

# The HUB Game Bowling League Rules



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***This will be a scratch league with no handicap used.***

*Please feel free to call or e-mail us at any time if you have any questions.*

*Thanks and Happy Bowling!*

## **Team Captain Meeting: January 30, 2020**

1. The HUB Games Bowling League shall consist of one division of 6-10 teams. More divisions could be added depending on teams that sign up. Divisions do not determine skill level. The league is currently unsanctioned by USBC.
2. League fees are \$25 team entry fee, and \$6 weekly fee per person per week. The entry fee is due Friday, January 17, 2019. Weekly fees cover three games of bowling and shoe rental. The League Coordinator or HUB Games staff will collect weekly fees. ***Each bowler is responsible for paying weekly fees, including weeks they are unable to bowl.***  
*Please note: if you choose to use your own shoes or bowling ball you do so at your own risk. HUB Games will not be responsible for repairing or replacing your personal equipment should there be damage to your ball or shoes.*
3. This is a Scratch League. No handicap will be used during the league.
4. There is six weeks of the regular season plus two playoff weeks. Each week, three games will be bowled with 1 point awarded for each game won, and 1 point awarded total pins. There is a possible 4 points available per week.
5. In the case of a Vacancy (no member) at the start of the season, a Vacancy score of 75 will be used.
6. This is a mixed league. Any combination of men and women on the team is allowed. Each team will consist of at least 4 bowlers, but no more than 10 bowlers. At least two members of the team must be present or pre-bowled by the end of the week to earn points, otherwise, the team will receive a forfeit.
7. If there are an odd number of teams in the league, a BYE team will be added. Teams bowling against the BYE team will receive all their points, as long as they've bowled against them.
8. If a bowler did not pre-bowl or is not present at league, an absentee score is used. Absentee scores will be the bowler's average minus 10 pins.
9. Teams may add bowlers to their roster until the seventh week of league. New bowlers are not permitted during playoffs. Contact the League Coordinator if you wish to add a new bowler after the season has started or the scores for the new member may not count.
10. Any team or member may pre-bowl before the scheduled time.
11. Individual Rewards are given to High Game and High Series of the season. In order to qualify for an individual rewards, the bowler must have bowled at least 12 games.
12. Prizes are given to all eligible playoff teams. IMA Champion shirt will be given to the winning team. In order to be eligible to receive an IMA Champion shirt, bowlers must bowl at least 12 games.
13. Food and drinks are allowed on the settee. No alcohol, tobacco, or any illegal substances are allowed in HUB Games.
14. Cheating is a zero tolerance act. Bowlers caught cheating will be receive zeros as their scores for the week. Second offense will be disqualification of the league.

**Note: Participating in the Bowling League earns you discounted bowling (\$2 per game!).** This applies to all the bowlers on your team that are listed on your roster.