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# THE TORONTO HISTORICAL BOWLING SOCIETY

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By-laws

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As Approved by the Executive  
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## 1 – REGISTRATION AND LANE FEES

- 1.01 All bowlers shall register after having bowled nine (9) games in any one session. They must register in order to continue bowling.
- 1.02 Pre-paid registration fees for members NOT returning for the season are refundable upon written request being received within thirty (30) days of the start of the season. Registration fees are transferable upon written request by the individual paying the fee.
- 1.03 Each registering member is responsible to pay their own registration fee(s) and complete a registration form.
- 1.04 Registration forms must be filled out accurately and include:
  - a) session requested to bowl
  - b) bowler designation (Spare or Regular)
  - c) team request/name if known
  - d) current contact information
  - e) signature
- 1.05 The Registration Fee **MUST** accompany the Registration Form when being submitted. Otherwise, the registration will be considered null and void and the registration form destroyed. In the event a registered bowler pays by cheque, and the cheque is returned to the Society as “NSF”, the bowler will not be permitted to continue bowling until the registration fee(s) are paid in cash, including any additional bank administration fees.
- 1.06 Once all teams are registered any remaining individual members registered for a particular session will be placed into teams with vacancies at the discretion of the Society’s Statistician and the Member Representative for that session. Refusal of said assigned bowlers is a violation of our objective as a Society.
- 1.07 An entire team will not be considered complete until all team members have paid their individual registration fee.
- 1.08 If a team still has a vacancy they can reserve the position by paying the vacant registration fee. The team is now responsible to find a member(s) to fill the spot and collect the registration fee.

## 2 – BOWLING SESSION FEES

- 2.01 All members of the Society may not be in arrears for more than two (2) weeks per session unless an exception has been approved by the Executive.
- 2.02 Lane fees are to be remitted to the Treasurer/Designate by the end of the fifth frame of the first game of that session.
- 2.03 Members who are absent and have not bowled off, declared a score or have not been covered by a spare must pay the full fee(s) of the missed session(s) and the current session fee upon their return.
- 2.03 Members who are late must pay the full session fees regardless of the number of games they bowl.
- 2.04 No member will be exempt from paying their session bowling fees.

- 2.05 In the event of an extended absence the member/team are responsible to advise the Executive in writing. Upon receipt of this notification the statistician shall convert the regular bowler to a spare and the Executive shall determine any fees outstanding at that time.

### **3 – BOWLING SESSIONS**

- 3.01 As a courtesy, all members should report to their assigned lanes fifteen (15) minutes prior to the beginning of their session of bowling.
- 3.02 Members crossing the foul line and/or onto the lane will not have their score counted for that ball. No member shall intentionally set off the foul line indicator.
- 3.03 Members missing the first fifteen (15) minutes after the commencement of a game shall not be permitted to bowl until the next game. An absentee score shall be used for the missed game. This rule also applies to members who do not complete any game after they have commenced bowling for any reason with the exception of illness.
- 3.04 If the session has commenced, teams who have appointed a spare bowler(s) shall not be allowed to replace the spare bowler(s) with the regular team member(s).
- 3.05 Members are responsible for providing their team members with contact information.
- 3.06 If two (2) bowlers are ready to bowl at the same time, the bowler on the right has the option of delivering their ball first.
- 3.07 During the last session of bowling for the season the lane assignments may be adjusted to allow for position play based on the point standings. For example, first will play second, third will play fourth, etc.. For any ties position order will be decided based on pins with handicap.

### **4 – SCORING**

- 4.01 There shall be a maximum of four (4) points awarded per bowling session, one (1) point for each game won and one (1) point for total pin fall with handicap. In the event of a tie, each team will receive a half (1/2) point.
- 4.02 Absentee scores shall be used in the event an absent bowler does not have a declared score or a bowl-off.
- 4.03 Vacancy Scores shall be used in the event a team has an incomplete roster.
- 4.04 Incomplete Teams shall:
- a) Substitute an absentee score of the missing bowler's average less 20 pins and their handicap per game.
  - b) Substitute a vacancy score of 120 pins per game plus the applicable league handicap less 20 pins.
- 4.05 A dead ball shall be called when:
- a) One player bowls on the wrong lane.
  - b) One player from each team bowls on the wrong lanes.

The score(s) shall be erased and the bowler (s) shall re-bowl on the correct lane(s)

If more than one player on the same team bowls on the wrong lane in turn, all deliveries stand as bowled and the scores are to be corrected for each bowler.

- 4.06 If an odd number of teams are registered on a session of bowling, the team bowling the ghost team shall have their points awarded, based on total pin fall with handicap, in the following manner:
- a) **Four (4) Members:** One (1) point for each game of **seven hundred eighty (780)** pins or more, and one (1) point for a total of **two thousand three hundred forty (2,340)** pins or more, over three (3) games.
  - b) **Three (3) Members:** One (1) point for each game of **seven hundred sixty-five (765)** pins or more and one (1) point for a total of **two thousand two hundred ninety-five (2,295)** pins or more, over three (3) games.
  - c) **Two (2) Members:** One (1) point for each game of **seven hundred fifty (750)** pins or more and one (1) point for a total of **two thousand two hundred fifty (2,250)** pins or more, over three (3) games.
  - d) **One (1) Member:** No points for the team and the attending bowler will bowl for their average, pin fall flat and pin fall with handicap only.
- 4.07 If a bowler should become ill during a bowling session, and be unable to continue bowling, the team shall use an absentee score for the current game not completed and choose one (1) of the following options:
- a) use a banked bowl-off of the ill bowler for all remaining games;
  - b) use a banked declared score of the ill bowler for all remaining games;
  - c) continue to use an absentee score for all remaining games.
- 4.08 If a banked bowl-off or declared score is used for an ill bowler any unused scores shall be deemed null and void.
- 4.09 If a bowler should quit a team in mid-season, that bowler will then be recognized as a spare bowler for that session of bowling and may not join another team without the approval of the Executive.

## 5 – AVERAGES

- 5.01 All entering averages shall be determined by the following method, in this order:
- a) the previous year's fall/winter average if twenty-one (21) or more games were bowled in one session with the Society;
  - b) any previous fall/winter average if twenty-one (21) or more games were bowled in one session to a maximum of two (2) years with the Society;
  - c) the previous summer average if twenty-one (21) or more games were bowled with the Society;
  - d) the previous summer average if twenty-one (21) or more games were bowled to a maximum of two (2) years with the Society;
  - e) members who bowl in more than one (1) session shall use their averages for that session from the previous year;

- f) returning members to a new season will use the HIGHEST session average as per above order;
  - g) a new member's average shall be established after the first three (3) consecutive games which have been bowled in that session.
- 5.02 Registered or non-registered spares substituting for regular members shall bowl with their established averages. The Statistician shall supply current averages for their session of bowling prior to the commencement of bowling.
- 5.03 Members requiring averages for any tournament(s) shall obtain the highest current average per session from the Statistician for the Society.
- 5.04 Bowl-offs, declared scores and/or absentee scores will not be used in the calculation of a member's average.

## **6 – HANDICAPS**

- 6.01 All handicaps shall be based on the difference between the member's average and a flat score of 200
- 6.02 There shall be no maximum handicap.
- 6.03 The minimum handicap for any member shall be (0) zero.
- 6.04 Handicaps shall be based on the entering averages for each member until three (3) consecutive games have been bowled in one (1) session; then they shall be based on the member's on-going current average.
- 6.05 The team handicap shall be the total of the handicaps of the individual members of the team.

## **7 – SPARES**

- 7.01 There shall be a maximum of two (2) spares on a team unless an exception is approved by the Executive.
- 7.02 A spare may be a registered or non-registered member of the Society
- 7.03 Registered spare members only qualify for awards or recognition with the Society or its affiliates after meeting the necessary number of game qualifications.

## **8 – BOWL-OFF / DECLARED SCORES**

- 8.01 If a regular member is aware that they will be absent for a bowling session(s), the bowler may:
- a) Complete a bowl off at the lanes and pay any additional session fees to the treasurer upon their return.
  - b) Register a banked or dated declared score(s) and pay an additional session fee(s) to the Statistician / designate prior to bowling the first ball of that session.
- 8.02 Declared scores can be used for any session of bowling that you are a team member.
- 8.03 If a regular member from one session is sparing in another session, the member may do a declared score for their regular session.

- 8.04 If a regular member has banked bowl-off games/banked declared score games, the bowl-off games/declared score games will be used in the order they were received by the Society's Statistician / designate.
- 8.05 A maximum of either 40% of regular season games, bowl-offs or declared scores, or a combination of the two per session, shall be allowed for the fall/winter season, unless an exception is approved by the Executive for appropriate reasons such as work, illness, or vacation.
- 8.06 A regular member shall record their initialed bowl-off scores at the bowling house. A print out of their games must be attached to their score sheet(s) and returned to the house. Each member bowling off shall keep their scores on an individual record sheet, one bowler per score sheet.
- 8.07 A regular member shall record their declared scores on an individual record sheet obtained from the Statistician / designate for the session they are declaring. This declared score sheet is given to the Statistician / designate along with the regular session record sheet at the end of the bowling session.
- 8.08 Spare bowlers are not permitted to bowl-off or declare a score.
- 8.09 The Society **shall not** be responsible for bowl-off(s) score sheet(s) that are lost or misplaced.
- 8.10 All bowl-offs are non-refundable. Declared scores are refundable at regular season end, to a limit of one per member per session.

## 9 – BOWLER RECOGNITIONS

- 9.01 Each session shall recognize its members separately both financially and statistically based on the Executive approval.
- 9.02 Members receiving recognition (s) must be members in good standing of the Society;
- 9.03 The following Fall/Winter recognitions may be given for each session of bowling:
- The 200 CLUB:** All registered members (regular and spare) must bowl a minimum of 9 games in a session to qualify for a 200 club recognition.
- 40 Over:** All registered members (regular and spare) must bowl a minimum of (nine) 9 games in a session to qualify for a 40 Over established average recognition. There may be one award per bowler per session.
- 9.04 The following Fall/Winter recognitions may be given to each registered team member per session:
- a) Team position – points - first to last
  - b) Team position – pin fall flat - first to last
  - c) Team position – pin fall with handicap – first to last
- 9.05 Registered Fall/Winter spare members may be given a maximum of \$1.50 per game bowled per session, but not to exceed the cumulative total of the individual payout for each last place team positions (Section 9.04).

- 9.06 Team Fall/Winter recognitions may be given by the Executive and a team may only qualify once per session. The following determines the selection priority and may include any or all of:
- a) High Triple flat
  - b) High Triple with handicap
  - c) High Single flat
  - d) High Single with handicap
- 9.07 Individual Fall/Winter recognitions may be given by the Executive and an individual may only qualify once per session. The following determines the selection priority and may include any or all of:
- e) High Triple flat – Male/Female
  - f) High Triple with handicap –Male/Female
  - g) High Single flat – Male/Female
  - h) High Single with handicap – Male/Female
- 9.08 Summer session recognitions will consist of the following equal payouts:
- a) Team position – Pin fall flat – first to last
  - b) Team position – Pin fall with handicap – first to last
  - c) Any other award as determined by the Executive
- 9.09 The following Fall/Winter Society recognitions may be given out irrespective of session bowled as determined by the Executive:
- a) **The President’s Award** – the individual(s) that best capture(s) the spirit of the Society.
  - b) **Top Averages Male/Female** –number to be determined annually by the Executive.

Formula for calculating “Top Averages”

1. Get total number of full time members (exclude spares)
2. Get the total number of male and female bowlers.
3. Calculate the percentage of male and female members by:
  - o Take number of male bowlers and divide by the total number of bowlers times by 100.
  - o Take number of female bowlers and divide by the total number of bowlers times by 100.
4. This will be the percentage of awards given to each gender. Take the percentage and multiply by the number of awards to determine the number for each gender.

Example

- o Step-1 - Let’s work with a figure of 175 total regular members
- o Step-2 - Male 125 & Female 50



- Step-3
  - Male=125 divided by 175=0.17x100%=71%
  - Female=50 divided by 175=0.29x100%=29%
- Step-4 - Total number of high average awards to be dispersed is 10% of regular memberships.
- Results
  - # of female awards to present =  $18 \times .29 = 5$
  - # of male awards to present =  $18 \times .71 = 13$

Note: All figures are rounded up or down to make an even number.

- c) **Most Improved Bowler Male/Female** - based on the previous seasons average. It is given to one bowler male and female that has achieved the highest increase in average from the previous year.
- d) **Hysterical Award(s)** - given to individual that may have done something funny or embarrassing during the season. Session Representative may solicit suggestions and feedback from members.

9.10 Any recognition not claimed at the end of the regular season can be claimed during the first month of the following fall/winter season. After which period the recognition will be classified as property of the Society.

## 10 – FUNDRAISING

- 10.01 All fundraising shall be based on the following rules governing the prizes to be awarded.
- 10.02 To participate in fundraising activities requires additional payment as determined by the Executive.
- 10.03 Physical presence requirement during ticket draws shall be determined by the Executive prior to each event.
- 10.04 All changes or disputes will be based on the Executive committee's decision, which are final.
- 10.05 Any and all changes to the prize draw must be done by the Executive prior to the start of the summer or Fall/Winter sessions.
- 10.06 All prize money held at Winter Break and at End of Regular Season shall be drawn until the total prize available is won or the prize money equals zero.

### **Strike Pot**

- General rules:
- When an eligible ticket is drawn for the strike pot, the bowler must bowl a strike to win
- For each \$200.00 increment of funds an additional ticket may be drawn.

- The winning ticket must be presented at the time of its drawing to claim a prize.
- Additional non-monetary draws may be done at the discretion of the Members Representative.
- Prize calculations:
- One total prize draw (50% of current sales plus any carry over amounts from the previous week) to be awarded.
- If no strike is made then that bowler may attempt to spare the frame for \$25 - this applies only to the first ticket drawn.
- If the bowler fails to make the spare, they will receive the current established bowling session fees (currently \$20).
- If there are additional draws due to the \$200 increment rule, or rule 10.06, the additional bowler(s) are only eligible to bowl for a strike to win the strike pot. If no strike is made then the bowler may receive up to the current established bowling session fees (currently \$20).
- Any monies awarded are deducted from the total prize and remaining funds are carried over to the next eligible strike pot draw.

#### ***Ticket Draws***

- The society may conduct ticket draws during fund raisers/social events at which time a pre-determined percentage of all monies raised for that draw will be awarded to the winning ticket(s) holders.
- Number of draws and pay outs shall be determined by the Executive at that time.
- The first ticket drawn will be the 1<sup>st</sup> prize and all subsequent tickets drawn will be awarded as drawn.
- Proceeds from the ticket draws shall be used to offset Society expenses.

#### ***Mystery Draw***

- General rules:
- Shall be held once per session.
- The winner must be present during that session to claim the prize.
- Prize calculations:
- One total prize draw (50% of current session sales) to be awarded.
- Draw formats:

- Option 1 – Name Draw
  - Each bowler shall have their name entered into the weekly draw
  - Upon drawing the bowler's name and if the bowler paid the applicable entry fee, the bowler will be awarded the total prize draw.
  
- Option 2 – Bowling Score Number Draw
  - Numbers to be as follows:
    - 84 and below inclusively
    - 85 to 250 individually
    - 251 and above inclusively
  
  - A number will be drawn during the break
  
  - If a bowler's first game scratch (without handicap) matches the number drawn, and paid the applicable entry fee, the bowler will be awarded the total prize draw.
  
  - In the event of multiple winners, the total prize draw amount will be distributed evenly.
  
- Option 3 – Ticket Draw
  - Tickets will be sold to participate.
  
  - A bowler is allowed to purchase as many tickets as desired.
  
  - A ticket will be drawn during the break which must be presented at time of drawing to win the total prize draw.

## **11 – RULE CHANGES**

- 11.01 By-laws may be amended anytime by a motion of the Executive during their monthly meetings by a majority vote of the Executive present at such meeting.
- 11.02 By-laws are binding effective immediately and may be amended at a General Membership meeting.

## APPENDICES

### *DEFINITIONS*

<b>Term</b>	<b>Definition</b>
Bowl-off	The flat pin fall for three consecutive games a regular member obtains during a non-bowling session.
By-laws	Rules for governing the bowling sessions of the Society.
Declared score	Scratch scores for the three games a regular member bowls in that session to be used in the event of a future absence.
Executive	Elected members who administer the Society.
Ghost team	A team with no regular bowlers.
League	Group of bowlers competing regularly.
Member in Good Standing	Member who has fully paid all fees and has no debt to the Society.
Registration Fee	Annual fee levied for joining the Society.
Session	Is classified as the weekly day members bowl.
Society	Group of persons forming a community.