot bowl in the last two weeks of either half. A substitute fee of \$9.00 will be charged (.50 to the secretary-treasurer fee and \$8.50 to the prize fund). No pacers allowed.

13. Forfeit:

The team receiving the forfeit must bowl within no fewer than 60 pins of their team average to win the game points, and within no fewer than 180 pins of their team three game average to win total points. Each individual on the team must bowl within no fewer than 15 pins of his average to win the individual points.

14. Absentee/Vacancies:

A team must use absentee score (blind score) in a legal lineup. The blind score will be the average less 15 pins of the bowler absem~~t~~ having the most games bowled. If two members are absent with the same number of games bowled, use the highest average. A vacancy score of 145 will be used when a team does not have a full roster of four members. Prize fund and secretary-treasurer fee (\$3.00) will be paid when a vacancy score is used for the first two weeks. After the first two weeks the full fee of \$13.00 must be paid. Vacancy and absentee score must be the same

15. Practice bowling:

Practice bowling will not be allowed on lanes scheduled to be used for your league game within two hours prior to the scheduled matches. (Example: If you are scheduled to bowl on lanes 13 and 14 you are not allowed to bowl on these lanes within two hours prior to your match).

16. Postponements:

Captains must notify the league- e secretary-treasurer of postponements at least 48 hours before game time. If the two teams cannot set up a mutually agreed time, unopposed bowling will be allowed. The team that cannot bowl on a regular league night must bowl their games before the next regular league night following

the night missed. This allows 14 days: the week before the missed night and the week after the missed night. A printout will be required for all three games and must be submitted to the league secretary along with score sheets. The team bowling second may not see the scores of their opponents until after the makeup is finished.

17. Adding New Members:

Unless a team loses a member through job transfer, sickness or death, or other legitimate excuse agreed upon by the Board of Directors, no new members may be added in the last two weeks of either half.

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