

Wednesday Hump Leagues Sidepot & Drawings Rules & Guidelines

Adopted January 8, 2018

General Rules & Guidelines –

- 1) These Rules & Guidelines were adopted in adherence with League Rules & Bylaws of the Wednesday Hump Leagues and the United States Bowling Congress (USBC).
- 2) Each sidepot will have a manager responsible for the funds collected and will report directly to the Treasurer.
- 3) Each manager is responsible for reporting all funds to the Treasurer, including turning in any receipts of deposit as required.
- 4) Each manager shall serve on a volunteer basis and will be appointed and/or replaced by the Executive Committee as needed.
- 5) Each manager is responsible for the purchasing of tickets for their sidepots out of their funds. No league funds will be used to support these sidepots.

50/50 Drawing –

- 1) All League bowlers will have an opportunity, weekly, to participate in the 50/50 drawing.
- 2) Each week tickets will be available for sale starting approximately one half hour prior to the start of bowling.
- 3) After the completion of the 2nd game a ticket will be drawn and the ticket holder will receive 50% of the money that is collected.
- 4) The other half will be deposited in the league account and non-winning tickets will be collected with the bowler's name on them.
- 5) On the last night of bowling the deposited money will be distributed in prizes, as determined by the Treasurer and manager, by selection from the collected tickets.
- 6) This deposit account must have a balance of \$0 at the completion of the league.

Mystery Score –

- 1) All League bowlers will have an opportunity, weekly, to participate in the Mystery Score.
- 2) Each week bowlers may sign up for the Mystery Score starting approximately one half hour prior to the start of bowling.
- 3) Bowlers will pay \$2 each week to participate in the Mystery Score. Of this: \$1 will go to the organization selected by the Executive Committee, \$0.50 will go towards the first game's drawing and \$0.50 will go towards the second game's drawing.
- 4) The manager will only deposit that money for the organization on account with the league and provide the Treasurer with the receipt.
- 5) The manager is responsible for maintaining the funds for this sidepot. If, at any time, they do not feel comfortable possessing the payout portion of the sidepot the Treasurer will be responsible for said funds.
- 6) When all bowlers have completed the 1st game the manager will have a random number between 60-300 drawn; if a participating bowler's SCRATCH score matches that number then they win the money collected for the 1st game and any money carried over. If no participating bowler's scores match that money will be added (carry over) to the 2nd game's drawing.

- 7) When all bowlers have completed the 2nd game the manager will have a random number between 60-300 drawn; if a participating bowler's SCRATCH score matches that number then they win the money collected for the 2nd game and any money carried over. If no participating bowler's scores match that money will be added (carry over) to the next week's 1st game's drawing.
- 8) If, after the 2nd game's drawing, the total of the Mystery Score pot reaches \$1,000 the following week if no person wins after the 1st game, for the 2nd game drawing the manager will continue drawing until a participating bowler's score is drawn. This is the same procedure to be used on the final night if there is a carry over to the 2nd game.
- 9) Funds for the organization will be made available by means of check within 6 weeks of the last week of bowling. These funds shall take the account balance to \$0.
- 10) Funds may only be released by the league Treasurer. The league President may represent the Treasurer if unavailable.
- 11) If the balance of the fund reaches \$0 on week 13 or after the manager has the right to cease the Mystery Score for the remainder of the season.

Strike Pot –

- 1) All League bowlers will have an opportunity, weekly, to participate in the Strike Pot.
- 2) Each week tickets will be available for sale starting approximately one half hour prior to the start of bowling.
- 3) The manager will deposit no funds for the Strike Pot on account.
- 4) The manager is responsible for maintaining the funds for this sidepot. If, at any time, they do not feel comfortable possessing the payout portion of the sidepot the Treasurer will be responsible for said funds.
- 5) After the completion of the 2nd game a ticket will be drawn and the ticket holder will bowl a single ball on a full rack of pins. If the ball results in a strike, all 10 pins fallen, the ticket holder will receive 100% of the money collected. If said ball does not result in a strike the bowler will receive \$5. The remaining funds shall carry over to the next week.
- 6) If the total of the Mystery Score pot reaches \$1,000 the following week if after the 1st ticket does not bowl a strike a subsequent ticket shall be drawn. This bowler will bowl a single ball and again, if a strike is thrown the money is won. If a strike is not thrown the process will continue until the money is won. This is the same procedure to be used on the final night.
- 7) If the balance of the fund reaches \$0 on week 13 or after the manager has the right to cease the Strike Pot for the remainder of the season.