

JUAN DE FUCA CUTTHROAT LEAGUE

SUNDAY MORNING & TUESDAY NIGHT

CONDITIONS OF PLAY

(Subject to change by Drawmaster)



1. **START DATE:** The first session of Cutthroat bowling to be established by the Cutthroat Coordinator &/or Games Committee.
2. **NUMBER of SESSIONS:** There will be a Cutthroat League on most Sunday mornings & Tuesday evenings during the season, up to 20 draws if possible. This is determined by the Cutthroat Coordinator &/or Games Committee.
3. **SIGN UP:** Record your name on the sign-up sheet in the Club House or arrive prior to the check in time on the Start Date. The sign-up sheet is used as a guide to see how many members are interested in playing. When you show up and pay your entry fee, that is when the Cutthroat list is created.
4. **ENTRY FEE:** \$10.00 and prizes will be awarded:
 - a. **Sunday Morning League OPTION #1:** Top 10 positions (based on the on a player's best 15 games) and 10 hidden prizes
 - b. **Sunday Morning League OPTION #2:** Two divisions A&B, top 5 positions in each division (based on the on a player's best 15 games) and 10 hidden prizes, 5 in each division
 - c. **Tuesday Evening League:** Top 6 positions (based on the on a player's best 15 games) and 5 hidden prizes
5. **CHECK IN:** Only players checking in for play at least 15 minutes before starting time (or the established check in time) will be considered for play as this will permit makeup of groups and games. Groups will only be made up after the check in time. **LATE ARRIVALS MAY NOT PLAY**
6. **START TIME:** Sunday morning 10:00 a.m. & Tuesday evening 6:30 p.m.
7. **FIRST GAME:** Will be a random draw but last year's standings may be taken into account to determine the initial "groupings" of three.

8. **GROUP CONFIGURATION:** Each “grouping” will normally consist of three players. On week two the groupings will be determined using the Player’s score from the first game. On subsequent weeks, the average score of games played will be used, using average score per game instead of total score reduces the chances of “a good player” who may not play regularly from sliding down the ladder quickly and therefore being grouped with lesser skilled bowlers This is a fairer way to match up the bowlers’ skill level.

- a. The three highest ranking players play against each other and then the next three highest ranking players and so on down in a pyramid or ladder like fashion. Each player bowls with four bowls.
- b. Grouping of four players:
 - i. If groups of four are required, it will be up to the draw master to determine which players make up the group
 - ii. A group of four will only play with three bowls and receive a score correction of plus 25% to their total score

9. **ENDS PLAYED:** Each group will play 14 ends regardless of the number of players.

10. ORDER OF PLAY:

- a. 1st End: Will be based alphabetically by surname. (It is too time consuming for draw master to only make up cards once everyone has checked in however that may change with the next draw master)
- b. 2nd to 14th End: Will be based on the previous ends results:
 - i. First bowler- is the person with the shot bowl (the four-point bowl), this person centers the mat, delivers the Jack, & then bowls
 - ii. Second bowler- is the player with the next closest shot
 - iii. Third bowler- is the player with the lowest score or in the case of four players the person with the third highest score
 - iv. With Four bowlers and only 2 score, for players without a score revert to previous end for Order of Play

11. **TOTAL SCORES:** Each end must total 10 points and a completed game totals 140 points.



12.SCORING:

- a. Four points for the bowl closest to the Jack
- b. Three points for the second placed bowl
- c. Two points for the third placed bowl
- d. One point for the fourth placed bowl
 - i. In other words, if a player has all four of their bowls closest to the Jack, that player will score 10 points



13.**JACK SETTING:** The Jack will be played where it comes to rest, provided it is a legal Jack (within the live playing area).

14.**JACK OUT OF BOUNDS:** If the Jack is out of bounds or in the ditch the next person sets the Jack.

- a. If there are three illegal Jacks delivered, the Jack is placed on the 2-meter mark
- b. Burnt ends are re-set at the 2-meter mark

15. **TOUCHERS:** Are NOT a part of this game, any bowl in the ditch is a dead bowl

16.MEASURING:

- a. If it cannot be determined which bowl is closest to the Jack and therefore which player is shot, you call in a senior player from another rink to measure your bowls. That person will be treated as an umpire and their decision is final. Someone must be shot.
- b. If there is a tie with the bowls that are not shot, you call in another player to measure your bowls. That person will be treated as an umpire and their decision is final. Someone must be next shot.
- c. If your group cannot agree on a measurement, and you call in another player to measure your bowls. That person will be treated as an umpire and their decision is final. Someone must be shot.



17. PRIZE MONEY DISTRIBUTION:

- i. Players must have participated in at least 10 games to qualify for the top ten (Sunday) or six (Tuesday) prizes
- ii. \$10.00 random prizes awarded to 10 (Sunday) or 5 (Tuesday) players who have not placed in the top ten/six players
- iii. Take the random prize money off the top, then distribute remainder of prize money as follows:

- a. Over 30 entries **OPTION #1 one division:** (All rounded to nearest \$1.00)

1.	1 st	place	17.0%	of the money
2.	2 nd	place	15.5%	of the money
3.	3 rd	place	14.0%	of the money
4.	4 th	place	12.0%	of the money
5.	5 th	place	10.5%	of the money
6.	6 th	place	9.0%	of the money
7.	7 th	place	7.5%	of the money
8.	8 th	place	6.0%	of the money
9.	9 th	place	4.5%	of the money
10.	10 th	place	4.0%	of the money

- b. Over 30 entries **OPTION #2 two divisions:** After 8 games split the number of entrants into 2 divisions A & B based on total scores (may also have to take average scores into account) The players in each division play off against each other. There are still 10 random prize draws shared between the two divisions, 5 in each. The top 5 players in both A & B division share in the remaining prize money as follows. (All rounded to nearest \$1.00):

1.	1 st	place	14.0%	of the money
2.	2 nd	place	12.0%	of the money
3.	3 rd	place	10.0%	of the money
4.	4 th	place	8.0%	of the money
5.	5 th	place	6.0%	of the money

- b. Under 30 entries: (All rounded to nearest \$1.00)

1.	1 st	place	21.0%	of the money
2.	2 nd	place	19.5%	of the money
3.	3 rd	place	18.0%	of the money
4.	4 th	place	16.0%	of the money
5.	5 th	place	13.5%	of the money
6.	6 th	place	12.0%	of the money