

Little River Classic League Rules

2025-2026

The Little River Classic league will be a sanctioned league bowled on Tuesdays at 8:30 pm. The league will have a starting date of 8/26/25 and an ending date of 5/5/26. Final roll-off will be 5/12/26 at 6 p.m. The league will not bowl on 12/29/25. It will participate for a total of 36 weeks which consists of a total of 3 segments of 12. Pay Off will be on 5/19/26 @ 7 pm.

1. Directors: The league board of directors, which consists of the officers and team captains, shall manage this league. The board of directors/full membership adopts the league rules.

President: Carter Reid Vice President: Rich Casholle

Secretary: Tony Todd Treasurer: Little River Lanes

2. Teams: The league will consist of 26 teams with a playing strength of 4. Rosters will be limited to 6 members per team.

The names of players, as well as any changes in the roster during the season, are to be reported by the team captain to the league secretary before a player competes.

3. Fees: League fees, which must be paid by each member each session, shall be \$ 25.00 of which \$12.75 covers the cost of bowling, \$.50 is for the secretary/treasurer's salary, and the balance of \$ 11.75 to prize fund. A \$100.00 franchise fee is due from each team by the 5th week. The franchise spot is held by the team captain. Games shall be forfeited by any team whose participating members are more than 2 weeks behind in league fee payments. The secretary's salary shall be paid at the completion of the league schedule. The last two weeks of fees are due by the 6th week. Envelopes should be turned into the desk before the end of 3rd frame of game 1. The league will be certified through USBC. Adult membership fees of \$27.00 must be paid before completion of the bowler's first series. There will be a returned check fee of \$30.00 plus bank charges. The team is responsible for all shortages.

4. Prize Fund: A prize list, drawn up by a committee appointed by the league president, must be submitted for approval by the league board of directors/full membership within five weeks after the start of the schedule. If prize fund consists of individual awards, a bowler is only eligible for one.

5. Averages: Entering averages of all players shall be determined in the following order:

1. Average established in this league last season, based on 21 games or more for the first 9 games.
2. Highest average from the previous season in the Grand Strand Yearbook, based on 21 games or more , then highest BOWL.COM avg. of 21 games.

3. Highest BOWL.COM average from 2 seasons ago of 21 games.
4. Bowlers who do not have a qualifying average outlined in items 1-3 will establish their average the first session they bowl.

6. Drop Rule: The 10 pin drop system will be used to adjust entering league averages.

Ex .) 215 entering average will not be used lower than 205 average.

Bowlers that establish their average the first session will bowl 21 games, and that average will be used for the 10 pin drop rule.

7. Handicap: The league will determine wins and losses on a handicap basis. Handicap will be 90% of the difference between a bowler's average and a scratch figure of 230. A Peterson Point system will be used for a total of 21 points. 1 point per bowler per game and 1 point per team, and overall team total for night is 2 points. A 300 scratch game can not lose a point and at least be a split point.

8. Substitutes: No Subs allowed, players must be on roster.

9. Lineup: The legal lineup of 2 players must be present before the completion of the 1st frame of the 1st game. Tardy players must be present by the end of the 3rd frame of a game. Tardy players must have an established average to bowl less than 3 games.

10. Matchups: The team higher in the standings of current segment will put lineup in first , the lower team in standings will match up.

11. Forfeit and Byes: When bowling a forfeit situation or scheduled against a bye situation, a bowler must bowl at least 10 pins of their average and 40 pins of their team average.

12. Absentees: Absentee scores will 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 absentee score will be the absent member's average minus 10 pins plus handicap, with the exception of averages higher than 230 when the blind score would be 220 max. When each team has a blind member, the 2 blinds will be matched with each team receiving 2 points. An absent bowler minus their 10 pins plus handicap will be allowed to win their point. Teams having an incomplete roster (VACANCY) will use a score of 120 plus 99 handicap for the vacant position.

13. Unopposed Bowling: Pre or post bowling will be permitted except for position rounds. All post bowls must be completed within 2 weeks of postponement date or before next position round. Team captains' are responsible for notifying the opposing team's captain in advance of any pre or post arrangements. If unable to notify team captain, they must notify the league president.

14. Position Rounds: Any roster member can bowl a position round if on the roster by the 3rd week, but they must have an established average. Any other roster members must have 9 games to be able to bowl a position round except the first position round (week 6 of 1st segment), when any roster member can bowl with an

established average. Roster members must have 9 games to be able to bowl the last position round (week 36 of 3rd segment). Ties for a segment will be decided by a 1 game roll off with total pin fall plus handicap determining winner. It will be bowled the same night . Position rounds will be every 6 weeks, as well as a Overall position round held on weeks 23 and 35.

15. Roll-Off: The roll-off will consist of the winners of each of the 3 segments. The 4th team in the roll-off will be the team with the most wins for the complete season that did not win a segment. If a team wins more than 1 segment they will receive a bye to the championship, if a team wins all 3 segments there will be no roll-off. The seeding for the roll-off will be the team with the highest amount of wins for the season against the team with the fewest wins for the complete season. The other two teams will bowl each other. The average used for the roll-off will be the bowlers entering average or highest segment(s) average which ever was highest. The 10 pin drop rule is still in effect. Once the Champion is decided all positions 2nd on down are determined by overall season wins. If there is a tie for wins and losses at end of the season the tie will be broken by total pins with hdcp. And will be paid accordingly. Bowlers must have 9 games to bowl in the final roll off.

Any rules not covered above will be governed by the USBC.