



# Sunday Morning Men Invitational League Rules 2025-2026

2025-26 League Officers	
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# SUNDAY MORNING MEN INVITATIONAL LEAGUE RULES

## #1 League Management

The management of the league shall consist of the officers and the team captains. The team captains and the officers shall vote on league rules. Prior to the start of the season a simple majority vote can change or pass a league rule. Once the season starts a unanimous vote is required to change a league rule.

## #2 Franchise Fee

To obtain a franchise a \$100.00 fee must be paid to the secretary. To retain the franchise for the next season, a retainer fee of \$100.00 will be deducted from each team's prize fund at the end of the season. Failure to do so will not guarantee a franchise for the next season. The franchise fee will be forfeited to the league if for any reason a team drops out of the league.

## #3 Fees (Weekly & Sanction)

The amount to be paid by each bowler weekly shall be \$30.00 of which \$9.00 will cover the cost of bowling and the balance to go into the prize fund, less expenses. Each bowler will pay **31** weeks. The team captain is responsible for managing the team's pay envelope and ensuring the team and the individuals are current on league fees and dues.

No bowler will be allowed to bowl once he falls behind greater than four weeks (**\$121** or greater) in paying his weekly fees. A Team that falls behind greater than two weeks (**\$301** or greater) will forfeit all points each week until the outstanding past due amounts to two weeks (**\$300**) or less. Past due amounts are calculated prior to that given week. (i.e. if a team is exactly \$301 dollars behind going into a week, they will need to pay a minimum of the current weekly due (\$150) + \$1 to be eligible to win points for that week). Exceptions to this rule can only be granted at the discretion of the league board of directors.

Each individual bowler will pay the annual USBC sanction fee of \$27.00, which includes the *Suburban Windy City* local association. Each individual bowler must have his USBC dues by the 3<sup>rd</sup> week of bowling. After 9 games have been bowled, a bowler is only eligible to bowl once their USBC dues have been paid. A bowler failing to comply with this will result in his team having an illegal lineup each time that he bowls until his dues are paid in full.

## #4 High Score Prizes

To qualify for individual high game or series prizes a bowler must have 51 games bowled. A bowler or team can qualify for only one prize on one complete day of bowling. A bowler or team can win only one prize in each category. Handicap prizes start on the 7th week of the season.

## #5 Entering Individual Averages

Bowlers shall use the average maintained in this league last season based on 21 or more games. All others shall use their highest average from the previous season based on 21 or more games. If an individual did not bowl last year, we will go back up to 5 years to find their average. An average established in this league will take precedence over averages established in other leagues, even when the other league average is more recent. If an individual did not bowl in the last 5 years, they will receive an entering average of 175 and after 15 games will establish an average for the ten-pin drop rule. New bowlers using a *Standard* average from another league as the Entering average will have that average converted down to a *Challenge* average using the USBC conversion chart - <http://usbcongress.http.internapcdn.net/usbcongress/bowl/sportbowling/pdfs/SportChallengeStandardConversion.pdf> For example – a bowler coming in with a *Standard* average of 205 will use an Entering Average of 190.

## #6 Entering Team Averages

Maximum team average is 925. Team average is based on entering averages (see rule 5). If a bowler is added during the season the team average is based on entering averages, teams cannot exceed 925 when a new bowler is added. If a team exceeds 925 they will forfeit all points won. A one-year grace period will be provided for teams that finish the season exceeding the 925 maximum team average for bowlers on the team's previous season roster.

New teams entering the league that have *Challenge* averages exceeding 925 will be allowed in the league and will be immediately put on grace period. A new team is one that has a minimum 3 of the 5 regular bowlers without a previously established average in the Sunday Morning Mens Invitational.

## #7 Handicap

The handicap allowance is 90% and is figured on the difference between each average and 200 scratch, with a maximum of 60 pins. Handicaps like averages will be frozen for the first 6 games of the season, based on Entering Average. Ten-pin drop rule will apply to a bowlers Entering Average. New bowlers without an average for the last 5 years will receive handicap based on an average of 175 for their first 6 games. That bowler's average after 15 games will be used to establish their average for the ten-pin drop rule.

## #8 Team Rosters

Captains must turn in rosters to the secretary by the 2nd week of the season. Rosters will be limited to 8 bowlers. If a team uses a bowler's absentee score and said bowler does not join team the secretary shall change the absentee scores to the blind score of 150 and no handicap. The secretary will review wins and losses and change accordingly.

## #9 Blind Score

150 with 0 handicap.

## #10 Substitute Eligibility

Team captains shall notify the secretary of its designated 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> man, aka substitutes. A substitute cannot bowl the final week of the first third unless he has a minimum of 6 games, the final week of the second third unless he has a minimum of 9 games bowled. A substitute cannot bowl the final week of the final third nor any playoff round unless he has a minimum of 12 games bowled. If a substitute bowls and doesn't have the required games the penalty is a forfeit of all points won. A substitute cannot put the team average over the maximum of 925 unless that specific sub was on the roster in the previous season and is included 1 year grace period.

## #11 Legal Lineup and Forfeit

Bowlers from the team's current roster as well as the designated 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> man shall count toward a legal lineup. Three men are needed for a legal lineup and must be ready to bowl at the start of bowling. The start of bowling is 9:35am or when 1st ball is rolled for score, whichever comes later. In the event a team does not start with a legal lineup they shall forfeit the 1st game and the series point. In the event a team does not have a legal lineup for all three games the opposing team must bowl within 50 pins of their average each game to win the points. No points will be awarded to the team with an illegal lineup. Exceptions to the legal lineup rule can be made in cases of emergency, as stipulated in USBC Playing Rule 117.

## #12 Tardy Bowlers

Tardy bowlers cannot bowl after 5 complete frames of the 1st game and not after the 1st complete frame of the 2nd or 3rd games.

## #13 Bowling Out

A bowler can bowl out a maximum of the last 5 frames of the ***last game only*** with the consent of the opposing team captain.

## #14 Absentee Score

Absentee scores will be allowed when a team has a legal lineup but less than a full lineup at the start of any game. The absentee scores will be the average less ten pins of the absent bowler with the most games bowled. It should be noted that the average used for the basis of the absentee score will be the bowler's actual pin fall for all games bowled, known as the *Real Average*. The handicap used for the absentee score will be based off the bowler's *Average (subject to the 10 pin drop rule)*. The bowler to be used as the absentee bowler will be determined by having the most games bowled on the season to-date.

## #15 Position Standings

**30 Point system.** 9 total points are awarded for each game and 3 points are awarded for team series. All scoring includes handicap. The team bowling on the right lane will enter their lineup first, the team bowling on the left lane can then alter their lineup if they so choose to get the desired matchup.

Breakdown below:

- 1) **Individual head-to-head game w/handicap** (*1 point per individual matchup per game, 5 total points each game*)
  - Bowlers in corresponding positions in each team's lineup bowl head-to-head against each other each game w/handicap for 1 point each (Bowler 1 vs Bowler 1, Bowler 2 vs Bowler 2, etc) for a total of 5 points per game.
  - Individuals bowling against absent bowlers must win their head-to-head point by beating their opponent's absent score. If absent bowlers are matched up against one another, they split the 3 points evenly, 1.5 and 1.5 points. Bowlers bowling against a blind bowler must beat their own average minus 10.
- 2) **Team game** (*4 points each game*)
- 3) **Team series with handicap** (*3 points*)

\*\*See Exhibit A for a scoring example

## #16 Season Schedule

31 Week season consisting of (3) 10-week thirds followed by a 1-week playoff. The winner of each third along with a wildcard team will make the playoffs.

*Notable Weeks:*

*09/07/2025 – Start of Season*

*01/18/2026 – No Bowling (House Tournament)*

*\*04/05/2026 – No Bowling (Easter Sunday)*

*04/19/2026 - Final Week of Bowling & Season Ending Payouts*

## #17 Tie Breakers

A one game roll-off will determine the winner in the event of a tie for first place at the end of a third or a tie in a playoff match. All other ties will split the prize money.

## #18 Playoffs

A four-team 1-week playoff during the final week of the season will determine League Champion. The winner of each third will qualify for the playoffs. The team with the highest overall points won among all non-winning teams will qualify as a wild-card. Total points won during the season will be used to determine playoff seeding. A wildcard team will automatically be seeded lower than any third-winning team. An additional wildcard team will be added to the playoffs for each repeat winner of a third. If a team wins all three thirds, there will be 3 total wildcard teams added to the playoffs.

The entire playoff format will take place on the final week of the season and the results amongst the 4 teams will be determined by most points won on the day, following the same 30 point format (9 total points awarded each game on each pair). To start the first game, the #1 seed will bowl against the #4 seed and the #2 seed will bowl against the #3 seed, with the winner of each game staying on their pair and the losing team moving to the other pair for game 2. If after game 2, there are 2 teams that won both of their games, the lower seed winner will move to bowl the higher seed for the 3<sup>rd</sup> and final game. The 3 series points will be awarded to the playoff team with the highest total pins on the day.

## #19 New Bowler Invitations

The officers and team captains must vote whether to invite a new bowler into the league. A bowler is considered new if his name is not found on the previous season's final average sheet. A special exemption to this rule may be granted for a bowler that was recently in the league but missed the most recent season due to injury, sickness, or other hardship. League management has the right to deny any applicant from entering the league, regardless of average or membership standing. No new bowler with a composite Standard or Converted USBC average greater than 220 over the previous 5 seasons will be permitted into the league. The highest individual average from each of the previous 5 seasons will be used to calculate the composite. New bowlers with a sanctioned average greater than 215/201/186 in the previous 5 seasons will be subject to a Mandatory League Board majority vote prior to joining the league.

## #20 Practice Etiquette

To allow more total shadow balls to be thrown during the 15 minutes of practice, each bowler shall only throw 1 shot per practice attempt. Bowlers shall not rerack to get a new set of pins.

## #21 Pre-Bowling

Per USBC Playing Rule 117b, an entire team will be eligible to pre-bowl when unable to field a legal lineup on the regular scheduled date/time of bowling due to some of its bowlers participating in the USBC Championship events, state or local association championship tournaments or attending an annual meeting. Individual pre-bowling is not permitted.

## 2025-26 LEAGUE SCHEDULE

2025-26 Sunday Morning Mens Invitational Schedule					
Group	Third	Pattern	Length	Vol(mL)	Ratio
Short ( < 38')	1	2025 PBA CHEETAH - 35'	35	36.9	1.42
	2	2025 PBA VIPER - 38'	38	27.8	2.26
	3	2025 PBA BAT - 37'	37	29.01	2.57
Medium (38'-43')	1	2024 USBC OPEN TEAM EVENT - 39'	39	28.85	2.04
	2	2025 USBC OPEN TEAM EVENT - 39'	39	28.4	2.07
	3	2025 PBA CHAMELEON - 41'	41	33.24	2.66
Long ( > 43')	1	2025 PBA SHARK - 47'	47	32.7	2.45
	2	2025 PBA BADGER - 48'	48	32.02	2.48
	3	2025 PBA SCORPION - 44'	44	31.35	2.67
Week	Date	Pattern	Notes		
1	9/7/2025	2024 USBC OPEN TEAM EVENT - 39'			
2	9/14/2025	2024 USBC OPEN TEAM EVENT - 39'			
3	9/21/2025	2024 USBC OPEN TEAM EVENT - 39'			
4	9/28/2025	2025 PBA SHARK - 47'	Position Rd		
5	10/5/2025	2025 PBA SHARK - 47'			
6	10/12/2025	2025 PBA SHARK - 47'			
7	10/19/2025	2025 PBA CHEETAH - 35'	End 1st Third (Subs need 6 games)		
8	10/26/2025	2025 PBA CHEETAH - 35'			
9	11/2/2025	2025 PBA CHEETAH - 35'			
10	11/9/2025	2025 PBA CHEETAH - 35'			
11	11/16/2025	2025 PBA BADGER - 48'			
12	11/23/2025	2025 PBA BADGER - 48'			
13	11/30/2025	2025 PBA BADGER - 48'			
14	12/7/2025	2025 PBA VIPER - 38'	Position Rd		
15	12/14/2025	2025 PBA VIPER - 38'			
16	12/21/2025	2025 PBA VIPER - 38'			
17	12/28/2025	2025 USBC OPEN TEAM EVENT - 39'	House Tournament - No Bowling		
18	1/4/2026	2025 USBC OPEN TEAM EVENT - 39'			
19	1/11/2026	2025 USBC OPEN TEAM EVENT - 39'			
OFF	1/18/2026	NO BOWLING			
20	1/25/2026	2025 USBC OPEN TEAM EVENT - 39'	End 2nd Third (Subs need 9 games)		
21	2/1/2026	2025 PBA BAT - 37'			
22	2/8/2026	2025 PBA BAT - 37'			
23	2/15/2026	2025 PBA BAT - 37'			
24	2/22/2026	2025 PBA CHAMELEON - 41'	Position Rd		
25	3/1/2026	2025 PBA CHAMELEON - 41'			
26	3/8/2026	2025 PBA CHAMELEON - 41'			
27	3/15/2026	2025 PBA SCORPION - 44'	Easter Sunday		
28	3/22/2026	2025 PBA SCORPION - 44'			
29	3/29/2026	2025 PBA SCORPION - 44'			
OFF	4/5/2026	NO BOWLING			
30	4/12/2026	2025 PBA SCORPION - 44'	End 3rd Third (Subs need 12 games)		
Playoffs	4/19/2026	TBD	Finals (Subs need 12 games)		

# Exhibit A – 30 point scoring example

## SUNDAY MORNING INVITATIONAL - Lanes 7-8



Week 30 Date 04/17/22

1-DIVERSEY ROCK & BOWL Avg=831 Week 30 Lane 7							
Avg	Name	HDCP	1	2	3	H*3	Total
135	TONY MURILLO ②	58	129	143	117		389
175	RICH CHODRORSKI ④	22	168	173	235		576
172	MIKE LAVIGNE	25					
182	BRYAN MURILLO ⑤	16	203	175	211		589
167	BRANDON HEIDENREI	29					
147	CHRIS KEBURIS	47					
138	ERIC RIVERA ③	55	124	136	150		410
158	PHIL RIVERA ①	37	159	189	187		535
Won 21	Total		783	816	900		2499
Lost 9	Handicap 150		188	188	188		564
	HDCP Total		971	1004	1088		3063

2-CHICAGO STEEL Avg=858 Week 30 Lane 8							
Avg	Name	HDCP	1	2	3	H*3	Total
162	DAVE CRAMER ①	34	142	189	139		470
163	LEE LUPSTEIN ②	33	168	158	137		463
169	DAN GRAZIANO ③	27	158	207	190		545
185	VICTOR WILCOX	13					
179	BOB FRONCZEK ⑤	18	198	180	187		565
191	DREW GRAZIANO ④	8	179	177	179		535
Won 9	Total		845	911	822		2578
Lost 21	Handicap 125		120	120	120		360
	HDCP Total		965	1031	942		2938

Approved:

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Approved:

Captains: Turn in to the tournament manager



## Change History

Version	Status	Date	Author	Change reason and comments
2025.0	Draft	2025-08-20	Dominic Pelc	<ul style="list-style-type: none"><li>• <b>Copied from 2024.1 season ending rules</b></li></ul>
2025.1	Published	2025-08-31	Dominic Pelc	<ul style="list-style-type: none"><li>• Updated <b>#16 Season Schedule</b> and <b>#18 Playoffs</b> to shift to (3) 10-week thirds and a single week of playoffs</li><li>• <b>Updated 2025-26 League Schedule</b> to increase the final third from 9 weeks to 10 weeks</li></ul>