

MOTIV / JIBPS Bowling League
2026-27

Start Date: 09/08/26

Holidays: December 29, 2026

Spring Breaks:

February 16, 2027

February 23, 2027

President: Rick Belscher

Vice President: Cory Stillings

Sec/Treas: Jack Batchelder

Rule 1. Sanctioning

The MOTIV / JIBPS Tuesday Handicap league shall be sanctioned with the SNHUSBC. The Sanction fee is: \$25.00 Paid Online at USBC Website, or on the first night that you bowl.

Rule 2. Team Format

The league shall consist of 10 teams with a maximum playing strength of 4 individuals with any ratio. The league will bowl on Tuesday for 31 weeks commencing on September 8, 2026. All matches will start promptly at 6:10pm and practice will start at 6pm.

Rule 3. Point System

League will use Peterson Point System – Bowlers will earn 1 point per game and 1 point for series that score plus handicap is higher than their opponent. Teams will earn 2 points for the team score plus handicap higher than the opposing team. Total team series with handicap is worth 4 points. Making total points available in a match, 26 points.

Teams that are bowling on odd number lanes (left lane) will set up their line up for that night's bowling. The team on the even lane (right lane) has the option to adjust or change their line up for individual match ups.

Rule 4. Playing Options

The league will bowl in Thirds. Ten weeks in each session. Position matches will be on the 10th, 20nd, & 30rd weeks. Wins and losses will start over at the beginning of each third. There will be four teams in the roll-off on week 31. The winners of each third and a wild card team. (The team winning more points the entire season & not winning a third) If a team wins more than one third, a second wild card team will be added.

If a team wins all 3 thirds they will be the league champion.

In the Playoffs, the team with the lowest number of wins gets to match up against the other team. The team with the higher number of wins cannot alter their lineup. The lineup changes must be made before Practice.

Before the first night of bowling, everyone will put their lineup in and will record on the recap sheet the same way. To change your lineup, note on your recap sheet for the secretary/house to make a change.

Rule 5. Management

The management of this league shall be vested in the board of directors, which shall consist of league officers and team captains. A majority shall constitute a quorum. The league membership shall elect officers and adopt the league rules.

Rule 6. Fees

The amount to be paid by each bowler each night shall be \$30.00, of which \$13.50 will cover the cost of bowling, \$1.00 shall be paid to the secretary/treasurer & the balance of \$15.50 for the prize fund. Fees for the last two weeks shall be paid by the fifth week of the schedule.

Rule 7. League Funds

League will use Jack banking. A monthly statement will be made available to the league members upon request.

Rule 8. Prize Fund/Awards

Prior to the start of the schedule, the president shall appoint a committee of at least 4 members to draw up prize lists. The prize list must be approved by a vote of the league members within the first 5 weeks after the start of the schedule. (The prize committee should have the prize list to the president by the 3rd week of the schedule)

Individual match points will be used.

*****The male & female with the highest total number of points at the end of the season will earn \$100.00 each of the \$200 sponsor money)***

Rule 9. Entering Averages

Bowlers will use ending averages from JIBPS/MOTIV Scratch League last season, based on a minimum of 21 games, if not in the JIBPS Motiv Scratch League, Bowlers will use their highest current Southern New Hampshire USBC Yearbook average with 21 games including summer averages.

If neither one of those averages are available, bowlers will use their highest national (USBC/bowl.com) average.

We will go back 3 years to verify an entering average. Using same criteria of JIBPS/MOTIV League, Southern Assoc then USBC book avg.

Bowlers without any of the averages will establish their average after the first three consecutive games on the same night in this league. If a bowler cannot complete 3 games during their first week, team will get a vacancy.

The entering averages will be used for the first 9 games (3 weeks) of bowling. Then the average of the first nine games become next week's average and adjust weekly.

Rule 10. Handicap

Individual handicap will be 90% of 230.

Rule 11. Team Rosters

Captains will turn in rosters of team members to the secretary prior to the start of the schedule. Rosters will be limited to four players. Any roster changes must be reported to the secretary prior to the time the new member bowls.

Rule 12. Substitutes

A list of floating or roving subs shall be maintained by the league. No one may bowl with more than one team on a given week. **Substitutes may not exceed the absent bowler by more than 10 pins.** Substitutes bowling in the last two weeks of the first third must have bowled at least 9 games in the league, the second third 12 games, and the 3rd third 15 games and may not exceed the absentee bowler's average no more than 10 pins. Subs bowling in the Roll-off must have bowled 15 games and the 10 pin rule applies. **When determining average for substitute, it goes off the absentee current average and a verifiable average of the substitute following same criteria as bowlers entering average. If substitute does not have a verifiable average from past three years and bowling in current season and has minimum of 21 games, that current average can be used.**

Rule 13. Legal Lineup

A minimum legal lineup must include at least two members from a team's current roster plus one substitute. A minimum legal lineup must be present by the start of each game.

Rule 14. Forfeitures

When a game is declared forfeited, the team present shall bowl as though the game was actually contested. In order to win points by forfeiture the team must bowl no less than 40 pins of their team average. To win individual points the individual must bowl no less than 10 pins of their average, unless their individual opponent is present. Individuals that are present on the forfeited team will bowl for individual points (ie. If they beat the person they are matched up with, they win the individual point even though team points are forfeited). Points not won by failing to bowl prescribed score shall not be credited to either team.

Rule 15. Absentee and Vacancy Score

Absentee scores shall be allowed when a team has a legal lineup but less than a full lineup at the start of any game in a series. The absent score shall be the absent members average less 15 pins. An absent bowler can win individual points. When a team does not have enough members on its roster for a full lineup, a vacancy score shall be used. The vacancy average will be 150 for calculating handicap, but the actual score shall be 140. A vacancy **can** win individual points.

When two absentee bowlers are matched against each other, the team winning the team point will also get individual point. When two teams each have an absent bowler, they must be matched up against each other. If more than two absent bowlers on one team you may use either absent bowler to match up against the other team.

Rule 16. Tardy Bowlers

Tardy Bowlers may enter the game provided 4 frames have not been completed or 20 minutes whichever comes first. Bowlers must be ready to bowl with their shoes on and bowling balls in hand. They can win individual points even if their team had to forfeit due to the lack of a legal lineup. Pacing will be allowed FOR ROSTER MEMBERS ONLY.

Rule 17. Playoffs

Playoffs will use the match play system like league. The team with the most points will win. Four teams in the roll-off bowl each team once. Series points will go to the 2 highest series with handicap for team and individuals. (Compare all 4 team series; the highest 2 will get 5 points each.) Bowlers will use their highest average from any third. Teams cannot change their lineup. Whatever lineup is in the computer is the lineup used to bowl. Teams in the roll off will be allowed to practice on any lane.

In case of a tie for first place a one game roll-off using match play will be bowled. If a tie still exists, total pins for the roll off game including handicap will determine winner. If a tie still exists, the total pins with handicap for all four games will determine the winner. This will determine the league champion. Week 31 for the teams not in the roll off will bowl a tournament night based on team handicap series. The specific amount for the tournament night will be determined by the prize list voted on.

Rule 18. No more than 2 weeks behind in league fees! This rule will be enforced and the bowler behind in their league dues will not be permitted to bowl.

NO CHECKS ACCEPTED FOR LEAGUE FEES.

The treasurer is allowed to handle any situation regarding non-payment of league fees

Rule 19. Money Envelopes ☺

Properly processed money envelopes will be submitted to the treasurer by the end of the fourth frame of the first game. **Please write what you paid that night!** Bowlers must pay in increments of \$30. The individual amounts and the team totals shall be accurately entered.

Rule 20.

Any rules not covered will be covered under USBC rules.

Rule 21. Franchise Fee

There will be a \$100 franchise fee to hold your team spot for the upcoming season, this will be paid at the end of the league. This money will go into the following season prize fund. **The franchise fee is non-refundable.**

Voted and approved 9/1/2026