

JR SCRATCH MATCH POINT RULES

GENERAL LEAGUE SPECIFICATIONS

This league shall consist of 8 teams with a playing strength of 5 bowlers per team. The minimum legal lineup shall consist of 3 eligible players of which 3 must be from the team's current roster. VACANCIES will count towards a legal lineup for teams without a full roster. A vacancy score is the lowest average on the opposing team. If another vacancy is needed, then the next lowest average is used. PREBOWLED games count towards a legal lineup.

**The team scheduled to bowl on the ODD (left hand) lane shall enter its lineup first.*

WHEN BOTH TEAMS HAVE A VACANCY OR ABSENTEE, THEY MUST BE PLACED OPPOSITE EACH OTHER.

*When changing your lineup - **DO NOT DELETE NAMES AND PUT THEM BACK IN** - to move names around simply touch Bowler - then Move - then touch the person's name you want to move and then touch where you want the person's name to be.**

BE SURE TO WRITE THE NAMES ON THE TALLY SHEET IN THE SAME ORDER THEY ARE ON THE SCREEN SO THE CORRECT BOWLERS ARE COMPETING FOR MATCH POINTS.

NAMES CANNOT BE MOVED ONCE THE FIRST BOWLER HAS BOWLED. THEY MUST REMAIN THE SAME FOR THE WHOLE SERIES.

AVERAGES

An ABSENTEE score will be bowler's average less 10 pins.

INDIVIDUAL MATCH POINTS AND RESULTS

1 Point is awarded to the winner of each match point (game score). 1 Point is awarded to the winner of each match series (total pinfall).

An absent bowler cannot earn match points. Points they would have won are awarded to the team winning the game. Bowlers who prebowl can earn match points. When you have an Absentee or Vacancy bowling against another Absentee or Vacancy, the points are awarded to the team winning the game.

When bowling against an ABSENTEE: The player does not automatically get the points. The player must bowl within 10 pins of his/her average to win the points. In case of a "tie", the player wins the points (points are not split).

When bowling against an BYE: The player does not automatically get the points. The player must bowl within 10 pins of his/her average to win the points. In case of a "tie", the player wins the points (points are not split).

When bowling against an FORFEIT: The player does not automatically get the points. The player must bowl within 10 pins of his/her average to win the points. In case of a "tie", the player wins the points (points are not split).

When bowling against an VACANCY: The player does not automatically get the points. The player must bowl within 10 pins of his/her average to win the points. In case of a "tie", the player wins the points (points are not split).

TEAM POINTS AND TEAM RESULTS

5 Points are awarded to the winner of each team game. 5 Points are awarded for the winner of the team series (total pinfall).

When bowling against a BYE: The team must bowl within 50 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In case of a "tie", the team wins the point (points are not split with the BYE). The team bowling against the buy has to earn points so there may be unearned match points.

When bowling against a FORFEIT: The team must bowl within 50 pins of the team average to win the points. The team average is the sum of the averages of the bowlers who bowled. In case of a "tie", the team wins the point (points are not split with the FORFEIT). The team that forfeits does not earn points. The team bowling has to earn points so there may be unearned match points.