

Calgary Chinese Bowling Association (CCBA)

Sunday Chinese League (SCL)

Constitution – 2024-2025 Season

1. The Sunday Chinese League (SCL) is a CTF league.
2. The SCL will be 29 weeks long. The bowling season will be divided into four quarters, with each quarter consisting of seven weeks. The bowling schedule will follow a league schedule for 20 teams. The seventh week of each quarter will be a position round. The 29th week will be the playoff round.
3. Each team will consist of three bowlers. Teams may choose to include a fourth bowler. The fourth bowler must join a team prior to the start of the fourth quarter at the latest.
4. The cost for the SCL will be \$23.50 for lineage and \$11.50 for prize money, for a total per week of \$35.00 per bowler, or \$105.00 per team.
5. All team members must pay a membership fee of \$100, which includes one annual banquet dinner ticket, CTF membership and individual weekly prizes for the league. For the 4-person teams, the fourth bowler will be considered a spare if the membership fee of \$100 is not paid. As such, any team high game or team high series scores bowled with a spare will not be eligible for any awards, including weekly prizes.
6. Each week, three bowlers from each team will participate in the SCL and the order of the bowlers will be determined by their averages, from lowest to highest.
7. If a bowler cannot make league play, a spare can be called in to take the bowler's place. In case a spare cannot be found, the absentee score will be 90% of the bowler's average. For example, for a bowler with an average of 179, the absentee score will be 161. For teams with four bowlers, the absentee score will be based on the highest average of the absent bowlers.
8. For the fourth quarter, any bowler sparing needs to have bowled a minimum of 16 games in the SCL.
9. For the first 16 games, a bowler will use the average established in SCL from the previous season. Once a bowler has bowled 16 or more games, the current average will be used for determining the bowling order and for calculating the handicap.

- If a bowler does not have an established SCL average, a “retroactive” handicap, computed after the bowler’s first four games, will be applied to that series and the subsequent series in which the bowler competes. After each series, the average will be updated.
10. Handicap will be 85% of 220. For example, a bowler with an average of 180 will have a handicap of 34 ($=0.85 \times (220 - 180)$). Note that extra pins or fractions will be disregarded when calculating averages, handicaps and absentee scores.
 11. Points will be awarded as follows:
 - 3 points for each win of an individual game.
 - 6 points for each win of an individual series.
 - 6 points for each win of a team game.
 - 12 points for a team series win.
 - Pin falls will be awarded on a thousandth basis.
 - On a given day,
 - For the individual matches, each bowler can win a maximum of 18 points (4 games at 3 points each plus 6 points for a series win, i.e. $4 \times 3 + 6 = 18$).
 - For the team matches, a maximum of 36 points ($=4 \times 6 + 12$) can be won.
 - Together, the maximum points one team can win is 90 ($=3 \times 18 + 36$), plus pin falls.
 12. A legal line-up for any team will consist of at least one regular team member. In case no regular member can take part in any given week of league play, the team will be deemed absent and will forfeit any points for that week.
 13. There will not be any spare lanes available for this season. In case of any lane breakdown, the teams bowling on the broken-down lanes will be split as follows:
 - The leadoff bowlers will bowl on Lanes 1 and 2.
 - The second bowlers will bowl on Lanes 3 and 4.
 - The anchor bowlers will bowl on Lanes 5 and 6.
 14. After the regular bowling season (28 weeks) there will be a Play-Off Round. The seeding throughout the Play-Off Round will be based on the aggregate standing at the end of the 28 weeks.
 15. The champions from each quarter (four teams), together with the top eight teams of the remaining 16 teams, based on the aggregate standing, will qualify for the Championship Play-Off Round:

- **Qualifying Round**
 - The four quarter champions will be ceded 1 to 4, with the other eight teams ceded according to the aggregate standing.
 - All 12 teams will play four games, using a league schedule for 12 teams.
 - After the four games, the top eight teams will advance to the next round.
 - **Elimination Round**
 - The eight teams will bowl one additional game to determine the top four teams for the next round.
 - **Championship Round**
 - This round will consist of two one-game matches:
 - Match 1: The 1st seed will play against the 4th seed.
 - Match 2: The 3rd seed will play against the 3rd seed.
 - Winner of each match will advance to the championship match:
 - The winner will be declared the Playoff Champion.
 - Points will be awarded as in regular league play.
16. The remaining eight teams will bowl in the Consolation Play-Off Round.
- **Consolation Round**
 - All eight teams will play four games in a regular league format.
 - The schedule will follow a league play schedule for eight teams.
 - Points will be awarded as in regular league play.
 - The Consolation Play-off Champion will be determined by the points awarded after the four games.
17. Individual prizes will be awarded in the following categories:
- High series handicap – team.
 - High game handicap – team.
 - High series handicap – male and female.
 - High series scratch – male and female.
 - High game handicap – male and female.
 - High game scratch – male and female.
 - High average – male and female.
 - Most improved – male and female.
 - MVP – the bowler with the most points over the regular season.
 - To be eligible for individual awards, bowlers must have bowled 2/3 of the games for the season (75 games or more).
18. **Strike Awards.** After a bowler has bowled 16 games, he/she will be eligible for strike awards. Please report the number of strikes you have to Shelly or her delegate. If you forgot to let Shelly know, you have the following week to do so. Afterwards, you've forfeited your strike award from that week.
19. **Slow Play.** Let us be mindful of not taking an excessive amount of time to bowl so that we will return the lanes to the bowling centre in a timely manner. This

can be done simply --- be ready to bowl when it is your turn, or when your name is highlighted on the score monitor.

20. Tardy Bowlers. Once someone in the league throws the first shot, any bowlers that are late will have to sit out the first game. The late bowlers may participate from the next game, without any practice.
21. Bowling shoes. Bowlers will wear proper bowling shoes, or athletic shoes with non-marking soles used exclusively for bowling. Street shoes are not allowed.
22. All rules of the SCL shall rule under the CTF rule book.