

Calgary Chinese Bowling Association (CCBA)

Sunday Chinese League (SCL)

Constitution – 2025-2026 Season

1. The Sunday Chinese League (SCL) is a CTF league.
2. The SCL will be 25 weeks long. The bowling season will be divided into four quarters, with each quarter consisting of six weeks. The bowling schedule will follow a league schedule for 18 teams. The sixth week of each quarter will be a position round. The 25th week will be the playoff round.
3. Each team will consist of three bowlers. Teams may choose to include a fourth bowler. The fourth bowler must join a team prior to the start of the fourth quarter at the latest.
4. The cost for the SCL will be \$23.50 for lineage and \$11.50 for prize money, for a total per week of \$35.00 per bowler, or \$105.00 per team. The team captain will collect the bowling fees from the other team members and submit the \$105.00 to the league treasurer (Shelly Dien).
5. All team members must pay a membership fee of \$120.00, which includes one annual banquet dinner ticket, CTF membership and individual weekly prizes for the league. For the 4-person teams, the fourth bowler will be considered a spare if the membership fee is not paid. As such, any team high game or team high series scores bowled with a spare will not be eligible for any awards, including weekly prizes.
6. Each week, three bowlers from each team will participate in the SCL and the order of the bowlers will be determined by their averages, from lowest to highest.
7. If a bowler cannot make league play, a spare can be called in to take the bowler's place. In case a spare cannot be found, the absentee score will be 90% of the bowler's average. For example, for a bowler with an average of 179, the absentee score will be 161. For teams with four bowlers, the absentee score will be based on the highest average of the absent bowlers.
8. For the fourth quarter, only bowlers who have bowled a minimum of 16 games in the SCL can be called in to spare.
9. This season, the league will switch to a Challenge League, which uses exclusively Challenge Oil Patterns. (In the past, we have used Recreational Oil

Patterns). To start everyone on an equal footing, every bowler will establish an average as follows:

- All bowlers will establish a “retroactive” average and handicap, computed after the bowlers’ first four games. These will be applied to the first series and the subsequent series in which the bowler competes. After each series, the average will be updated.
10. Handicap will be 85% of 220. For example, a bowler with an average of 180 will have a handicap of 34 ($=0.85 \times (220 - 180)$). Note that the fractions will be disregarded when calculating averages, handicaps and absentee scores.
11. Points will be awarded as follows:
- 3 points for each win of an individual game.
 - 6 points for each win of an individual series.
 - 6 points for each win of a team game.
 - 12 points for a team series win.
 - Pin falls will be awarded on a thousandth basis.
 - On a given day,
 - For the individual matches, each bowler can win a maximum of 18 points (4 games at 3 points each plus 6 points for a series win, i.e. $4 \times 3 + 6 = 18$).
 - For the team matches, a maximum of 36 points ($=4 \times 6 + 12$) can be won.
 - Together, the maximum points one team can win is 90 ($=3 \times 18 + 36$), plus pin falls.
12. A legal line-up for any team will consist of at least one regular team member. In case no regular member can take part in any given week of league play, the team will be deemed absent and will forfeit any points for that week. Any team bowling an absent team will not automatically win all the available points. Scores will have to be within 90% of the averages to win points. For example, a bowler with an average of 178 will have to bowl 160 or higher to be awarded points.
13. After the regular bowling season (24 weeks) there will be a League Play-Off, with the league being divided into the Championship Side and a Consolation Side. Details for the Playoff are given in a separate note.
14. Individual prizes will be awarded in the following categories:
- High series handicap – team.
 - High game handicap – team.
 - High series handicap – male and female.
 - High series scratch – male and female.
 - High game handicap – male and female.

- High game scratch – male and female.
 - High average – male and female.
 - Most improved – male and female.
 - MVP – the bowler with the most points over the regular season.
 - To be eligible for individual awards, bowlers must have bowled 2/3 of the games for the season (64 games or more).
15. Strike Awards. After a bowler has bowled 12 games, he/she will be eligible for strike awards. Please report the number of strikes you have to Shelly or her delegate. If you forgot to let Shelly know, you have the following week to do so. Afterwards, you've forfeited your strike award from that week.
 16. Slow Play. Let us be mindful of not taking an excessive amount of time to bowl so that we will return the lanes to the bowling centre in a timely manner. This can be done simply --- be ready to bowl when it is your turn, or when your name is highlighted on the score monitor.
 17. Tardy Bowlers. Once someone in the league throws the first shot, any bowlers that are late will have to sit out the first game. The late bowlers may participate from the next game, without any practice.
 18. Bowling shoes. Bowlers will wear proper bowling shoes, or athletic shoes with non-marking soles used exclusively for bowling. Street shoes are not allowed.
 19. The SCL shall honour the rules in the CTF rule book.