## Non-Bumper Leagues

1. Non-Bumper League bowlers will become members of the USBC Youth and be governed by USBC playing rules except as provided below.
2. Bowlers are expected to dress in clothing that is non-offensive (if you can't wear it to school, don't wear it to bowling). Please be aware of any slogans or sayings on your clothing. Hats/headgear will not be allowed when bowling (on the approach).
3. Electronic devices will be prohibited when/if they become a distraction to bowling. Bowlers must stay out of the "Game Room" during League bowling time.
4. Bowlers are expected to have respectful attitudes and refrain from using fowl or "off colored" language.
5. There will be four (4) Leagues: Rookies I (RI), Rookies II (RII), Rookies III (RIII), and High School Short Season (HSSS). The Director reserves the right to change this based on the number of bowlers.
6. The cost of bowling will be determined at the beginning of each season. Fees are to be paid into the "team envelope". Envelopes should be ready prior to the third frame of game one and should be left at the team table where they will be picked up and verified by a League Official. No points will be awarded to a team unless the fees have been paid in full (a one week grace period will be given). For the 2017/18 season RI, RII, RIII and HSSS fees will be $\$ 10.00$ per bowler per week. For families ${ }^{1}$ with multiple bowlers the cost will be $\$ 10.00$ for the $1^{\text {st }}$ bowler, $\$ 9.00$ for the $2^{\text {nd }}$ bowler, and $\$ 8.00$ for each bowler thereafter.
7. Bowlers are expected to "double pay" by March 17, 2018. The extra payment will be applied to the final week (Roll Off/Fun Day) of bowling and no payment will be required the final week.
8. Use of alcohol, tobacco, or vaping products by any bowler in this league is prohibited. Parents of bowlers are requested not to use tobacco or vaping products, but if they must, they may use them only in designated areas. Alcohol is prohibited while youth leagues are in progress.
9. RI, RII and RIII will bowl 28 weeks, HSSS will bowl a split season ( 18 weeks) around the High School bowling season. The schedules will be determined by the Secretary/Director.
10. Ten minutes of practice, beginning at 9:00 a.m., will be allowed prior to league play. League play will begin at 9:10 a.m. (times subject to change for special events).

[^0]11.RI, RII and RIII leagues will be divided into two halves with a division winner for each half. The division winners will be determined by win/loss record for the half. Total (Pins + Hdcp) pins will break ties.
12. A roll off between the first and second half winners on the last scheduled session of the season will determine the League Champion in RI, RII and RIII. Should a team win both the first and second halves of their division, they will be declared the division champion and no roll off will be necessary. The League Champion in HSSS will be determined by Won/Loss record with total pins (Actual + Hdcp) breaking any ties. Substitute bowlers are NOT allowed for the roll off.
13. Teams will consist of any combination of 4 bowlers. Exceptions may be made only by the League Director based on the total number of bowlers and number of lanes available. A team must have at least two regular bowlers to earn points for a session (pre-bowl counts).
14. Vacant scores will be 80 in RI, 120 in RII, and 150 in RIII and HSSS.
15. Bowlers will receive a handicap based on $90 \%$ of the difference between 210 and their current average.
16. Bowler averages will be established after 3 games have been bowled and will be updated weekly for additional games bowled.
17. Team handicaps will be calculated by adding the individual handicaps of each team member.
18. If a team member is absent, their score for each game that session will be their current average less 10 pins.
19. A seven (7) point scoring system will be used (see Appendix A for examples).
20. Substitute bowlers are allowed, except in position rounds and the roll offs. If more than one regular team member is absent, the substitute bowler will replace the regular team member with the fewest number of games bowled. The team member with the most number of games (and/or highest average) will be used as the absent bowler. Substitutes must be qualified members of the USBC.
21. Bowlers may pre-bowl depending on lane availability. Pre-bowling must be completed prior to the start of the league session for that week (week bowled for must be designated on the pre-bowl envelope). Pre-bowled games must be paid for on or before the designated prebowl date or the scores will not be accepted. It is strongly suggested that you pre-pay the week prior to pre-bowling whenever possible. PLEASE CALL AHEAD FOR PRE-BOWL LANE AVAILABILITY.
22. Post (make-up) bowling is not allowed.
23. Scholarship Points will be awarded at the end of the season. Bowlers may earn only one individual award per season. BOWLERS MUST HAVE BOWLED AT LEAST 67\% OF THE LEAGUE SCHEDULE ( 51 games for RI, RII and RIII, 30 Games for HSSS) TO BE ELIGIBLE FOR INDIVIDUAL GAME AND SERIES SCHOLARSHIP POINTS. Pre-bowls count as games bowled. See Appendix B for Scholarship rules.

## Appendix A <br> Scoring

## Rookies I, Rookies II, Rookies II, and HS Short Season

7-point system; 2 points for each Team game and 1 point for Team series.
Team Handicap = individual handicaps added together
Total the actual scores bowled by each bowler on the Team and add the Team handicap. Compare scores for Team 1 and Team 2, the higher score wins the point(s)

Team 1

| Average | Bowler | Handicap | Game 1 | Game 2 | Game 3 | Total |
| ---: | :--- | ---: | ---: | ---: | ---: | ---: |
| 148 | A | 55 | 155 | 141 | 150 | 446 |
| 121 | B (absent) | 80 | 111 | 111 | 111 | 333 |
| 98 | C | 100 | 111 | 90 | 102 | 303 |
| 139 | D | 63 | 149 | 147 | 166 | 462 |
|  |  | 526 | 489 | 529 | 1544 |  |

Points (5) |  | 2 | 0 | 2 | 1 |
| :--- | :--- | :--- | :--- | :--- |

## Team 2

| Average | Bowler | Handicap | Game 1 | Game 2 | Game 3 | Total |
| ---: | :--- | ---: | ---: | ---: | ---: | ---: |
| 105 | aa | 94 | 92 | 95 | 118 | 305 |
| 69 | bb (absent) | 117 | 82 | 66 | 93 | 221 |
| 104 | cc | 95 | 75 | 93 | 123 | 291 |
| 158 | dd | 46 | 158 | 182 | 98 | 438 |
|  |  | 407 | 436 | 432 | 1275 |  |
|  | 352 | 352 | 352 | 352 | 1056 |  |
|  |  |  | 759 | 788 | 784 | 2331 |

Points (2) |  | 0 | 2 | 0 | 0 |
| :--- | :--- | :--- | :--- | :--- |

## Appendix B

## Scholarship Points Format 2014/15

Scholarship Points are distributed to the Rookies I, Rookies II, Rookies III, and HS Short Leagues. Each Point has a potential value of $\$ 5.00$ based on your cumulative High School GPA; currently a minimum GPA of 2.0 must be achieved to earn your Points.

The intent of this new Scholarship Point format is to base the points more on participation than achievement; although achievement is still recognized. It also awards the bowler more if they are present more. Note, Pre-bowled games do count as being present. Also note, there will be a minimum game requirement for achievement points, but not for participation points.


## Airway Saturday Youth <br> League Rules 2017/2018

| Example Points Distribution: Total Award Funds available $\mathbf{=} \mathbf{\$ 8 , 0 0 0}$ or 1,600 points |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Achievement Points: |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | Boys | Rookies I | Rookies II | Rookies III | HS Short |  |  | Girls | Rookies I | Rookies II | Rookies III | HS Short | Total Points |
| HSG | U8 |  |  |  |  |  | HSG | U8 | 6 |  |  |  | 12 |
|  | U10 |  | 6 |  |  |  |  | U10 | 6 | 6 |  |  | 24 |
|  | U12 |  | 6 | 6 |  |  |  | U12 |  | 6 | 6 |  | 24 |
|  | U15 |  | 6 | 6 | 6 |  |  | U15 |  | 6 | 6 | 6 | 36 |
|  | U20 |  |  | 6 | 6 |  |  | U20 |  |  | 6 | 6 | 24 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HHG | U8 | 6 |  |  |  |  | HHG | U8 | 6 |  |  |  | 12 |
|  | U10 | 6 | 6 |  |  |  |  | U10 | 6 | 6 |  |  | 24 |
|  | U12 |  | 6 | 6 |  |  |  | U12 |  | 6 | 6 |  | 24 |
|  | U15 |  | 6 | 6 | 6 |  |  | U15 |  | 6 | 6 | 6 | 36 |
|  | U20 |  |  | 6 | 6 |  |  | U20 |  |  | 6 | 6 | 24 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HSS | U8 | 6 |  |  |  |  | HSS | U8 | 6 |  |  |  | 12 |
|  | U10 | 6 | 6 |  |  |  |  | U10 | 6 | 6 |  |  | 24 |
|  | U12 |  | 6 | 6 |  |  |  | U12 |  | 6 | 6 |  | 24 |
|  | U15 |  | 6 | 6 | 6 |  |  | U15 |  | 6 | 6 | 6 | 36 |
|  | U20 |  |  | 6 | 6 |  |  | U20 |  |  | 6 | 6 | 24 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HHS | U8 | 6 |  |  |  |  | HHS | U8 | 6 |  |  |  | 12 |
|  | U10 | 6 | 6 |  |  |  |  | U10 | 6 | 6 |  |  | 24 |
|  | U12 |  | 6 | 6 |  |  |  | U12 |  | 6 | 6 |  | 24 |
|  | U15 |  | 6 | 6 | 6 |  |  | U15 |  | 6 | 6 | 6 | 36 |
|  | U20 |  |  | 6 | 6 |  |  | U20 |  |  | 6 | 6 | 24 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | Rookies 1 | Rookies II | Rookies III | HS Short |  |  |  |  |  |  |  |  |
|  | 1st half winner | 8 | 8 | 8 |  |  |  |  |  |  |  |  | 24 |
|  | 2nd half winner | 8 | 8 | 8 |  |  |  |  |  |  |  |  | 24 |
| League Champion |  | 8 | 8 | 8 | 8 |  |  |  |  |  |  |  | 32 |
|  |  | 4 | 4 | 4 |  |  |  |  |  |  |  |  | 12 |
| League Runner Up |  |  |  |  |  |  |  |  |  |  | Total achievement points |  | 572 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  | Pote | \$ 2,860.00 |
|  |  |  |  |  |  |  |  |  |  | Remaining for participation points |  |  | \$5,140.00 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  | Potential |  |  |
| Participation Points: |  | Points Available |  |  | 1028 |  |  |  | Games | Points | Value |  |  |
|  |  | Total Games Bowled - All Bowlers |  |  | 8151 |  |  | Bowler 1 | 81 | 10.2 | \$ 51.00 |  |  |
|  |  | Each game bowled is worth |  |  | 0.126119 | Points |  | Bowler 2 | 45 | 5.7 | \$ 29.00 |  |  |
|  |  |  |  |  |  |  |  | Bowler 3 | 75 | 9.5 | \$ 48.00 |  |  |
|  |  |  |  |  |  |  |  | Etc. |  |  |  |  |  |

## Bumper League

1. Bowlers are expected to have respectful attitudes and refrain from using fowl or "off colored" language.
2. The cost of bowling will be determined at the beginning of each season. Fees are to be paid into the "team envelope". Bumper fees for the $2017 / 18$ season will be $\$ 6.00$ per week.
3. Bowlers are expected to dress in clothing that is non-offensive (if you can't wear it to school, don't wear it to bowling). Please be aware of any slogans or sayings on your clothing. Hats/headgear will not be allowed when bowling (on the approach).
4. Use of alcohol, tobacco, or vaping products by any bowler in this league is prohibited. Parents of bowlers are requested not to use tobacco or vaping products, but if they must, they may use them only in designated areas. Alcohol is prohibited while youth leagues are in progress.
5. Bumpers will be scheduled to bowl 28 weeks. Scheduled dates and times are subject to change or cancellation. Notification of change/cancellation will come from a League Official (generally by e-mail).
6. Bumper Bowlers will begin at 11:00 a.m. (times subject to change for special events).
7. There will be no "teams" per se' in the Bumper League. This League will operate as a "drop in" League.
8. Bowler averages will be established after 2 games have been bowled and will be updated weekly for additional games bowled.
9. Bowlers may pre-bowl depending on lane availability. However; there is no benefit to prebowling in the Bumper Leagues (except to practice and have fun). Pre-bowling must be completed prior to the start of the league session for that week (week bowled for must be designated on the pre-bowl envelope). Pre-bowled games must be paid for on or before the designated pre-bowl date or the scores will not be accepted. PLEASE CALL AHEAD FOR PRE-BOWL LANE AVAILABILITY. Post (make-up) bowling is not allowed.

[^0]:    ${ }^{1}$ A family is determined to be siblings or stepsiblings living "full-time" in the same household.

