

Quaternity Travel League Rules 2026

- 1.) League coordinators / officers – Robbie Lawrence (GM of Sun Ray Lanes), Kat Vanderwerf (GM of Park Grove), Jack Brandes (GM of PINZ), Jesse Aarsvold (GM of Concord Lanes).
- 2.) **Format:** There are 4 bowling centers. The league will bowl at each location 3 times. The Quaternity Travel league will be bowl 3 games a week for 12 weeks. Week #13 will be the championship. The lanes will be oiled with the house shot for each location.
- 3.) **Dates & Times:** The league will start on Tuesday May 5th, 2026 and bowl 13 weeks ending on July 28th, 2026. Practice will start each week at 6:20pm, and then competition beginning at 6:30pm. Below is the league schedule and location.

May 5th > Sun Ray Lanes

May 12th > PINZ

May 19th > Concord

May 26th > Park Grove

June 2nd > Sun Ray Lanes

June 9th > PINZ

June 16th > Concord

June 23rd > Park Grove Bowl

June 30th > Sun Ray Lanes

July 7th > PINZ

July 14th > Concord Lanes

July 21st > Park Grove Bowl

July 28th > **CHAMPIONSHIPS - TBD**

- 4.) **Teams:** Each team will consist of 4 bowlers CO-ED. Teams can be all men, women, or co-ed. Jr Bowlers are or NOT allowed. The minimum line-up is 2 bowlers per week (including prebowls). If a team doesn't meet the required line-up for a particular week, then that team may forfeit all points to their opponents. Teams can have as many players as they would like, but only 4 can play each week. Each team is responsible for payment of 4 players. NOTE: If a team only has 2 or 3 bowlers then a vacant score will be used (see vacant rule below)
- 5.) **Team Captains:** Each team must select a team captain. The team captain is responsible for collecting their team's money and bringing it to the league secretary by the end of the 1st game. They are also responsible for filling out the pairs score sheet each week.
- 6.) **Subs:** There will be no sub list. Teams can have as many players as they want on their team but only 4 can play each week. The sub-new bowler will establish an average after their 1st 3 games are bowled. Again this league is sanctioned so all subs should be sanctioned as well if not already which is \$28.
- 7.) **Payment & Cost:** Each team is responsible for 4 bowlers each week. The cost is \$20 per person per week. \$80 per team. If a team falls behind in payment more than 1 week they may forfeit future weeks and face removal from the league. See the league officers with any concerns or situations. There are no discounts. Employees pay normal price.
- 8.) **Sanctioning:** This league is sanctioned. Everyone must be sanctioned. The cost is \$28 per. If you paid your fee during the fall season you do not have to pay but you MUST fill out a card.
- 9.) **Tardy Bowler:** 5th frame rule. If a bowler is late they have until the 5th frame of the 1st game to catch up. If it is after the 5th frame, then they must wait until the start of the 2nd game to play.
- 10.) **Handicap:** 100% of 230 so if your avg. is 180 your HDPC is 50. Bowlers will establish new average after the 1st time they bowl, and then the scores will be retroactively put in bases on the established average.
- 11.) **Blind Score** – is 10 pins off the bowlers current average.
- 12.) **Vacant score** – is 200 with NO Handicap.
- 13.) **Bowling Unopposed:** Bowling against a vacant / blind / forfeit team - If a team bowls against a vacant team they do not automatically win. They must bowl within their team average by 40 pins to win the points for that week.

- 14.) **Point:** Each game is worth 2 points, and series is worth 5 points for a total of 11 points per week.
- 15.) **Bowling unopposed:** In the event the league doesn't have an even number of teams a vacant team will be used. Teams bowling against the vacant team must bowl within 40 pins of their team average to win the game points. 120 pins for their team average to win the team series points.
- 16.) **Championships / last day:** The team with the highest point total on week #12 will pick the venue for the championship for week #13. On the last day we will be having a series of fun games for cash prizes. Bowlers must have a minimum of 9 games to compete on championship night.
- 17.) **Pre-bowling ::** Is allowed but only as a last resort. Because there is no limit to how many bowlers a team can hold subs are strongly encouraged!!! **Pre-bowling**, again is a last resort. If you know in advance that you're not going to be here on your day of bowling or an emergency comes up you can pre-bowl for that week. Please call the corresponding center before going to pre-bowl. When you come into pre-bowl we will collect your league fees on that date. **Post-Bowling is NOT allowed.**
- 18.) **Prize funds ::** The cost is \$20.00 per person per week. Of the \$20 per person, \$15 per person will go to the center for league lineage, and \$5 per person will go into the league's prize fund. All money in the prize fund will be paid back 100% to the bowlers on the last night. Weekly raffles will also be conducted to raise additional prize fund money.
- 19.) **Position Rounds / Split Season Rule:** The league will be divided into two halves. Week #1-6, and week #7-12. A position round will be held on the last day of each half. Team with the most Year-to-date- points will win the half.
- 20.) **Ties at the end of a position round :** teams will bowl one (1) BAKERS Game to break the tie. Due to teams of 4 a strike will be placed in frames 1 & 2 frames.
- 21.) **Player eligibility for position rounds & Championship ::** Players must have 9 games bowled this season or has a book average of 21 games or more from last season to be eligible to participate in a position round or championship. In the event a player's status is in question or a team has a sudden roster change due to injury, it must be voted on **BEFORE** the start of competition. No subbing from other teams is allowed. Only rostered players. Missing players will take a blind.
- 22.) **Team on the odd lane:** Teams on the odd lane are in charge of keeping score each night. In addition teams on the odd lane must be their lineup in first.
- 23.) **Other Rules-Misc ::** This league is meant to be a fun league. There is no way to predict any and all situations that may come up from season to season. Any rules not covered will be governed by the current playing rules of the USBC. A majority captain's vote along with league officers will be used to decide various situations as they come up.
***Note: Ball Balance hole rule and ball cleanings are somewhat new!**

Weekly Prizes!!

Weekly Individual Prize – the top male and female bowler with the highest handicap series will win FREE bowling for the following week. Repeat bowlers can only win this twice max.

Weekly Team Prize – the team with the highest handicap series will get half off their league bowling the following week. Repeat teams can only win this three times max.

Weekly Raffles – 50-50 raffles, new bowling balls, and other items will be raffled off each week. All money collected will go toward league prizes on the last day.