

WEDNESDAY NIGHT MEN'S LEAGUE
RULES AND REGULATIONS FOR 2024 – 2025 SEASON

(EST. 1980)

The Wednesday Night Men's League at Stardust III in Dyer, Indiana shall be governed by the following rules. Once adopted, these rules cannot be changed without unanimous approval by the Board of Directors of the league.

1. League Schedule:

The league will bowl all games at Stardust III in Dyer, Indiana on Wednesdays at 6:30 p.m. commencing 10/2/24 and will follow a 25-week uninterrupted schedule with one additional week for a Sweeper/Championship Night. (The league ends on 4/9/25.)

2. Board of Directors:

The Board of Directors will consist of all Team Captains, President, Vice-President, and Secretary-Treasurer. Each director will have an equal vote in all league decisions and will meet when necessary to review matters and resolve problems.

3. Team Rosters:

Each team will field 4 men each night from a roster limited to 8 men.

4. League and Sanction Fees:

Each Team Captain is responsible for collecting and paying all league fees.

Each Team must pay a one-time \$50.00 sponsor fee. This fee will be paid to the Secretary/Treasurer to operate the league.

The weekly bowling fee will be \$25.00 per man per night (\$14.50 bowling fee plus \$10.50 prize fund). Therefore, each team must pay \$100.00 every week. If a team shortage totals more than \$100.00, then that team will have one week to pay up to date or that team will forfeit all points until the shortage drops to \$100.00 or less.

All unpaid bowling fees and shortages will be deducted from the team's prize fund at the end of the season on the payoff night.

5. Entering Averages:

The first 3 games bowled will be used as the entering average for that bowler.

6. Handicap:

Each bowler shall receive a handicap of 90% of the difference between 220 and the bowler's actual average. The bowler's handicap will be determined after the first 3 games bowled.

No bowler's handicap can exceed 90.

8. Legal Line-Up and Forfeits or Unopposed:

Practice will begin at 6:15 p.m. and the league will begin promptly at 6:30 p.m. Each team must have at least 2 members of its roster ready to bowl at the start of each game or will forfeit that game after the opposing team completes one full frame. Teams bowling against a forfeit or unopposed must bowl their own team's average less 60 pins to earn points for that game.

9. Tardy Bowlers:

Provided that a legal line-up exists, other roster bowlers who arrive late may enter any game provided that five full frames of that game have not been completed by both teams. Blatant stalling by any team could result in the forfeiture of a game depending on the decisions of the Board of Directors. (Only protests in writing will be reviewed.)

10. Blind and Vacancy Scores:

If a bowler is absent, the team shall use a blind score of the bowler's average less 10 pins plus that bowler's handicap. Teams must use the roster bowler with the most games. If there is no roster bowler to use for this absence, then the team will receive a vacancy score of 200 with zero (0) handicap. This rule is in effect every night of scheduled bowling.

11. League Season and Schedule:

The league season shall be split into three (3) rounds each with eight (8) weeks.

There will be one (1) position round at the end of each round as posted.

Team standings for each round will determine a team's cash distribution. A 3-game playoff between the winners of each round and a wild card team with the most total points will take place on the 25th week. The Championship round will take place on the 26th week and first, second, third and fourth place awards will be presented to these teams, respectively.

12. Point System:

Scoring for the league will be based on a 7-point system. (2 points for each game won and 1 point for the series winner) Ties will result in the equal division of those points.

13. Awards:

To be eligible for individual high score awards in the league, a bowler must complete 48 games.

14. Position Rounds, Sweeper, Playoffs and Championship Roll-Off Eligibility:

To be eligible to bowl in the first-round position night a bowler must have 6 games bowled.

To be eligible to bowl in the second-round position night a bowler must have 12 games bowled.

To be eligible to bowl in the third-round position night a bowler must have 18 games bowled.

To be eligible to bowl in the playoff round and the "Sweeper and the Championship Roll-Off" each bowler must have 18 games bowled.

15. Prize Committee:

The Officers of the league will function as the prize committee and be expected to submit a final prize fund on or before the end of the 8th week for Board of Director's approval.

16. Other Prizes:

All money collected from other additional events, contests and other drawings will be split equally among those teams who participate and then added to their respective prize funds.

17. Quitting the League:

Any individual or team quitting this league at any time before the season ends will forfeit all claims to prizes. The team or individual quitting will also be responsible for all debts up to their date of resignation.

18. Team and Individual Third Game Bowl Outs:

An entire team may bowl out all 3 games during the regular season but not on position, playoff, roll off or sweeper rounds. A 24-hour notice must be given to a league officer for any team postponement. The team's make-up games must be completed before the next scheduled week of bowling. A member of the opposing team or Board of Directors can be present during the team's make-up games. Also, in the third game of any regular season match, a team will be allowed one bowler to bowl out. The player's captain must request the bowl out before the start of the third game. The player that bowls out must not delay team bowling progress and he will not be eligible for any cash prizes for his third game bowled that night. No third game bowl outs will be allowed on position rounds.

19. Team Standings:

Total points won will determine the team standings for each round. In case of ties for first place in any round or the wild card, the four members of each team who bowled that night would bowl in a one game roll-off. Each bowler will receive the same handicap for that one game roll-off. The highest total for that game (actual score plus handicap) will determine the team's final position. The roll-offs for a first place or wild card tie must be completed the same night. Teams will split all monies equally where ties exist for all other positions.

20. Payoff, Sweeper, and Championship Roll-Off:

- The 26th week of bowling will be the final night of the season. All cash prizes will be paid out to the Team Captains only for their cash distribution to their team members.
- On this night, a "Pins Over Average Sweeper" will be held. The Prize Committee will determine cash prizes for that event. The Sweeper Night is optional and open to all league bowlers with 18 games or more games completed.
- The "Championship Roll-Off" between the 26th week playoff winners will also take place in conjunction with the Sweeper. Bowlers competing in the Championship Roll-Off must have also completed 18 or more games to participate in this event. No bowl-outs will be allowed.
- All prizes for the Sweeper and Championship Roll-Off will be paid out that night.

21. No Solicitation:

At no time can a member of the league or any other non-league person solicit the league members for money unless approved by the Board of Directors prior to that solicitation.

President	Vice-President	Secretary/Treasurer
Joe Cinko	Tony Reh	Chris Cole