



# Guam Hotel and Restaurant Association 2010 Bowling League Rules & By-Laws

The **Guam Hotel and Restaurant Association 2010 Bowling League** shall consist of teams with a playing strength of five bowlers and no restrictions on the number of players in each team roster. Each team may have a mixture of men and women or all men and all women bowlers. The league will bowl on Sunday afternoons at Central Lanes for ten (10) weeks. The league format will consist of two divisions with equal number of teams registered. The tenth week will consist of the playoffs for the championships for the top four teams in each division with the remaining positions bowling a position round based on a pre-assigned format commencing on Sunday, September 12, 2010. All scheduled matches will begin at 1:30 P. M. This league will not be sanctioned. Therefore any meritorious awards provided by the center and GBC will not be valid.

## **Rules 1 – Management**

The management of this league shall be vested in the Guam Hotel and Restaurant Association Sports Committee.

## **Rule 2 – Secretary's Salary**

The Secretary's salary shall be one dollar (\$1.00) per bowler per scheduled day payable after submission of final standings to the Guam Hotel and Restaurant Association.

## **Rule 3 – Franchise**

The member establishments of the Guam Hotel and Restaurant Association shall hold the franchise of each team.

## **Rule 4 – Fees**

Each team shall pay to the Guam Hotel and Restaurant Association the total fees of \$720.00 (Hotelier, Restaurateur & Allied Members) or \$792.00 (affiliate members), which shall be used to pay for lane lineage to Unity Development Corporation, Bowling League Secretarial Fees, GHRA Management Fees, Awards and Banquet.

## **Rule 5 – Prizes**

To qualify for an individual award, a bowler must have bowled fifty percent (50%) of the schedule games or 15 games. A bowler can qualify for ONLY ONE of the individual awards given by the league. Awards will be given according to the division classification. Individual Awards will be as follows: High Average, High Series, High Game, High Series Hdcp and High Game Hdcp.

In cases of a tie for an individual award, the following rule will apply: High Average shall be awarded to the bowler with the higher percentage, if a tie still exists; both players will be given the same awards. In all other awards, the later rule shall apply.

## **Rule 6 – Entering Averages**

Bowlers with established averages shall use the book average provided by the Guam Bowling Congress. Bowlers who do not have an existing book average will establish their average on the first day of competition. Averages will be made current on a weekly basis. All three games must be bowled on the same day to qualify for an average.

## **Rule 7 – Handicap**

The handicap allowance shall be 80% and shall be based on the difference between each individual's average and a scratch figure of 200.

The handicap for each scheduled night shall be the total of the individual handicaps for the players in the lineup. Each individual's handicap shall be current and changed on a weekly basis.

#### **Rule 8 – Division Classification**

There shall be one division for each gender: Men's Division and Women's Division.

#### **Rule 9 – Team Roster**

Captains shall turn in team rosters to the secretary at the start of the season. Rosters will not be limited. Any changes as the league progresses will be reported to the secretary before the league bowls each scheduled day. New players without established average cannot be added during the final position round.

#### **Rule 10 – Legal Lineup**

Three (3) players from a team's current roster listed on that week's standing sheet should constitute a legal lineup. A legal lineup must be present before the opposing team completes the first frame; otherwise, such a game is forfeited. After three legal players are present, blind scores may be used/or late players may enter.

#### **Rule 11 – Tardy Players**

A tardy player shall be permitted to begin bowling from the first game with the score to count, providing the match has not progressed beyond the third frame of the opposing team's anchor player. A tardy player applies only when a team has a legal lineup in the game in progress.

#### **Rule 12 – Postponements**

Games scheduled to be played may be postponed providing sufficient cause is given by the team unable to play. The team captain of the opposing team shall be notified at least 24 hours prior to the league schedule. In addition, the secretary must be notified of the postponement at least 24 hours before game time. All postponed games must be played within two weeks from the regular scheduled date; otherwise, the team or teams unable to play their makeup games will show forfeits in the league standings.

This applies to prebowed games. Make-up or Prebowl will not be allowed for the final position day. Unopposed matches shall be allowed provided the team captains of both teams approve.

#### **Rule 13 – Scoring System**

The scoring system for the league shall be the four-point system, one point for each game played and one point for the total pin falls.

#### **Rule 14 – Blind Score/Vacant Score**

Blind scores shall be allowed when a team has a legal lineup but less than a full lineup at the start of any game in the series. The blind score shall be the average less 10 pins of the absent bowler on the team roster having rolled the most games. If two blind scores are needed, the average less 10 pins of the absent bowler with the next highest number of game shall be used for the second blind score. When two absent bowlers have the same number of games, the absent bowler with the lower average shall be used.

When a team does not have enough players on its roster for a full lineup, a vacancy score of 140 average and 48 handicap shall be used. Bowling fee for the vacancy score shall be the responsibility of the team captain and its team members. No more than two vacancy scores per team will be allowed.

#### **Rule 15 – Non Automatic Win**

Any team scheduled to bowl a no-show, dropped team or team will less than a legal lineup will be required to bowl or match it's own team's total average less fifty (50) pins each game. To win the total pins the present team with a legal lineup must add the total pin count from all three games with the sum matching or beating the team's total average less 150 pins. Team handicap will not be used.

#### **Rule 16 – Team Position Standings**

A replacement team shall assume the position standings of the original team. Bowlers on the replacement team can qualify for league and individual awards provided on Rule 5.

Position standings shall be determined on a point basis, with one point awarded for each game won and one point for the team series in the match.

**Rule 17 – Double Forfeits/Bowling Out**

In the event two teams scheduled to bowl each other do not present a legal lineup and had not requested a postponement, both teams would forfeit the games unless an emergency situation arose which would be covered in Rule 12 or unless the Board of Directors declares the match null and void or directs that it be bowled.

Bowlers may be allowed to bowl out the final game in the series provided sufficient reason is given. The opposing Team Captain must approve the bowl out.

**Rule 18 – League format and Playoffs**

The league has adopted a divisional formatted system. Equal number of teams shall be divided into two divisions with establishments being represented by more than one team placed equally into separate divisions. (I.e. A team with two teams will have one team assigned to Group 1 and the other team assigned to Group 2.) All teams will bowl according to a pre-assigned lane assignment. Team draw for division classification will take place on Sunday, August 30 at 12:00 noon.

The following is the official calendar bowling dates for the 2009 Guam Hotel and Restaurant Association Bowling League:

Week No. 1	Sunday, September 12, 2010	1:30 p.m.	
Week No. 2	Sunday, September 19, 2010	1:30 p.m.	
Week No. 3	Sunday, September 26, 2010	1:30 p.m.	
Week No. 4	Sunday, October 3, 2010	1:30 p.m.	
Week No. 5	Sunday, October 10, 2010	1:30 p.m.	
Week No. 6	Sunday, October 17, 2010	1:30 p.m.	
Week No. 7	Sunday, October 18, 2010	1:30 p.m.	
Week No. 8	Sunday, October 25, 2010	1:30 p.m.	
Week No. 9	Sunday, November 7, 2010	1:30 p.m.	
Week No. 10	Sunday, November 14, 2010	1:30 p.m.	Playoffs

Playoffs for the Championship will be held on the final week of competition (10<sup>th</sup> week) with the following format:

The top four teams at the end of the ninth week in each division will bowl a one game match as follows:

1 <sup>st</sup> place team	vs.	4 <sup>th</sup> place team
2 <sup>nd</sup> place team	vs.	3 <sup>rd</sup> place team

**Divisional Consolation Matches:**

For 3 <sup>rd</sup> and 4 <sup>th</sup> place						
non-winner of 1 <sup>st</sup> place	vs.	4 <sup>th</sup> place	vs.	non-winner of 2 <sup>nd</sup> place	vs.	3 <sup>rd</sup> place
Divisional Championship Match: For 1 <sup>st</sup> and 2 <sup>nd</sup> place						
winner of 1 <sup>st</sup> place	vs.	4 <sup>th</sup> place	vs.	winner of 2 <sup>nd</sup> place	vs.	3 <sup>rd</sup> place

The overall Championship will also be a one-game match with the winner of each Division vying for the slot.

All matches will be based on total pinfalls including handicap.

All other positions shall be based on a position round 3 games format according to a pre-arranged schedule of lane assignment. Only bowlers who have complete nine (9) or more games shall be allowed to compete in the Final day of the league.

**Rule 19 – Awards**

At the completion of the league, awards will be presented as follows: Team trophies will be awarded to the 1<sup>st</sup> place team, 2<sup>nd</sup> place team, 3<sup>rd</sup> place team and 4<sup>th</sup> place team. Individual awards: High Average, High Series, High Game, High Handicap Series and High Handicap Game. Each bowler can be eligible to win only one of the league awards.

**Rule 20 – Weather Condition**

Bowling will be cancelled when the Governor’s Office declares Condition #2 (Typhoon, Tropical Storm, Cyclone, etc.).

**Rule 21 – Participation**

Only employees of the respective member establishments of the GHRA will be allowed to participate in this league. Spouses or their children are not deemed as employees, therefore shall not be allowed to bowl in this league.

Bowlers will not be allowed to move from one team to another during the duration of the league unless his/her team officially drops out from the league.

A bowler who transfer or terminates employment with the team he/she is representing will be allowed to continue with the team he/she currently bowls for.

A bowler who transfers to another establishment for employment during the league will not be allowed to move to the other team.

Any questions or protest to this rule must be brought to the immediate attention of the GHRA Sports & Social Events Committee for review.

**Rule 22 – Rules not covered**

Playing rules not covered in the rules and by-laws will be settled in accordance with the Guam Bowling Congress rules currently in effect at the time of disputes or questions. All Guam Hotel and Restaurant Association Social Sports Committee Rules shall apply.

Any member of the league involved in the act of fighting or unruly conduct will be suspended from the league.

**Any questions pertaining to league rules and regulations may be addressed to:**

**Unity Development Corporation**

**P.O. Box 8409, Tamuning, Guam 96931**

**Attention: Joey C. Miranda III**

**Tel. No.: 1-671-646-9081**

**Cell No.: 1-671-787-2462**

**Fax No.: 1-671-646-5986**

**E-mail: [bowling@udcguam.com](mailto:bowling@udcguam.com)**

[jcm3bowl@hotmail.com](mailto:jcm3bowl@hotmail.com)

**Results will be posted on the following website: <http://www.udcguam.com>**

**Guam Hotel and Restaurant Association  
2010 Bowling League  
Rules & By-Laws**

**Proposal**

Suggested Team Fees Based on 10 weeks of Bowling:	\$625.00
Lane Fees payable to Unity Development Corporation:	\$412.50
\$8.25 per player @ 5 players per team per scheduled league play @ 10 weeks of Bowling	
Secretarial Fees	\$ 50.00
\$1.00 per player @ 5 players per team per schedule league play @ 10 weeks of Bowling	
Guam Hotel & Restaurant Association Management Fees	\$100.00
Remaining Balance	\$ 37.50
To cover cost of Food Preparations and awards at the end of the season.	

**Estimated Budget**

Team Fees Based on 10 weeks of Bowling @ 28 Teams:	\$17,500.00
Lane Fees payable to Unity Development Corporation:	\$11,550.00
\$8.25 per player @ 5 players per team per scheduled league play @ 10 weeks of Bowling	
Secretarial Fees	\$ 1,400.00
\$1.00 per player @ 5 players per team per schedule league play @ 10 weeks of Bowling	
Guam Hotel & Restaurant Association Management Fees	\$ 2,800.00
Remaining Balance	\$ 1,750.00

Awards for the end of the season and suggested budget (based on 20 teams or more):

1 <sup>st</sup> place Team award:	\$150.00	High Average x 2:	\$100.00
2 <sup>nd</sup> place Team award:	\$100.00	High Series x 2:	\$ 80.00
3 <sup>rd</sup> place Team award:	\$ 70.00	High Game x 2:	\$ 70.00
4 <sup>th</sup> place Team award:	\$ 50.00	High Series hdcp x 2:	\$ 60.00
		High Game hdcp x 2:	\$ 50.00

Total suggested budget for awards:	\$ 730.00
End of Season Get Together Food Preparation:	\$1,020.00

Submitted by:           Joey C. Miranda III  
                                  Operations Manager, Central Lanes

July 8, 2010

**Guam Hotel and Restaurant Association  
2010 Bowling League**



**Guam Hotel and Restaurant Association  
Bowling League Entry Form**

**Name of Company:**

**Contact Person and Number or E-mail Address:**

<b>List of Participants (Last Name, First Name, MI)</b>		<b>Employment Position</b>
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____
11.	_____	_____
12.	_____	_____
13.	_____	_____
14.	_____	_____
15.	_____	_____

Please e-mail this form to the Guam Hotel and Restaurant Association office at [ghra@ghra.org](mailto:ghra@ghra.org) or Joey Miranda III at [bowling@udcguam.com](mailto:bowling@udcguam.com).