

NFL SCRATCH

Season 2025-2026

1. **The League:** The league will bowl Wednesday nights for 35 weeks (31-week regular season & 4-week playoff). The 35th week will be the Super Bowl. Practice will begin promptly at 8:00pm, scoring will begin at 8:15. One lane courtesy is expected. You will bowl four (4) games per night.

The league will have an organization meeting on July 30th and begin league play on August 20th. There will be two bye weeks December 24, 2025 and December 31, 2025 concluding on April 29, 2026 (Payout and Pro Bowl on May 6, 2026).

2. **Teams:** There will be 30 teams for NFL Scratch (6 divisions with 5 teams in each division (3 AFC and 3 NFC divisions). Each team will consist of four (4) members with a total roster not to exceed six (6). A legal lineup consists of a minimum of two (2) rostered members. Substitutes will be allowed but must fit under the team cap (see Rule #7). New bowlers or substitutes during “playoffs” will only be allowed by franchise owners majority vote. Only players that are rostered on that team may bowl in the playoffs. You must have your six-member roster completed by the completion of the regular season, prior to the beginning of playoffs. Pacers will not be allowed.

Weekly Bowling Schedule & Lane Assignments:

Teams will bowl each team in their division twice (8 matches), each team in their conference once (10 matches), and teams from the other conference from a blind draw (13 matches). This will total 31 weeks for the regular season. With our unique weekly bowling schedule, a traditional 35-week schedule with lane assignments is not possible. Our league secretary creates a manual schedule meeting division and conference requirements while attempting to evenly assign lanes to all teams.

There will not be any table assignments. Tables are first come first serve with these exceptions. Dennis (Secretary, Side Pots) and Stephanie (Treasurer) must have the table on the concourse to perform their league duties.

3. **Franchises:** Each franchise owner will select a team captain. The team captain will be part of the League Board of Directors and be responsible for their team. The franchise will be one of the 30 NFL football teams. Franchise owners will select teams on the night of the organization meeting. Selection order will be based on the 2024-2025 regular season order of finish with the lowest finishing teams choosing first and all new franchise owners choosing last. The Super Bowl participants will have the option to retain their team’s name while all others will be required to re-select their team’s name. 30 NFL teams must be selected.

Team attire must be worn during league play. Attire does not need to match, nor does it have to be the same every week, but you must have a shirt/jersey of your NFL team, and it must consist of a “permanent” NFL team logo, and **it must always be visible**. Failure to do so will result in a weekly 5-yard penalty (see Rule #18) until attire guidelines are met. This penalty increases to 10-yards for any consecutive weeks without a jersey. All team attire must be worn by the 5th week of the season - NO EXCEPTIONS!!!

At the conclusion of the season, each franchise owner must deposit \$100 to hold the team spot for the following year. The deposit will be refunded on the first night of league the following season, provided the team/team owner returns. If they do not, the \$100 is forfeited to the league prize fund for that year.

4. **Dues and Lineage:** Voted on during organizational meeting. Each team will pay the sum of **\$140.00 per night** (\$35 per bowler). Lineage will be **\$64 per team** with the remaining amount of \$76 applied to the prize fund. Included in the lineage is secretary paperwork and prize fund banking services. Team pay envelopes must be turned in to Stephanie by end of game #1.

An additional one-time league fee of \$20 per bowler to pay for the treasurer fee (\$1.20 per week per team) and secretary fee (\$1.00 X per week per team) must be paid by the fifth week of bowling.

Notes and calculations:

Treasurer fee: $\$1.20 \times 35 \text{ weeks} \times 30 \text{ teams} = \$1,260$

Secretary fee: $\$1.00 \times 35 \text{ weeks} \times 30 \text{ teams} = \$1,050$

Total treasurer and secretary fees = $\$1,260 + \$1,050 = \$2,310$

Total amount collected is $\$20 \text{ per person} \times 4 \text{ members per team} \times 30 \text{ teams} = \$2,400$.

The excess of \$90 will be applied to the prize fund.

5. **League Monies & Prepayments:** Weekly payments (lineage) will be made to the house. All dues must be paid by bowlers the night they bowl. If a team bowls with dues more than one week behind (\$140.00), USBC forfeiture rules 109d and 109e will apply with opposing team needing to bowl within 10 pins of average per bowler, 40 pins of average per team to win their points (see Rule #9). Prepayment of dues will be accepted but must be made in weekly increments (\$35 each). The last four (4) weeks (playoff weeks) must be paid in full by week #9.
6. **Prize Fund & Sponsorship:** A prize fund committee will be created and consist of 3 league members who will propose a prize fund for the league to vote on. Prize fund proposals must be presented by week #4 and voted on by the league no later than week #5.

Storm Bowling products sponsors the NFL Scratch and provides (8) eight bowling balls for raffle with all proceeds going directly into the league prize fund. The league will also run 50/50 raffles each week with 50% added to the prize fund and 50% returned to the winner.

7. **Team/Individual Averages/Cap:** Voted on at end of previous season. The team MAXIMUM total book average CANNOT exceed 835. All members will use last year's NFL average of 24 games or more at the conclusion of regular season play. (Regular season is defined as completion of play on week #31). Playoff weeks 32-35 will not be included when determining final NFL "Book" averages. The Board of Directors has the right to re-rate any player at any time.

(Note: NFL averages are based on regular season, week #31, not averages posted on Bowl.com)

If a player did not participate in the NFL league last year, they will use:

- the most recent regular season NFL average of 24 games or more going back 3 years
- If a qualifying NFL average does not exist then we will take a cumulative USBC average from bowl.com from the previous three years (up to seven years if necessary to get three years of averages, including NFL averages of 21 games or more)
- Summer, Sport, and Youth averages do not qualify.
- Any league averages having bowled less than 21 games do not qualify.
- If a bowler has less than 3 years cumulative (in the past 7 years), the highest verified average in the past 7 years will be used.
- If only a youth average is available, the highest verified average will be used, not a cumulative average.
- If no average exists from the last 5 years, an average of 208 (one fourth of the team cap) or the last average listed on bowl.com, whichever is greater, will be used.

Cumulative averages are calculated by finding the “average” for each year, totaling the three years, and dividing by three. The lowest entering average will be 170. A bowler with an entering average less than 170 may still participate but the team will use a 170 score for an average for that bowler. It will be the team captains’ responsibility to ensure averages are true and correct. Both the President and Vice President will confirm averages and a house representative will be the enforcer for ALL averages.

If a team uses a substitute bowler who is illegal and the first ball is rolled, the forfeiture rule will be used according to USBC rules.

8. **Legal Lineup:** A legal line-up is a minimum of two (2) rostered members. Substitutes do not count towards a legal line-up. A minimum of two members must be present before the start of the game or they will be considered absent. Late members may be added at or before the third frame, after the third frame they must wait until the following game. All lineups will be set up from lowest average first, to highest average last, in order. This order may or may not change weekly based upon scores bowled. After twelve (12) games your new established average will be used. If a substitute is added after the first game is completed, their scores will count for that position, regardless of their average, provided they still fit under the maximum team average cap (Rule #7).
9. **10 Pin / 40 Pin Drop:** If bowling a vacant team, a team without a legal line-up or a team without a complete roster, you must bowl within 10 pins of your individual average or 40 pins of your team average to win your points. The 10-pin drop rule will start immediately if a bowler is absent, there is no grace period. If a bowler misses three consecutive weeks, the average will drop an additional 10 pins per week until the bowler returns, or a substitute/replacement has been found.
10. **Award Eligibility:** All bowlers must bowl 2/3 of the season to qualify for individual awards. Each bowler will be allowed to win one (1) Individual award (high average, high game, or high series) plus their MVP award. If a bowler qualifies for multiple awards, the award with the highest monetary value will be used.
11. **Pre and Post Bowls:** All pre and post bowls will be allowed but not preferred. If your team is going to be absent, the team captain must notify both the opposing team captain and a league officer. Teams not notifying the league in a timely manner will be assessed a 20-yard penalty. In an instance when a legal line-up cannot be present, the team will have two (2) weeks to make up. All make ups must be completed prior to the start of playoffs. If after two weeks the games are not made up, the opposing team would be awarded points based on 10 pin drop rule (Rule #9). There will NOT be any post bowls during the playoffs, pre bowls only. If pre bowling during the playoffs, both team captains must be aware and both teams will have the opportunity to bowl together. All pre and post bowls must have a legal line-up (rule #8). If post bowling, MVP points will be calculated for the week being made-up as your average minus ten pins.
12. **Vacancies:** A vacancy score can be used to fill a team and will be a 170 score. A 170 average cannot put a team over the cap (Rule #7) of 835. NOTE: Team lineage is NOT reduced due to lack of team members. Each teams’ dues remain \$140.00 (Rule #4).
13. **Blind/Absentee scores:** If a team has a legal line-up but does not field a full team, the missing players’ average minus 10 pins will be used. If there are missing players from each team and they do not match up against each other, line-ups will be adjusted so they face each other and their individual points will be awarded to the team that wins each game and series. Teams with additional rostered players (5th or 6th player) must use the blind score from the player(s) with the most games bowled at the time of the absence.
14. **Standings:** A Petersen Point system will be used with 40 points available per week as follows:

- a. 7 POINTS PER GAME. 1 point for each individual winning their game (Leadoff vs. Leadoff, 2nd position vs. 2nd Position, etc.). 3 points for the team winning the game. (28 game points)
- b. 12 POINTS PER SERIES. 1 point for each individual winning their series (Leadoff vs. Leadoff, 2nd Position vs. 2nd Position, etc.). 8 points for the team winning the series. (12 series points)
- c. Individual Standings (MVP) - All individual points will be awarded 1 point per win and ½ point per tie. The top 8 individual point earners from each conference will automatically qualify for the Pro Bowl.
 - i. A league bowler will be awarded the points earned when a sub bowls for him/her.
 - ii. If a league bowler leaves the league, his/her replacement will be awarded the points previously earned by the departing bowler. (You must notify Dennis Minardi to update MVP standings)
 - iii. If a substitute is added after the first game is completed, their scores will count for that position, regardless of their average.

15. Overtime: Regular Season: In the event of a tie of team total pin fall after all four games, The 8 series points will be split 4 and 4. Playoffs: In the event of a tie of total points won (20 to 20), sudden death overtime will be used. Both teams will bowl a one game baker style match. Frames 1 and 2 will be scored 0's with team bowlers bowling frames 3 through 10. Line-ups will remain the same (lowest average first). If there is a bowler absent, a "5 spare" will be used to fill the missing bowler's score. Winner of the baker game will win the match. This roll-off will be used until there is a winner.

16. Playoffs: Playoffs will be determined by division winners. The winner in each division (3) plus 4 wildcards per conference will qualify for the playoffs. The wildcard entries will be the best three records in each conference that are not division winners.

Teams will then be seeded by total team points. Division winners are seeded 1 through 3 and the wildcard teams are seeded 4 through 7. The top seed in each conference will get a bye the first week of playoffs and bowl each other. Seeds 2–7 will bowl as follows: 2 vs 7, 3 vs 6, 4 vs 5 in each conference. Winners will advance and losers will be out of the playoffs. The highest remaining seeded team will bowl the lowest remaining seed. This will continue until there is a conference winner (concluding on week 34). Week 35 will host the Super Bowl – AFC champion vs NFC champion to determine the league winner.

Division Tie Breaker will be, in order: 1) head-to-head 2) division record 3) conference record 4) common opponent record 5) a 1 game baker match roll off.

Playoff Seeding Tie Breakers will be, in order: 1) head-to-head 2) Common opponent record 3) a 1 game baker match roll off.

Teams that do not qualify for the playoffs (non-division winners and non-wild card) will compete in a separate season ending tournament based on their regular season final position.

17. Pro Bowl: At the end of the year there will be a Pro Bowl. Pro Bowl players will be selected by men's high average, women's high average and the top 8 individual point earners in each conference to determine the 10 bowlers per team. These 20 bowlers will compete in a 4-game baker match with total pin fall determining the winner. If any one of the bowlers selected cannot participate, the following bowler(s) in the individual point race will take that spot.

18. **Penalties:** All penalties will be assessed with a fine. All fines will be added to the prize fund. For every yard, the fine is \$1.00. It will be the responsibility of both teams to help in monitoring penalties and the League Officers to enforce them. Team Captains will help oversee their team members' fines are paid. Any league member can "throw a flag" (Remember, this is supposed to be in fun and respect to others and equipment).

Minor Penalties:

- a. Off-sides (foul) – Zero score for that shot.
- b. Illegal procedure (double gutter) – Zero score for both shots.
- c. False start (bowling out of turn) – 5-yard penalty
- d. Un-sportsmanlike conduct (no team shirt/loud outbursts) – 5-yard penalty
- e. Out of bounds – (being in another person's lane) – 5-yard penalty

Major Penalties:

- f. Personal foul – (hitting/kicking/damaging equipment) – 10-yard penalty
- g. Excessive celebration – (taunting other player's/team during competition) – 10-yard penalty

Multiple Major penalties to one player during the season will result in the penalty doubling after each occurrence. (i.e., \$10 first offense, \$20 second offense, \$40 next offense and so on.....)

19. **Officers:**

League Commissioner: Tyson Lundquist (House Representative)

President: Tim Tripp (tatripp@sbcglobal.net)

Vice President: Ricky Garris

Secretary (MVP and Awards): Dennis Minardi

Treasurer: Stephanie Kaufmann

Sargent of Arms: Bobbi Lawson

House Secretary will do standings and average sheet (Chris Fiser is contact)

Audit Committee: League Officers

Prize Committee: Tim Tripp, Mike Mounts, Brandon Gulczynski