

New Lenox Classic

League Rules 2024-2025 (pending League Approval)

1. This organization shall be known as the New Lenox Classic League.
2. League Officers are: President: Alan Castaneda, Secretary/Treasurer: Carl Swan
3. The Board of Directors shall consist of Team Captains and League Officers. The Board of Directors shall resolve any disputes or protests. The Board of Directors shall decide any disciplinary actions or failure to comply with USBC and League rules and unsportsmanlike conduct.
4. The league will be comprised of no more than nine (9) members on a team. The League will bowl on Tuesday of each week. Practice starts at 6:45pm (15 minutes) and bowling at 7:00pm for 34 weeks starting on **September 3, 2024 thru May 6, 2025**.
5. **The League will be certified through the USBC and all members must be certified. It is the Team Captain's responsibility to make sure all members are certified or their scores will not count until certified. Certification fee this season is \$ 27.00, \$ 10.00 if certified elsewhere outside the Joliet area.**
6. Bowling fees are **\$ 25.00 per bowler per week**. Each team is responsible for fees for 5 bowlers weekly no matter of roster. It is the Team's Captain's responsibility to make sure all league fees are paid and the last week (34th) is paid by the 30th week of the season.
7. Handicap is 90% of 220. The maximum per bowler is 70 pins and a maximum of **315** pins per team, per game.
8. Starting Averages: A bowler's starting average for the first nine (9) games will be last year's average if they bowled in the League. If not, the average to be used will be the highest average bowled according to USBC. If none of these are recorded, then the average will be established by the first three (3) games bowled.
9. The seven (7) point system will be used. Two (2) points per game and one (1) point for series.
10. If you bowl a Vacant Team or against a forfeit, you must bowl a sum of your team averages minus (50) pins, NO HANDICAP, to win points. The other team receives none.
11. The season will be divided into three (3), eleven (11) week rounds with a position round ending each third (11th, 22nd & 33rd week). Monies will be awarded on points won, not position. **A bowler must have bowled 9 games BEFORE bowling on 1st position round - 15 games BEFORE bowling on 2nd position round - 21 games BEFORE bowling on 3rd position round.**
12. The first and second place teams from each round and two wildcards with the top overall points that didn't otherwise qualify in the three rounds will comprise the Championship bracket on the last night for the top playoff money and League Championship. The next eight (8) teams (most points for the year) will comprise the second tier for additional playoff money. The remaining teams will comprise the third tier bracket for additional playoff money.

If a team happens to win more than one round, then the second place team will earn the playoff spot.
I.E: There will be eight (8) different teams in the top bracket.

13. Tie for second (2nd) at the end of a third, will be broken by a one game roll off to decide who wins. This game will be bowled on a different pair of lanes than either team bowled on that night with no practice balls allowed. If three or more teams are tied, each team will bowl one game on different lanes bowled on that night. Roll-offs are to be bowled immediately following League play.
14. If a team does not have five (5) members in their roster, a vacancy score of 150 plus the handicap will be used. If a team has an absent bowler, then they must use the bowler on their roster with the most games bowled, average less ten (10) pins plus handicap for that game. **If two bowlers have the same amount of games, then the bowler with the lowest average must be used per Rule 112c of USBC playing rules.** 2. Teams with additional players on the roster shall use the absentee score of the absent player with the: a) Most games bowled. b) Lowest absentee score when the absentees have the same number of games bowled.
15. Tardy bowlers will be allowed to catch up, provided that they notify the opposing team captain that they are present and ready to bowl before the leadoff bowler of either team has thrown the first ball of the 5th frame.
16. A legal lineup shall consist of three (3) members of their roster present by the end of the opposing teams first frame. Failure will result in forfeiture of that game. Concessions can be made in case of bad weather.
17. Team captains shall collect, enter and return your pay envelope to the League Treasurer as soon as possible. The location of the Treasurer will be entered on the standing sheet each night. Also make sure all scores are entered on the white score sheets and turned in to the Secretary by the end of the night.
18. Any bowler wanting to bowl out the third game must have the consent of the opposing team's captain.
19. No pre-bowling is allowed unless an individual or team participates in the USBC National Tournament. He or they must have proof showing this participation.
20. When an individual is behind three weeks (**\$ 75.00**), he cannot bowl or pace until caught up.
21. An individual must be eighteen (18) years old or older to bowl in the League.
22. When an individual or team leaves the league, he or the team members may forfeit any and all rights to prize money per league
23. discretion.
24. To qualify for individual prizes, a bowler must bowl at least 51 games of the season. A bowler is only eligible for one of the high score prizes. Any bowler may win the high average and most improved bowler, even if they have won one of the individual prizes.
25. Estimated Prize Fund will be distributed week 4 to be voted on week 5.
26. All money and prizes will be paid out on the 34th week as a result of the first 33 weeks of bowling. If you bowl a USBC GAME Award the last night of bowling, you are eligible. Please notify the secretary if that occurs.
27. USBC rules shall be observed in addition to the above rules.
28. There will be a \$ 400.00 donation to Laraway Youth Scholarship Fund for League secretary service.
- 29. SEATING: One upper table and one pair of lower tables (tile area) per pair of lanes. Lower tables on left side of pair & upper table on right side of the pair. First come gets choice and other team must take the other.**