

Cortland Sport League Rules

2016-2017

Pres: Wayne Sherwood VP: Chuck Pitts Sec: Jim Myers

1. The league shall consist of two-person teams bowling four games per week for a total of 30 weeks. The schedule will be divided into two fifteen week sessions with the last week of each session being a position round. The league will bowl four weeks on each of seven sport patterns. For the position round for each half, the team in first place will draw the lane pattern to be used that week from the four patterns bowled during that half. At season end, the winner of the first half will bowl the winner of the second half in a four game match at a time convenient for the bowlers and the house. If both teams cannot agree upon a time, the match must be held the following week at the regular league scheduled time. The team with the most points overall will draw the lane pattern to be bowled for the playoff. If there are any ties on points, total pinfall will be used as a tiebreaker,
2. Each match will consist of a total of 30 points. The points will be earned as follows:
 - a. 1 point will be awarded for each game to the bowler with the highest game against the opposing bowler in the same slot in the lineup.
 - b. 2 points will be awarded to the bowler who has the highest four game series against the opposing bowler in the same slot.
 - c. 3 points will be awarded for each game to the team with the higher total.
 - d. 6 points will be awarded to the team with the higher four game total.
3. Handicap for the league will be 90% of 200. All prize money will be awarded based on both scratch and handicap scores. An individual bowler or team can only win one high game or high series award. They may win as many other awards as they earn. Individual high score prizes will be awarded regardless of the number of games the individual bowled as long as they are a regular league member.
4. All bowlers will use last year's final average in the Sport league of nine games or more for the first three weeks. All others will establish an average the first night that they bowl and maintain a running average from then on.
5. League officers will be made up of a President, Vice President and a Secretary/Treasurer. An election will be held by the league during the year end banquet to elect officers for the next season.
6. The cost of bowling per week will be \$19.00 per person consisting of \$13.00 for lineage and \$6.00 for the prize fund.

7. The team sponsor fee will be \$50.00. Sponsor fees are due by the 7th week of the season. The Secretary/Treasurer salary is \$250.00.
8. Any team that is more than 2 weeks delinquent in weekly fees (unless special arrangements have been made) will forfeit all points until fees become current.
9. In the event a team is missing a bowler, the team will be awarded a score equal to the absent bowler's average minus 20 pins plus their handicap. If the absent bowler does not have an average (see rule #4), then the vacancy score of 120 plus handicap will be awarded. The bowler on the opposing team bowling the absent bowler must beat the absentee scores plus handicap with their own scratch scores plus their own handicap in order to earn points for each game and series. If the bowler does not bowl the necessary game/series to earn the individual points, then the absent opposing player will not get credit for any of the points. These points will be considered unearned points. The opposing team can win any team points they earn using the absentee scores. The average to be used for the absentee scores is their current average within this league.
10. In the event of weather related postponements the league members will decide with a vote when the makeup will be scheduled.
11. In the event a team can't bowl on any scheduled night, the team captain must notify the opposing team captain of their plan to make it up and give that team the option to bowl against them at least 5 days in advance. Make-up sessions are available pending the availability of the lanes and the pattern being bowled on. If the pattern is not available for a make-up session, then no make-up can be done.
12. A bowler arriving late will have until the end of the 5th frame of any game to be considered a legal bowler for that game.
13. Each week the team bowling on the left hand lane will set their team order first. The team on the right hand lane will follow with their team order for the night.
14. Position round lane assignments will be based on a blind draw by the league secretary.
15. In the event of any ties at the end of any session, a four game match will be bowled to determine the winner. If the roll off ends in a 15-15 tie, a 1 game match will be bowled with total pins determining the winner.
16. If the league has an odd number of teams and a team is bowling a blind team, then they will bowl against the team immediately behind them in the standings. If the team is in last place, then they will bowl against the second-to-last team.