Night Owls Invitational League Rules 2023-04-18

1. **Bowling Fees** - Bowling Fees are $22 per week except the last two weeks. Funding for the last 2 weeks is included in the $22 weekly payment. Payments are made to Bowlero. Credit cards, checks and cash are accepted. Checks must be made out to: Bowlero Tampa Bay. Envelopes must be turned into the Secretary by the end of the 1st game.

   Unpaid bowling fees cannot exceed 2 weeks. Bowlers that are 2 or more weeks in arrears, must pay prior to bowling for the 3rd week. If not paid, the position is changed to vacant (even if the bowler is absent). If they bowl without paying, their scores are set to zero.

   A bowler that has been removed from the lineup for nonpayment of fees may only return after bringing all fees current, including any missed weeks.

   Substitutes aren't allowed for vacant positions. Any changes in the team rosters must be reported to league officers. All fees for the season must be paid prior to the last 2 weeks of bowling or the bowler's position will be changed to Vacant and they won't be allowed to bowl the last 2 weeks.

2. **Bowling Fee Distribution** - Lineage is $12, overhead is $10. Overhead is distributed to the prize fund, Secretary/Treasurer fees, and funding for the last 2 weeks of bowling. The Secretary/Treasurer fee is $100 per season plus 25 cents per bowler per week.

3. **Sanctioning** - This League is sanctioned. USBC Sanction fees are due August 1st and are good until July 31 the following year. Sanction fees are $23 for Men and Women. Unpaid Sanction fees must be paid the first week of bowling. If a player has already paid the Sanction fee for the USBC year, this fee will not need to be paid again.

4. **Awards** - This league will be a plaque and prize fund league. No trophies. All teams will receive money (per player) according to their teams' final placement and contribution to the total prize fund. Teams will vote on the prize fund distribution prior to the first position round. The minimum payout for the last place team is $22 per bowler. Only one individual award will be given to a bowler with the exception of Most Improved. Any player receiving an individual award may choose to receive the monetary equivalent in lieu of the physical award as long as the decision is made prior to the placement of the award order. Individual awards are awarded to bowlers who have bowled 9 games or more and are active bowlers at the end of the season.

5. **Season Schedule** - The league officers will supply the schedule for the current league and the following two seasons. This schedule will be presented at the beginning of each season and posted on the Night Owls web page. Once the league starts there will be no adjustment of the season schedule unless approved by league board director vote or required by outside forces.

6. **Position Rounds** - There will be 2 position rounds. One midway through the schedule and the other the final week of the season. Subs and pre-bowling for position rounds are not allowed. For position rounds, the team position is determined by the number of wins and, if two or more teams are tied, by total pins including handicap.

7. **Averages** - Entering averages of all players shall be determined in the following order:
   a) Average of 21 games or more from last season of this league.
   b) Highest USBC yearbook average of 21 games or more from the current or previous USBC year.
   c) Current average of 21 games or more from another USBC league.
   d) Average established during first session bowled.

   Entering average from a, b, c will be used for the first 9 games of bowling. Entering average from d will be adjusted every week.

8. **Handicap** - Handicap is calculated as 95% of the difference between a bowler's average and 230. Negative values of handicap will be set to zero.

9. **Game and Series Points** - Each game will be scored as 2 points and series total pins will be an additional 2 points. A maximum of 8 points per night. A tied score will result in one point awarded to each team.

10. **Teams** - Each team shall consist of up to 4 adults (age 16+ for summer season) in any combination of male or female. Teams with less than 4 bowlers will have Vacant positions until those positions can be filled. Vacant positions will be scored at 130 with a handicap of 95. A bowler will be considered vacant until their first week of play.

    Any changes in team rosters must be reported to a league officer.

    No new teams are allowed after the third week. Only full teams will be added after the first week unless all existing teams are at full playing strength. Teams added late will not have the option to make up missed weeks.

11. **Pre & Post Bowling** - Players are allowed to pre-bowl, but must notify a league official and receive written permission and scoring form prior to bowling. League fees must be current and payment made the following week. Players can pre-bowl up to 2 times unless a league official makes an exception. Pre-bowling is NOT allowed on position nights, however, if extenuating circumstances and approved by a majority of officers, a bowler can be absent on position round with no penalty to the absent scores. Post-bowling is NOT allowed.

12. **Legal Lineup** - A legal lineup consists of 2 bowlers, one of which must be a person (this includes pre-bowls and substitutes) and the second can also be a vacancy.

13. **Substitutes** - Substitutes are allowed to bowl in place of regular bowlers. They're NOT allowed to bowl for vacant positions or in Position Rounds. Bowling fees are the responsibility of the regular bowler. Substitutes must be sanctioned to bowl.

14. **Pacers** - A pacer is a bowler who's score isn't included in the team totals. Pacers may bowl with a team as long as the opposing team agrees, the bowler pays lineage, and the total number of bowlers for the team doesn't exceed four.

15. **Absentee Scores** - Absentee Scores will be the bowler's average less 10 pins. Bowling against a vacant team requires that the bowling team bowl each game within 10 pins per bowler member of their average. This is 40 pins for our league.

16. **Attendance** - A bowler that arrives late may enter the current game and make up missed frames provided 3 frames have not been completed. If the bowler arrives after 3 frames are completed, the absentee score will be used for the entire game. The late arriving bowler may enter the next game.

17. **Bowling Times** - Practice bowling will begin at 6:50 pm for approximately ten (10) minutes. Bowling for score is scheduled to begin at 7:00 pm. During practice the pinsetters will set a full rack of pins after every ball.

18. **Courtesy rules** -The league observes one lane bowling courtesy. This means; if someone is getting set to bowl on the adjoining lane, please wait for them to finish bowling their ball before stepping onto the lane's approach. All bowlers should remain in their respective bowling circles during gameplay. Delay of a game can result in a game or series forfeit. There is a maximum 5-minute rule in between games for a break. NO ONE is allowed in the bowling circle except active league bowlers. Excessive cussing or derogatory language or treatment is NOT permitted and can lead to expulsion from the league. Please remove any balls other than your primary ball from the ball return when it fills up to the point of jamming. Please be kind and considerate of your teammates.

19. **Team Position** - If there is a tie for first place, the teams can elect to either have a roll-off to determine the final positions or if the teams agree they can combine the payout and split it between the teams. If a roll-off is selected, the tied teams must bowl the roll-off the same night as the final position round. If a team leaves before placement is determined they forfeit the game. All other positions are determined by the number of points and if there is a tie, the prize fund for those positions will be added together and split between the teams. Total pins do NOT determine the final position. However, total pins will be used to determine position for position rounds.

20. **Smoking** - This league is a NO SMOKING League. Bowlero is a NO SMOKING public facility.

21. **Records** - The house management of Bowlero will maintain the funds and records of the league. The league secretary and treasurer will monitor the funds and records kept and provided by Bowlero. The league officers will settle any disputes or discrepancies.

22. **Exceptions** - Any rules not covered in these league rules will be covered by USBC rules and regulations.

23. **Oil Pattern** - The league will use the standard AMF University house shot oil pattern.

24. **Strike Pot** - Strike Pot will only be available if there is enough interest and someone acceptable to the league board of directors volunteers to run it. Tickets will only be sold to Night Owls league bowlers. Tickets will be sold for $1 each. Limit 10 per bowler. The buyer's name will be written on the back of the tickets that go into the drawing. A random ticket will be drawn near the end of the 2nd game. Only the bowler whose name is on the matching ticket is eligible to attempt the strike. If that bowler is not available, another ticket will be drawn. The strike attempt will be the bowler's next frame on their normal lane. Unlike previously, we are asking for quiet and limited distractions during the strike attempt. The payout is 100% for a strike, 25% for a spare, $1 per pin knocked down for an open. Max payout is $599 due to IRS regulations. Any undistributed money will be rolled over to the following week's Strike Pot except for the last week of the season. The last week of the season additional tickets will be drawn until all money is paid out.

25. **Money Pot Tickets** - Money Pot will only be available if there is enough interest and someone acceptable to the league board of directors volunteers to run it. Tickets will be sold for $1 each. Limit 10 per bowler. Money Pot tickets are ONLY sold to Night Owls league bowlers. A random ticket will be drawn from the Money Pot tickets during the 3rd game of the series for the night. The payout is 100% of the money collected. The bowler must be in attendance to win!