

**CFB KINGSTON**  
**GARRISON SPORTS BOWLING LEAGUE**  
**BY-LAWS 2021/2022**

The following will constitute the By-Laws governing CFB Kingston's NPP Sports Bowling League. The Military Sports Office and the league committee members will review these by-laws annually before the start of the season.

The current CFB Kingston NPP Sports Constitution shall dictate the policies and procedures upon how the league will operate. A copy of this Constitution shall be issued to the league committee members.

**REGISTRATION:**

The league will consist of as many teams that register at the annual General Meeting to a maximum of ten (10) teams. Teams must have a minimum of ten (10) players on their nominal roll in order to enter a team into the league. Teams must declare what unit or section their players are to be obtained from when registering.

In the event that there is interest as shown by the number of players but no team structure, we will use a drop-in format, described in further detail below. In the event of a drop-in structure, players will register either with a unit rep or directly with the Military Sports Coordinator.

**1. GENERAL:**

- a. There are four (4) people (two (2) minimum) required per team to commence play. A dummy score average will be used in the event that there are missing players. A dummy score is 95% of 150 average for a score of 142;
- b. Bowling will take place at Garrison Lanes every Tuesday at 1115hrs for a start time of 1130hrs sharp. Late bowlers will have until the beginning of the 5th frame to catch up, or use the dummy score for that game;
- c. Team score sheets are to be filled out neatly with all required information and returned to the bowling alley staff before leaving;
- d. The foul line is to be observed at all times;
- e. Bowling shall consist of 2 strings (games);
- f. Every 2 frames bowlers will exchange lanes with opponents;
- g. The bowler on the right has the right of way. The waiting bowler will step back from the approach so as not to interfere with the bowler on the approach;

- h. Pre-bowling is allowed when given 48 hours notice. Notice to be given to the Garrison Bowling Alley. Post Bowling will only be allowed with the permission of the Sports Department and must be due to operational commitments. In the event of three (3) no shows, the Sports Department will determine if the offending team should be allowed stay in the league;
- i. If applicable, league fees will be reviewed annually. This fee must be paid before the start of the season;
- j. To qualify for the playoffs an individual must have their average established and three (3) sets of games played.

2. **RULES ON MACHINES:**

- a. If a pin is clearly on its way down prior to the shield action of the machine, it is considered a down pin;
- b. If a pin is clearly being held by a string from another pin and it is clearly off its base, then it is a downed pin;
- c. If for any reason, the machine does not spot pins that you have not knocked down, then the missing pins must be set or the extra pins must be cleared by the alley management; and
- d. If a pin is moved from position during play it is considered a standing pin.

3. **PENALTY PLAYING:**

- a. Bowlers should make every attempt to not go over the foul line. During regular season, players will not be penalized for going over the line. During playoffs, a person going over the line will be deducted 15 points from his/her score per foul;
- b. There will be no lobbing of balls;
- c. Pins which are knocked down or displaced by a ball that leaves the lane and enters the gutter before reaching the pins, does not count and the ball is forfeited. Pins must be re-spotted before next ball is bowled;
- d. Any legally delivered ball that clears (goes over the top of) or hits and clears the lane protection device, shall be deemed a lost ball; and
- e. Any pin bowled down by a ball that has hit a lane protection device, shall be counted as a down pin providing the ball did not hit and clear (go over the top of) such device.

4. **OTHER LEAGUE PLAYING RULES:**

- a. Team score sheets are to be handed in at the end of each bowling afternoon. Team score sheets shall be retained by the Statistician and made available to the Team Captain(s) or his/her rep upon request;
- b. The Pins Over Average system will be used. Each player will establish an Average. The next time you bowl anything higher than your average this will be referred to as your Pins Over Average;
- c. Two (2) points will be awarded for each win and in the case of a tie, one point will be awarded to each team and 1 point will go towards the team with the highest POA. In the event that there exists a tie between POA each team will be given ½ a point; and
- d. In the event of a tie between teams after regular season play, total pin fall will determine final standings.

5. **DROP-IN PLAY RULES**

- a. Each player playing will identify which unit he or she is representing. If more than 1 player from a unit is present (maximum of 4 each week), they will be combined into a Team at the beginning of play;
- b. There is a limit of 10 lanes and 4 players per lane. Thus, for the Drop-In league format, on a first-come, first-served basis, the first 40 players arriving each week will play. Players arriving before the start of the 4<sup>th</sup> frame, should there be available spots, will be added. No players will be added once the 4<sup>th</sup> frame on any lane has been bowled.
- b. Every effort will be made to have teams of equal size compete against each other each week, and the minimum will be 2 on 2 play for team play;
- c. Players who show up individually will be added to a roster for that week, but their individual score will not be counted towards the team total;
- d. All players, whether they are playing on a team or not, will have his/her score tabulated individually, and a best bowler award will be presented at the end of the season, along with the best team award;
- e. In Drop-in Play, dummy scores will be used only in the event that teams are not same-sized (for example, 2 players vs. 3 players) and no individual players are available to round out the roster;
- f. If the Drop-In league format is used, then Pre- and Post-Bowling will not be permitted. Only the players who show up on Tuesday will count; and
- g. In Drop-In Play, the unit of all players must be clearly identified beside their name. If the unit is not identified, the score will not count.

6. **FINAL NOTE**

- a. Any other rules not covered herein, or of a more specific nature, are covered in the Canadian Five Pin Bowlers Association Rule Book held by alley management.

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League President

Recommended /

~~Not Recommended~~

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Zack Millington

Military Sports Coordinator

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Approved

~~/Not Approved~~

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Steve Ruttan

Manager Fitness & Sports

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