

# OFFICIAL LEAGUE RULES

## **RULE 1 - LEAGUE (Definition & Qualifications of)**

- (a) Any league consisting of four(4) or more teams **OR** singles leagues consisting of four(4) or more individual participants, bowling the sport of 5 Pin Bowling according to a prearranged schedule, shall be defined as a "LEAGUE" regardless of whether prizes of any character are offered.
- (b) All games of 5 Pin Bowling, to be considered official in League Play, must actually be bowled and conducted in strict compliance with the following league playing rules:
  - i) Such league if sanctioned, shall bowl its schedule regularly as may be decided by its members. Such schedule can be divided into segments (*halves, thirds, quarters*) with an equal number of games being bowled in each segment, unless there is an uneven number of weeks in the schedule, in which case the extra games shall be placed in the last segment of the schedule. Position matches may also be included in the schedule.
  - ii) Such league shall at all times, foster the spirit of good fellowship and sociability among its members and associated leagues.
  - iii) Such league shall provide for the designation of an annual team and individual champion by the games bowled under its auspices.
  - iv) Three (3) consecutive games shall be played by each team every time the league is scheduled to bowl, unless otherwise decided by the League Executive. This Executive must also determine the manner in which all league games shall be decided.

*NOTE - Leagues generally decide to award games on basis of games won and lost or according to a point system i.e. - in a four point system, one point is awarded to the winning team for each game bowled, and one extra point going to the team recording the greatest total number of pins for the series.*

- v) Teams shall be composed of the number of bowlers fixed by the Rules and Regulations of the particular league in which the competition is held. Before the series is started, the captain of each team shall enter the names of his/her bowlers on the scoresheet. Play shall commence in accordance with the previously arranged schedule.

## **RULE 2 - MIXED LEAGUES (Definition of)**

- (a) A mixed league shall be defined to include the following:
  - i) Leagues in which all or a portion of the teams are made up of men and women participants.
  - ii) Leagues in which one or more teams are made up entirely of women bowlers, with the remaining teams made up of men.

## **RULE 3 - MEN'S/LADIES LEAGUES (Definition of)**

- (a) Men or Ladies League shall be defined as a league in which all teams are made up entirely of men or entirely of women, as the case may be.

#### **RULE 4 - SINGLES LEAGUE (*Definition of*)**

- (a) Any group of four or more bowlers organized to bowl a schedule of games of 5 Pin Bowling, with standings based on the outcome of games bowled between individual bowlers shall be defined as a Singles League.

#### **RULE 5 - TRAVELLING LEAGUE (*Definition of*)**

- (a) A league conducting its schedule in two or more bowling establishments shall be defined as a travelling league.
- (b) Members of travelling leagues shall purchase membership in the association where they reside.

#### **RULE 6 - INDIVIDUAL MATCH POINT LEAGUES**

- (a) The following rules shall apply to leagues which determine team position standings by awarding individual match points, as well as points for the team effort, unless another procedure is outlined in the league's rules.
  - i) The team scheduled on the odd lane shall enter its line-up first.
  - ii) There shall be no changes in the order of players in the line-up during a game. A substitute must take the replaced bowler's spot in the line-up.
  - iii) When there is an absentee, the individual match point(s) shall be awarded to the team winning the game. If each team has an equal number of absentees, the players present must be placed in opposition to each other for individual matches and the winning team credited with the points for the absentees.

#### **RULE 7 - LEAGUE MANAGEMENT**

- (a) A bowling league shall have a set of rules which provide for its regular activities.
- (b) These rules shall provide for a League Executive and for the election of its officers by the members, who shall prescribe the duties of its officers except in those leagues whose constitution and rules provide for the direct election of officers and the adoption of rules by the general membership.
- (c) Each league shall elect a President, Vice-President, Secretary and Treasurer. Two members of an immediate family should not be President and Treasurer of any one league nor should they co-sign for withdrawals from the league's bank account. The offices of Secretary & Treasurer may be combined. No other offices may be combined.
- (d) When a vacancy in office occurs, the President shall appoint a replacement, who shall hold office until the next election. If the office of President becomes vacant, the league's board of directors shall hold an election to fill the vacancy.
- (e) Failure on the part of League Officers to comply with the provisions of rules or fulfil other duties as may have been prescribed by the League's Board of Directors shall be deemed cause for removal from office and/or suspension from membership in the C5PBA.

#### **RULE 8 - LEAGUE EXECUTIVE (*Authority & Responsibilities*)**

- (a) The League Executive shall be the governing body of the league and shall be comprised of the elected officers and the team captains. Another team member can be designated by the team captain to act as the team's representative at League Executive meetings.

- (b) Each member of the executive shall be entitled to only one vote, whether the member is a team representative, elected officer or both. A majority shall constitute a quorum unless otherwise designated by the league.
- (c) The League Executive must decide upon all disputes, complaints or protests relating to any controversy or violation in the league involving C5PBA, Provincial Association, Local (*zone*) Association, Decentralized (*house*) Association or League Rule.
- (d) The League Executive, or the general membership when the league constitution so provides, shall adopt league rules prior to the start of its bowling season, which are not inconsistent with the rules of the Canadian 5 Pin Bowlers' Association.
- (e) League Rules may be changed during the bowling season only with the consent of every team captain or his/her designated representative.
- (f) The Executive may declare forfeited or null and void, any protested or disputed games and decide upon any other matter arising in the league. The decision of the Executive shall be final, except where an appeal is made to the officers of the Local Association or Provincial Association or Canadian 5 Pin Bowlers' Association for future consideration.

#### **RULE 9 - MEMBER INFORMATION**

- (a) It is the responsibility of the League Executive to distribute copies of the League Rules to all teams within the league.

#### **RULE 10 - PRESIDENT (*Duties & Responsibilities*)**

- (a) The President shall preside at all meetings of the League's Executive and league members.
- (b) The President shall arrange to have the treasurer or secretary/ treasurer set-up an account in a recognized banking institution in the name of the league with the signature of at least two officers required for all withdrawals.
- (c) The President shall personally verify the league's bank balance at least on a monthly basis.
- (d) The President shall further retain the monthly financial statements until the league's prize fund has been distributed at the conclusion of the league season.
- (e) The President shall perform all additional duties or responsibilities as set forth by the League's Executive.
- (f) The President shall encourage all league members to join the Canadian 5 Pin Bowlers' Association.

#### **RULE 11 - VICE-PRESIDENT (*Duties & Responsibilities*)**

- (a) The Vice-President, in the absence of the President, shall perform the duties of the League President.
- (b) The Vice-President shall perform all duties or responsibilities as set forth by the League's Executive.
- (c) The Vice-President shall assist the League Secretary in soliciting entries for and conducting C5PBA sanctioned tournaments.

#### **RULE 12 - SECRETARY (*Duties & Responsibilities*)**

- (a) In addition to the duties specified by the League Executive, the secretary shall be responsible for the recording of scores of all league members and substitute bowlers, and shall report all scores which are eligible for C5PBA, Provincial Association, Local Association, House Association or League Awards.
- (b) The secretary shall provide each member of the League Executive with a copy of the League Rules and Prize List and shall be responsible for posting the League Schedule in the establishment or providing each team captain with a copy of the league schedule.
- (c) The secretary shall post current standings sheets in the establishment or provide each team captain with a copy so that each league member may see his/her own average, number of games and total pins, and any scores eligible for all special prizes the league may award. A copy of the final league standings sheet shall be given to the League Treasurer for distribution of prizes.
- (d) The secretary shall furnish the individual averages to the House, Local, Provincial or Canadian Associations when requested, listing the league members' names in alphabetical order, with full first names of all bowlers who competed in the league during the season, and also showing number of games and total pinfall.
- (e) The secretary shall solicit and collect all C5PBA membership fees from each player and remit same with appropriately completed report forms, within 42 days of the opening date of the league's schedule to the Decentralized or Local Association Secretary. In addition, the secretary shall collect and forward the prescribed membership fees for any bowler who joins the league during the bowling season unless the new bowler has already paid elsewhere for association membership for the current bowling season.

#### **RULE 13 - TREASURER (*Duties & Responsibilities*)**

- (a) The treasurer shall establish an account in the name of the league in a recognized banking institution with the signatures of at least two officers required for all withdrawals.
- (b) The treasurer shall arrange to have all league funds deposited within one week after each league session.
- (c) The treasurer shall, when requested by the President or League Executive, furnish each team captain and/or league member with a financial statement.
- (d) Within twenty-one(21) days after the completion of the league schedule, the treasurer must distribute all prizes, except when the League Executive has designated a specific date for distributing prizes or the Provincial Association has authorized holding up payment pending settlement of any claim or protest affecting prize distribution. The treasurer shall furnish the League's Executive with a final financial statement together with a Prize List upon completion of the league's schedule.
- (e) Financial Statements shall show all banking, checking and service charges. It shall also show all income, interest or other revenue from deposited or invested league prize money.

#### **RULE 14 - HONORARIUMS**

- (a) The salary, if any, to be paid to the League Secretary, or any other league officer, shall be established by the League Executive, and shall be paid at the conclusion of the League Schedule, unless otherwise specified. Full payment shall not be authorized until the secretary has furnished the final average sheets and reports to the League Executive and Local Association Secretary.

## **RULE 15 - LEAGUE FEES**

- (a) The League Executive shall determine the amount of money to be paid by each bowler for each league session. This fee shall be sufficient to cover the cost for bowling with the balance to be placed in the league treasury. There shall be no arrearages, unless authorized by the League Executive.

*OPTION:* Each team shall pay to the treasurer a set franchise or sponsor fee within a pre-determined number of days after the opening date of the league's schedule.

*OPTION:* The bowling fees for the last two weeks of the schedule shall be paid before completion of the fifth week of the schedule.

*OPTION:* Games shall be forfeited by a team whose members are not current in league fee payments, unless the League Executive authorizes such arrearages.

*OPTION:* Bowlers who are absent and have not pre-bowled must pay the full weekly league bowling fee.

*OPTION:* Bowlers who are absent and have not pre-bowled shall pay the league the prize fee contribution of the league fees for each and every week missed.

## **RULE 16 - TEAM FRANCHISES**

- (a) A team franchise shall be held by the team captain, as long as the team captain is acceptable to the majority of members of the League Executive. A franchise cannot be recalled during a season without sufficient cause.
- (b) The team captain must notify the league secretary of the team's intention to retain their franchise by a date determined by the League Executive. Failure to do so may result in the re-assignment of the team's franchise by the League Executive.
- (c) The League Executive shall decide disputes pertaining to the captaincy or sponsorship of a team.

## **RULE 17 - TEAM CAPTAINS (Authority & Responsibilities)**

- (a) The team captain shall be the team's representative and responsible for the conduct and attendance of his/her team in all league play.
- (a) The team captain shall further be responsible for the eligibility of the team and its members under the rules of the league and the C5PBA.

*OPTION:* Team Captains shall turn in rosters of team members to the League Secretary prior to the starting date of the league schedule.

- (c) It is within the captain's authority to remove any player permanently from his/her team, if the team captain is able to furnish good and sufficient reason to the League Executive.
- (d) The team captain shall be responsible for the collection of league fees from each member of his/her team each week.

*NOTE - A league, by rule, may declare games forfeited if participants in a team's line-up are not current in league fee payments. If a league does not adopt and enforce such a rule, the league shall be solely responsible for recovery of any loss created by such arrearages.*

- (a) The team captain shall be responsible for the completion of all league forms as required.
- (b) The team captain shall divide all league prize money within fifteen(15) days of receipt from the league treasurer according to verbal or written agreements. Where disputes arise

because of unavoidable resignations of any team member, the League Executive may render decisions, if so demanded.

- (f) The captain can continue in his/her capacity as long as the team captain is acceptable to the League's Executive and/or majority of team members.

**RULE 18 - TEAMS (Definition of)**

- (a) A bowling team is defined as a group consisting of two or more persons, formed for the purpose of bowling in league and/or tournament competition.
- (b) A bowling team must govern itself by and play by the rules and regulations as established by the Canadian 5 Pin Bowlers' Association, Provincial, Local, Decentralized, League or Tournament Association which means that a league may or may not add or delete rules to fit their own requirements. However, dependant on published rules in this manual, scores may not be recognized by the C5PBA.
- (c) The members of such team must necessarily become members of the C5PBA through the Decentralized, or Local Association from which the team originates, to be eligible to bowl in leagues or tournaments granted a sanction by the C5PBA.

**RULE 19 - TEAM PERSONNEL**

- (a) No team shall be permitted to carry more than seven(7) registered bowlers at any one time, unless otherwise specified by a league rule.

*OPTION: Team rosters shall be limited to \_\_\_\_ bowlers.*

*OPTION Team rosters shall be determined on the basis of a draft, where team captains shall select team members in a fair draw to be held before the opening date of the league schedule. Team captains shall be selected and approved by the League Executive.*

*OPTION: Team rosters shall be determined by a team selection committee who shall assign bowlers to teams on the basis of individual entering averages so as to equalize the teams throughout the league.*

- (b) Only players signed by a team are permitted to bowl for that team.
- (c) Unless provided by league rule, a player may not compete on more than one team in the same league for the regularly scheduled games each week.
- (d) Under no circumstances, may a player bowl on more than one team in the same scheduled game.

**RULE 20 - TRANSFERRING TEAM MEMBERSHIP**

- (a) A player who has competed with a team in a league and whose scores have counted in deciding games, may transfer membership to another team in the league during the season, providing:
  - i) The Captain of the Team with which the player last bowled consents to his/her release.
  - ii) Two-thirds of the league's team captains agree to the transfer.
  - iii) The league does not adopt a specific rule to govern the transfer of bowlers or substitutes within itself prior to the start of the bowling season.

- (b) A player so transferred may not return to any team for which the bowler previously competed during the balance of the league's season.
- (c) No player may transfer from one team to another, two weeks prior to the end of a series, or two weeks prior to the start of the league's playoffs.

#### **RULE 21 - NEW PLAYERS**

- (a) A new player entering the league after the league has commenced its League Schedule, must pay all affiliation fees, as would an original member, and shall only pay prize money and bowling fees from the date the bowler becomes a member of the league.

*OPTION: New players cannot be added to a team's roster in the final \_\_\_\_ weeks of the league schedule without the approval of the League Executive.*

*OPTION: Roster changes shall be reported to the league secretary at least \_\_\_\_ hours before the new team member bowls.*

*OPTION: New players may be added to the league only at the discretion of the League Executive and the League Executive shall decide which team the new bowler shall be placed on.*

- (c) Any prize money won by his/her team will be paid on a pro-rated basis, unless the League Executive by majority vote rules otherwise.

#### **RULE 22 - EQUIPMENT**

- (a) All league games and matches shall take place on regulation certified lane-beds using regulation equipment as approved by the Canadian 5 Pin Bowlers' Association, otherwise high or record scores or scores being used for tournament qualifying purposes, rolled during league play will not be recognized.

#### **RULE 23 - BOWLING PROCEDURE**

- (a) Two lanes, immediately adjoining each other, must be used in each game of scheduled league play.
- (b) Teams scheduled to bowl against each other must be in direct competition on adjacent lanes and shall then and there oppose each other, except where a forfeit is declared.
- (c) No team or individual team member shall be permitted to bowl against scores, nor shall any individual be permitted to bowl league games before or after a scheduled match, unless a league adopts specific rules prior to the start of the season, authorizing teams or individuals to bowl unopposed in which case the league rule will apply.
- (d) When a league rule permits teams or individuals to bowl unopposed in advance of or after a regularly scheduled league match, the scores shall count in deciding league games but the team totals and none of the individual scores shall qualify for C5PBA high or record score recognition.
- (e) The team on the left side of the score sheet shall roll their first frame on the odd numbered (*left*) lanes and their second frame on the even numbered (*right*) lanes, the third frame on the odd numbered (*left*) lane and thus alternating until the end of the game. The team on the right side of the score sheet will start play on the even numbered (*right*) lanes and also continue to alternate lanes until the completion of the game.

- (f) Succeeding games shall be started on the lane on which a team has finished the preceding game, except where a league decides that each game must be bowled on a different pair of lanes, providing a full game is bowled on each pair of lanes. If such a rule governs, the foregoing Rule 23(e) shall apply.

#### **RULE 24 - ORDER OF BOWLING**

- (a) The members of the contesting teams shall successively and in regular order, bowl one(1) frame on one lane and for the next frame, alternate and use the other lane, and so alternating each frame of the game until five frames have been bowled on each lane, thereby completing the game.
- (b) Each player shall bowl three balls in each frame except where the bowler makes a strike or spare.
- (c) No pins may be conceded and only those pins legally knocked down may be counted.
- (d) Every frame must be completed at the time the player is bowling in his/her regular order.
- (e) When a bowler shall make a strike or spare in the tenth frame, the bowler shall then and there on the same lane, be permitted to bowl the required one or two balls, necessary to complete the tenth frame and game.

#### **RULE 25 - SCORING OF LEAGUE GAMES**

- (a) In all league games, the scores shall be recorded on a scoresheet attached to a scoreboard or table in plain view of all opposing players and public witnessing such games.
- (b) Every ball in each and every frame bowled by each bowler shall be recorded on the scoresheet.
- (c) All contesting teams in the league shall also record the scores of each game on a League Form to be kept by the League Secretary and recorded in the League Scorebook.
- (d) After the League Form is verified and signed by the opposing team captains, it then becomes the league's official record for the match.
- (e) The scoresheet, which shows every ball and frame bowled, shall be the official record, and the scorebook of the league, must agree with such scoresheets at the conclusion of each and every league game.
- (f) The scoresheet and/or scorebook must be changed by the league secretary where an obvious error appears or when an error is made in calculation or when it is apparent that such record does not agree with the original scoresheet.
- (g) The League's Executive shall decide on any questionable errors in scoring or calculation of scores.

## **RULE 26 - LEGAL LINE-UPS & FORFEITS**

- (a) A legal line-up in league play is defined as:

<u># of Bowlers per Team</u>	<u># of Eligible Bowlers Required</u>
6	4 or more
5	3 or more
4	2 or more
3	2 or more
2	1 or more

- (b) Substitutes shall be considered eligible players for a minimum legal line-up.
- (c) A league by rule may specify the number of players from the team's current roster and the number of substitutes to count toward the minimum legal line-up requirements.
- (d) Failure by a team to meet the minimum legal line-up requirements by the starting time scheduled by the league for the start of any game, shall cause the game to be forfeited, unless a league adopts a rule prior to the start of the season permitting the required number of players for a minimum legal line-up to enter the game by a designated frame.
- (e) Members of the team forfeiting a game or games under the provision of this rule shall be allowed to bowl along with the team winning by forfeiture and have their scores included in league records and qualify for all individual awards from the League and C5PBA.
- (f) When a game is declared forfeited, the forfeiting team shall not be credited with any points in the team position standings for that game or games.
- (g) A team which does not present its full membership and refuses to bowl with less than its full personnel, shall forfeit any games which it declines to bowl and only the actual scores bowled by those team members present will be recognized by the C5PBA.
- (h) In the event that two teams scheduled to bowl each other, do not present a legal line-up and had not requested a postponement, both teams shall forfeit these games unless an emergency situation arose (*see Rule #39*) or unless the League Executive declares the match null and void or directs that the match be played at another time.

## **RULE 27 - LATE/TARDY BOWLERS**

- (a) Any player or players who arrive late may be permitted to bowl after a game has started, but the bowler shall begin play and his/her score shall count beginning with the frame then being bowled by the team, unless the league has adopted a rule regarding late bowlers which governs otherwise.

*OPTION: A tardy bowler shall use one-tenth of the absentee score for each of the frames missed. Games including partial or complete absentee scores cannot be credited to a bowler's average.*

*OPTION: A bowler who arrives late may enter the game provided \_\_\_\_\_ frames have not been completed. Frames missed may be made up.*

*OPTION: A bowler who arrives late may enter the game provided \_\_\_\_\_ frames have not been completed. Frames missed may not be made up and one-tenth of the absentee score shall be used for each frame missed. Note - A frame shall be considered completed when the bowler in the anchor position on each team has completed the frame.*

*OPTION: A bowler arriving late must bowl in the frame in which the team is bowling when the bowler came in. Frames missed shall be counted as zero(0).*

*OPTION: A bowler arriving late may not bowl that particular game. An absentee score shall be substituted in place of the late bowler.*

- (b) When a league rule permits a tardy player to bowl the entire game, the score will count in deciding the game and in the bowler's average and will qualify for C5PBA and League High Score Recognition, unless otherwise provided in league rules.
- (c) A bowler may, with the consent of the opposing team captain, finish the final game of a match before his/her team-mates or opponents, unless otherwise provided by league rule, and the score shall count in deciding the game and in the bowler's average and for C5PBA and League high score recognition.

## **RULE 28 - SUBSTITUTES/REPLACEMENTS**

- (a) A list of roving or floating substitute bowlers shall be approved and maintained by the League Executive.
- (b) After a game has started, no changes shall be made in the order of bowlers during that game.

However, the team captain may replace any of his/her bowlers with a qualified player, at any time during a game, unless the league has adopted specific rules governing the use of players and substitutes prior to the start of the season, in which case the league rule shall apply.

*OPTION: Substitutes may be used by any team providing the substitute's established average does not exceed the average of the bowler being substituted for.*

*OPTION: Substitutes may compete with more than one team in regularly scheduled league games each week, but under no condition may a player bowl with more than one team for the same scheduled game.*

- (c) In mixed leagues, when a substitute or replacement is made for a male bowler, the substitute or replacement must be a male bowler and vice-versa, unless the league has made other provisions in its rules.
  - (d) When a substitute or replacement is made during a game, the score of such game shall be credited to the starting player unless by league rule, a secretary is required to maintain averages so that individual averages reflect the number of actual frames bowled.
  - (e) The team captain/coach must notify the opposing team captain/coach before making a substitution.
  - (f) A substitution or replacement can be made at any time during the game, even on the last ball in the tenth frame, except in games where the league uses a per frame average. Bowlers, who start a frame, shall be credited with the pinfall for that frame.
- (a) A player once removed from a game, cannot return to bowl in the same game.
  - (b) Scores bowled through the efforts of more than one individual player shall not qualify for any Canadian 5 Pin Bowlers' Association or League Individual High Score Awards or recognition.

- (c) Substitute bowlers shall be eligible for prize money and league awards, providing they pay the required league bowling fees on each occasion they substitute and meet the league's award requirements.
- (j) When substitutions are allowed in a handicap league, each player receives 1/10th of his/her single game handicap for each frame bowled.

*Example - Original Player- 1/10 of 19 = 1.9 x 6 frames  
= 11.4 or **11 pins***

*Substitute Bowler - 1/10 of 22 = 2.2 x 4 frames  
= 8.8 or **8 pins***

- (k) In leagues using the team method of handicapping, the same procedure is applied. Separately determine the team handicap with the original and substitute bowlers in the line-up then apply the appropriate handicap based on the number of frames completed by each player.

### **RULE 29 - PRE-BOWLED GAMES (BOWL-OFFS)**

- (a) No team or individual member of a team shall be permitted to bowl against pre-bowled (*bowl-off*) scores, nor shall any individual be permitted to pre-bowl (*bowl-off*) league games, before or after a match, unless the league adopts specific rules prior to the start of the bowling season which authorizes teams or individual bowlers to do so, in which case the league rule shall apply.
- (b) When a League Rule permits teams or individual bowlers to bowl-off in advance of or after a regularly scheduled match, the score(s) shall count in deciding league games but the team totals and individual scores shall not qualify for Canadian 5 Pin Bowlers' Association recognition or awards.

*Note - Leagues are encouraged not to count bowl-off scores towards individual averages or high score awards.*

### **RULE 30 - ABSENTEE & VACANCY SCORES**

- (a) The League Executive may adopt rules providing for the use of absentee and/or vacancy scores and handicaps for use by affected teams in deciding league games.
- (b) Absentee or Vacancy scores may be used only when a legal line-up is present.
- (c) Absentee and Vacancy scores may not be substituted for games bowled by an ineligible bowler.
- (d) In case of a vacancy on a team, the handicap shall be figured from the vacancy score as set by the league.
- (e) If a league has not specified by rule, a vacancy score for a team which does not have enough players on its roster to field a full line-up, each vacancy score shall be the lowest counting score including handicap from the opposing team's roster.

*OPTION: The vacancy score shall be \_\_\_\_ with handicap based on that score.*

*OPTION: The vacancy score shall be the lowest counting score including handicap from the opposing team's roster.*

- (f) If a league has not specified by rule, an absentee score for each game shall be the absent bowler's average less 10%. Such absentee score shall be computed from the absent bowler's actual current average unless specified otherwise in the league rules.

*OPTION: The absentee's entering average shall be used unless the absent bowler has a current average based on 12 or more league games bowled. The handicap shall be figured on the actual average of the absentee.*

*OPTION: The absentee score shall be the absent bowler's average less \_\_\_\_ pins.*

*OPTION: The absentee score shall be the lowest counting score including handicap from the opposing team's roster.*

- (g) In cases where teams are short of players and vacancy or absentee scores are used, record scores will not be recognized by the C5PBA but any individual members of the team rolling high or record scores shall be recognized providing the match has been bowled according to the C5PBA rules.

### **RULE # 31 - POSITION STANDINGS**

- (a) Position standings shall be determined on the basis of games won and lost.

*OPTION: Standings shall be determined on a point basis, with \_\_\_\_ point(s) being awarded for each game won and \_\_\_\_ point(s) for the high series pinfall for the match.*

*OPTION: Standings shall be determined on a point basis, where each bowler on the team who beats the bowler in the corresponding position in the line-up from the opposing team shall be awarded with one point while the team recording the highest pinfall for each game shall receive 3 points thereby giving a maximum of 8 points for a game.*

### **RULE 32 - TIE GAMES**

- (a) When a tie occurs, each of the two teams involved in the tie shall be credited in the standings with having won one-half game, and one-half of the points allotted for that game.

*OPTION: When a tie occurs for any point, each of the two teams involved in such tie, shall be credited with having won one-half ( $\frac{1}{2}$ ) the value of the point or points normally awarded. There shall be no roll-off of the tie.*

- (b) In a tie for total pinfall, one-half of the points allotted for total pinfall shall be credited to each team involved in the tie.
- (c) There shall be no roll-off to break such tie unless league rules govern otherwise.

### **RULE # 33 - SPLIT SEASON**

- (a) At the end of each segment (*half, third, quarter*), a first place winner shall be named and the wins and losses will start over, but the averages of all bowlers will be continued. If there is a tie for first place in any segment, the team with the highest accumulated pinfall for the segment shall be named the segment winner.

- (b) Team prize money shall be divided equally into each segment and distributed at the end of the season according to the standings in each segment. The first place winners of each segment will enter into the league's play-offs to decide the league champion.

*OPTION: (Halves) - If the same team wins both halves, it shall be named the champion and the two second place teams will bowl a play-off to decide the runner-up.*

*OPTION: (Three or more segments) - A team may qualify only one time for the play-offs. After a team has qualified that team shall be disregarded when determining future teams for the play-offs.*

*OPTION: (Three or more segments) - A team may qualify only one time for the playoffs. When one team wins more than one segment, the team with the most games won during the season who is not a first place winner will qualify.*

*OPTION: (Thirds) - If the same team wins each third, it shall be named league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins two of the three segments and loses the play-offs, another play-off shall be bowled to decide the champion.*

*OPTION: (Quarters) - If the same team wins each quarter, it shall be named the league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins three quarters and loses the play-off, at least one other play-off shall be bowled to decide the champion. If the same team wins two quarters and loses the play-off, another play-off shall be bowled between that team and the winner of the play-off to decide the champion.*

**RULE 34 - PLAY OFFS FOR LEAGUE  
OR SERIES CHAMPIONSHIP**

- (a) When a tie occurs for the championship of a league, or the league bowls a split season, an additional match of at least three(3) games shall be bowled to determine the champion. Similarly, a play-off of at least three(3) games shall be bowled when a tie occurs for first place in any segment of a split season.

*OPTION: When more than two teams are tied, four adjoining lanes shall be used. Starting lanes will be selected by draw. Teams will rotate lanes after each game as follows:*

<b><u>LANE</u></b>	<b><u>A</u></b>	<b><u>B</u></b>	<b><u>C</u></b>
<i>First Game</i>	<i>Team 3</i>	<i>Team 1</i>	<i>Team 2</i>
<i>Second Game</i>	<i>Team 2</i>	<i>Team 3</i>	<i>Team 1</i>
<i>Third Game</i>	<i>Team 1</i>	<i>Team 2</i>	<i>Team 3</i>

*The team bowling alone must bowl a complete frame on one lane before the lead-off player starts the succeeding frame on the alternate lane.*

*OPTION: Total pins in a series of three games shall determine the winners of any play-off for first place or other trophy positions. An extra complete tenth frame shall be bowled in the event of a tie at the end of the play-off series.*

- (b) Such series of games shall be conducted under the same conditions and rules governing league play during the regular season unless the league adopts special play-off rules prior to the start of the season.
- (c) The President of the league shall notify the establishment and arrange to have lanes available.
- (d) If, at the end of the three games, a tie still exists, an additional frame shall be bowled. This frame shall be bowled on the lane where the final frame of the three-game roll-off was bowled and shall be scored like the tenth frame.
- (e) If the tie is still unbroken, teams shall alternate lanes for each additional complete frame necessary to break the tie.

### **RULE 35 - IRRETRIEVABLY LOST SCORES**

- a) A League game(s) or frame(s) within a game, which is irretrievably lost in the scoring process, is null and void. The game(s) or frame(s) must be re-bowled unless one of the following conditions is met:
  - 1) Scores of any players that have been lost can be documented.
  - 2) The team captains/coaches can completely agree on one or more scores lost.
  - 3) The League's Board of Directors rules that the game(s) or frame(s) are not to be re-bowled.

*If scores on a pair of lanes can be documented or agreed upon, the game shall be continued from the point of agreement. If some but not all of the scores can be documented or agreed upon, the bowlers whose scores cannot be substantiated, shall re-bowl the game to the point of agreement/interruption, at which time the game shall be continued in regular order.*

### **RULE 36 - INTERRUPTED GAME/EQUIPMENT FAILURE**

- (a) The bowling of ten(10) complete frames on the pair of lanes on which the game was started shall constitute an official game, except where the league or tournament officials may authorize the completion of a game and match on another pair of certified lanes, when equipment failure on the starting lanes would delay the normal progress of the match or tournament.
- (b) An interrupted game or series, which cannot be completed on the same date, must be resumed from the point of interruption. (See Section F - Rules #37 & #38 for postponement procedures.)

### **RULE 37 - POSTPONED GAMES**

- (a) All league games must be bowled as scheduled unless they are postponed or pre-bowled by authorization of the League Executive.
- (b) The League Executive shall determine what shall be sufficient cause to grant authorization for a pre-bowled or postponed game(s) to take place.
- (c) In no case, shall a league adopt legislation which would have the effect of establishing an absolute no pre-bowl or no postponement rule.
- (d) Postponed games must be bowled not later than seven(7) days after the final date of scheduled competition for team standings.

- (e) All postponements shall be requested at least 48 hours prior to the scheduled time of the match except where the postponement is granted in emergency situations. League officials may grant postponements for emergencies when a team fails to appear for its scheduled match due to reasons beyond their control.

#### **RULE 38 - POSTPONEMENT PROCEDURES**

- (a) When a postponement has been granted, the League Secretary shall immediately notify the management of the bowling establishment of the change in the schedule and shall arrange to have a pair of lanes which are acceptable for use under this rule.
- (b) The captains of the teams involved in a postponed match shall agree to a date for bowling the postponed match. If within one week from the date the match was originally scheduled, the two captains cannot agree upon a date, it shall be set by the League Executive, who shall notify both team captains of the date and time. This notification must be given at least three(3) days prior to the date set.
- (c) Postponed games must be bowled under the same conditions and rules governing regularly scheduled league play. The teams shall oppose each other on the originally scheduled pair of lanes. If this pair is not available, the League Executive may authorize the teams to use another pair of lanes, provided the pair of lanes are used by the league in bowling its regular schedule.

#### **RULE 39 - TEAMS - FAILURE TO APPEAR**

- (a) When one of two teams scheduled to bowl against each other fails to appear and a postponement has not been requested, the games shall be declared forfeited except when the team's failure to appear is caused by an emergency situation over which the team has no control, in which case, the league shall reschedule the match under the rules which apply to postponements. *(See Section F - Rules #37 & #38.)*
- (b) Any dispute arising through application of this rule may be appealed to the Local, Provincial Association or C5PBA.

#### **RULE 40 - TEAM FORFEITURE (Procedure For Bowling)**

- (a) When a game is declared forfeited, the team that is present must bowl as though the game was actually contested, completing a team frame on one lane before starting to bowl a succeeding frame.
- (b) The team bowling under such circumstances must tie or better the score that is equal to 95% of its team average in order to win or tie each of the games played in the series. The team must also tie or better the score equal to 3 times 95% of its team average in order to gain a tie or win total pinfall. A league by rule may decide to award all points in the match to the team present.

*OPTION: When a team fails to have a minimum team line-up the opposing team/individuals must bowl within \_\_\_\_ pins of their current average in order to win points by forfeiture. Points not won for failing to bowl the prescribed score will not be credited to either team.*

- (c) Scores, rolled by individual or teams bowled under the foregoing provisions shall count for league and C5PBA recognition or awards, unless a league rule specifies otherwise.

#### **RULE 41 - DEFAULTING MORE THAN ONCE**

- (a) It is the responsibility of each bowler to inform the team captain or league secretary if the bowler is going to be absent for a scheduled league game(s). Repeated negligence on the part of the bowler to inform the team captain or league secretary of his/her absence could result in expulsion from the league.
- (b) When a team or individual defaults more than once in a given bowling season, such team or individual may be expelled from the league, and in addition, shall be liable for suspension from membership in the Canadian 5 Pin Bowlers' Association.

#### **RULE 42 - INJURY, DISABILITY OR EMERGENCY**

- (a) When a player is unable to complete a game because of disability, injury or emergency and a qualified substitute is not available to bowl, the team of which the bowler is a member shall count his/her actual score for the frames bowled in the game total, plus one-tenth of his/her absentee score for each of the remaining frames in the game. The frames bowled shall not be used in determining the bowler's average, unless the league by rule requires the secretary to maintain averages so that each individual average reflects only the actual frames bowled by a player.
- (b) When a player does not complete a game of his/her own volition (*not due to disability, injury, or emergency*), and a qualified substitute is not available to bowl, the team of which the bowler is a member shall count zero (0) for each of the frames the bowler missed. The frames bowled shall constitute a completed game to be used in determining the bowler's average.

#### **RULE 43 - WITHDRAWALS**

- (a) When a team or individual withdraws without giving a satisfactory reason or is expelled from a league for sufficient cause, all fees and prize money shall be forfeited and the bowler or bowlers involved shall be liable for suspension from membership in the C5PBA.

#### **RULE 44 - FAILURE BY LEAGUE TO REPLACE TEAM**

- (a) When a team withdraws or is expelled from a league and cannot be replaced, the teams against which the team was scheduled to bowl after such withdrawal or expulsion, cannot be credited with games by forfeit but must be given a bye. When this occurs, position standings shall thereafter be determined on a percentage basis. Should the question arise, as to when the team withdrew from the league, the League's Executive shall determine when the bye shall be effective.
- (b) The foregoing provision shall apply to all leagues unless the league, by rule, allows the teams scheduled to bowl against the withdrawn or expelled team to bowl the match as forfeited games (*see Section F - Rule #40*).
- (c) All games bowled by the withdrawn or expelled team up to the date of withdrawal or expulsion, must be counted in league standings.

#### **RULE 45 - DISMISSAL OF BOWLERS**

- (a) When a league member has been accused of failing to pay league fees and/or withdrawing from the league without sufficient cause, the League Executive shall

endeavour to resolve the matter before charges seeking disciplinary action may be filed with the Local or Provincial Association.

#### **RULE 46 - DISMISSAL OF BOWLERS (Procedures)**

- (a) When a league member files a written charge asking for the removal of a league officer or the dismissal of a league member, the league must observe the following procedures:
- 1) A meeting of the League Executive must be scheduled and the accused individual(s) must be notified in writing of the charge(s) and his/her right to attend and defend himself/herself. (*Notification to include the date, time and place of meeting.*)
  - 2) Maintain minutes of the meeting including an attendance list and all documents and materials relating to the issue. If the issue is in regard to non-payment of league fees, an accounting of arrearages (*including dates and amounts*) must be presented.
  - 3) Determine by two thirds(2/3) of the league's board present and voting whether the one charged is guilty of the action charged.
  - 4) If found guilty, the individual charged must be notified in writing of the league's decision and of his/her right to appeal that decision to the Local, Provincial or National Association. (*See Section A Rule #19 for Appeal Procedures.*)

#### **RULE 47 - PRIZE LIST**

- (a) The President shall arrange to have a Prize List, together with rules governing the eligibility of teams and individuals for special prize consideration, submitted not later than five(5) weeks after the opening date of the league schedule, for approval by the League Executive or by the general membership where the league rules so provide.
- (b) In order to qualify for individual awards or prizes, a bowler must have bowled in two-thirds( $\frac{2}{3}$ ) of the scheduled league games.
- OPTION: To qualify for individual awards, a bowler must bowl at least \_\_\_\_\_ of the scheduled league games. (Note: A league may wish to provide for more or less than two-thirds of the scheduled games.)*
- (c) A bowler or team can qualify for only one special award for high series or game. When a team or individual qualifies for an award in more than one category, and prizes are of equal value, the series prize shall be awarded. In other cases the prize of the highest value shall be awarded.
- OPTION: Teams and individuals can qualify for one high game and one high series award.*
- OPTION: Teams and individuals are eligible to receive all high game and series prizes for which they qualify.*
- OPTION: Special high game and series prizes shall be awarded in both scratch (no handicap) and handicap categories, however, no one individual can qualify for an award in both categories. A player qualifying for a prize in both categories shall receive the prize of greater value. If both prizes are of equal value, the scratch (no handicap) prize shall be awarded.*

- (d) PLAY-OFF games shall not be included for high score or average awards, nor shall they be used to determine  $\frac{2}{3}$  of games bowled.

**RULE 48 - HIGH SCORE AWARDS**

- (a) A league sanctioned by the C5PBA shall entitle all members of the league to compete for all individual and team high score awards, provided in the case of teams, that each team in the league is similarly organized and that every Canadian 5 Pin Bowlers' Association requirement has been met and complied with when a claim for high score awards recognition is submitted.

**RULE 49 - OFFICIAL RECORD SCORES**

- (a) The Canadian 5 Pin Bowlers' Association will recognize record scores bowled in league play, for the following categories, providing that all C5PBA requirements have been met and complied with:

Ladies' Teams - comprised of 2 Players  
- comprised of 3 Players  
- comprised of 4 Players  
- comprised of 5 Players  
- comprised of 6 Players

Men's Teams - comprised of 2 Players  
- comprised of 3 Players  
- comprised of 4 Players  
- comprised of 5 Players  
- comprised of 6 Players

Mixed Teams - comprised of 1 man & 1 lady  
- comprised of 1 man & 2 ladies  
- comprised of 2 men & 1 lady  
- comprised of 2 men & 2 ladies  
- comprised of 3 men & 1 lady  
- comprised of 1 man & 3 ladies  
- comprised of 2 men & 3 ladies  
- comprised of 3 men & 2 ladies  
- comprised of 3 men & 3 ladies

Individuals - male & female

- (b) Record scores will be established & publicized for individuals and teams who in League Play bowl record scores for one, three, four and five game blocks provided that each and every bowler who establishes such record is a member of the C5PBA.
- (c) The League Secretary shall report any record score bowled in the league to their Local(Zone) Association.