

# Capital District Challenge League Rules

## I. General Rules

1. The league format is scratch singles and the base fee is \$18 per person, per week, for 4 games.
2. Sessions are scheduled for Tuesday evenings at East Greenbush Bowling Center, Rensselaer, NY.
3. Practice begins at 6:50PM and scoring will start at 7:00PM unless otherwise specified on CDCLBowling.com.
4. Weekly attendance in Capital District Challenge League is not required.
5. All current USBC rules are in effect for each session and enforced by the event staff only.
6. Youth/Amateur bowlers must sign and return the USBC Singles Competition Prize Waiver prior to bowling.
7. Due to Youth bowler participation, adults may not participate in any gambling during the league session.
8. Prior to scoring changes, please check with event staff first, otherwise, the modified score may result in a 0.
9. All 4 games will be scored on the same pair with at least 2 lane courtesy, please.
10. Foul language, unsportsmanlike conduct, abuse or damage to bowling center property is strictly prohibited. Violations of this rule may lead to forfeiture of scores and/or immediate suspension based on staff discretion.

## II. Prizes

1. Adults will receive monetary prizes in the form of cash. Youth will receive monetary prizes via scholarship.
2. Any youth bowler earning prizes shall have that prize deposited into their respective USBC SMART account.
3. The bowler with the highest recorded 4 game series will be given the opportunity to pick 2 cards from the pattern deck at random, then select 1 for the pattern to be bowled on the following week.

## III. Jackpots

1. "**The Showdown**" qualification is awarded to the highest 4 game series on each pair, the highest non-pair-leading series overall and a randomly selected bowler who does not meet the other criteria. Qualifying series ties are broken by high game, 2nd high game, 3rd high game, 4th high game, then a 50 meter sack race.
2. "**The Showdown**" takes place on the Leader's pair. The Leader gets choice of starting lane. Alternate pair warm up is by event staff discretion only. Bowling order is in reverse series order, lowest first. Bowlers get 1 shot on each lane of the pair, total pins are calculated and the highest total pins wins the jackpot. Showdown ties are broken with a 1 shot roll off, same order, alternating lanes on the pair, until a winner is determined.
3. The "**Leader Jackpot**" can be earned by scoring the highest recorded 4 game series of the night.
4. The "**Fill Jackpot**" can be earned by striking on the 3rd ball of the 10th frame in each of the 4 scored games.
5. The "**Front 7 Jackpot**" can be earned by striking on the first 7 frames of any of the 4 scored games.
6. The "**300 Jackpot**" can be earned by scoring 300 in any of the 4 scored games.
7. If a jackpot is not awarded to any bowler, the funds will roll over into the same jackpot the following week.
8. In the event of more than one score qualifying for a jackpot, the pot will be split based on the number of qualifying scores for the 4 games bowled.
  - a. Example: 300 game pot is \$90. "Bowler A" bowls a 300 in game 1 and 300 in game 3. "Bowler B" bowls 300 in game 4. "Bowler A" receives 2 shares of the pot at \$60 and "Bowler B" receives 1 share at \$30.
9. If a jackpot roll over exceeds \$200 and a new or returning bowler has not contributed to the pot since its been hit, a \$5 catch up fee will be added to his/her dues for that week and applied to the respective pot.
10. If a jackpot roll over exceeds \$200, the following week's additions to the jackpot will be halved for roll over into the week after if the jackpot is hit. If the pot is not hit, 100% of the pot rolls over.
  - a. Example: "Front 7" jackpot rolls over at \$220. The following week adds \$40 to the pot. The pot is hit. The pot pays out \$240 and \$20 rolls over to the following week.

**By bowling in this league session, you accept the terms and conditions of these rules.**