

NEBRASKA SCHOOL ACTIVITIES ASSOCIATION

# BOWLING

## MANUAL



**2024-2025**

[WWW.NSAAHOME.ORG](http://WWW.NSAAHOME.ORG)



## **NSAA Mission and Purpose**

The public and non-public high schools of Nebraska voluntarily agreed to form the Nebraska School Activities Association (NSAA) for the following purposes:

- To formulate and make policies which will cultivate high ideals of citizenship, fair competition, sportsmanship and teamwork which will complement the member schools' curriculum programs;
- To foster uniformity of standards in interscholastic activity competition;
- To organize, develop, direct and regulate an interscholastic activity program which is equitable and will protect and promote the health and physical welfare of all participants

## ***Who is the NSAA?***

### ***The Other Half of Education***

- The NSAA is a non-profit organization, comprised of 309 public and non-public member high schools in the State of Nebraska. Member schools voluntarily agree to conduct NSAA-sanctioned activities consistent with the rules established locally and the rules established collectively as members of the NSAA.
- The NSAA sanctions 24 sports and 5 performing arts activities and directs 28 State Championships for nearly 100,000 student-activity participants annually.
- The NSAA Constitution and Bylaws, Activity Manuals and policies form the governance structure of the organization. These regulations are approved and changed only by member schools and a member-elected Board of Directors through the legislative process initiated and driven by member schools. Unless otherwise noted, NSAA rules and regulations apply to current 9<sup>th</sup> thru 12<sup>th</sup> grade students.
- NSAA rules set baselines for participation such as: academic requirements; attendance requirements; transfer eligibility; sportsmanship.
- The primary functions of the NSAA Staff are to: assist member schools with compliance questions related to eligibility, transfers and playing rules; enforce the rules established by the member schools; and administer NSAA State Championship events.
- The NSAA honors and recognizes students, coaches and volunteers for their excellence and achievements through multiple awards programs.
- The NSAA annually registers officials and judges. Member schools are responsible for hiring officials and judges during the regular season.
- When parents, families, students, or community members have questions or concerns related to NSAA-sanctioned activities, those must be directed first to the administration of the member school.
- Staffing, playing time, and team rules are decisions made by the member school, not the NSAA. The NSAA has no authority to interfere with these member school decisions.

The Bowling Manual serves as a guide to participating schools and provides information for the administration of Nebraska School Activities Association (NSAA) competition. The Girls and Boys Bowling manual information is combined for the 2024-25 school year. The regulations in this manual shall be considered official unless schools are notified of specific changes. Coaches and athletic directors are urged to read this manual on the NSAA website for future reference.

Assistant Director, Colton Wierzbicki, is the NSAA staff member responsible for administering Bowling and is the contact person for schools with questions regarding this activity. He can be reached at [cwierzbicki@nsaahome.org](mailto:cwierzbicki@nsaahome.org) or through Business Manager, Megan Huber, [mhuber@nsaahome.org](mailto:mhuber@nsaahome.org).

## **2024-25 NSAA Changes**

All head and assistant coaches are required to be CPR/AED certified once every two years.

## **2024-25 USBC Rule Changes**

No USBC rule changes for 2024-2025.

## **2024-2025 NSAA Bowling Rule Changes/Points of Emphasis**

Updated Uniform Rule allowing girls participants to wear slacks or skirts of the same color as the team. (Pg. 10)

Coaches are required to wear proper attire while coaching. (Pg. 10)

Wildcard point averages will be calculated thru district competition. (Pg. 11)

New Team State Championship format. (Pg. 16)

Updated Instant Replay Technology for State Championships. (pg. 17)

## **Important Dates**

<b>Date of First Practice</b>	Monday, November 18 <sup>th</sup> , 2024
<b>Schedules Due</b>	Thursday, November 21 <sup>st</sup> , 2024
<b>Date of First Contest</b>	Thursday, December 5 <sup>th</sup> , 2024
<b>Winter Moratorium</b>	Sunday, December 22 <sup>nd</sup> -Thursday, December 26 <sup>th</sup> , 2024
<b>District Entries Due</b>	Monday, January 27 <sup>th</sup> , 2025
<b>District Tournaments</b>	Monday, February 3 <sup>rd</sup> -Wednesday, February 5 <sup>th</sup> , 2025
<b>State Championships</b>	Monday, February 10 <sup>th</sup> -Thursday, February 13 <sup>th</sup> , 2025

## **Future Dates**

<b>Year</b>	<b>First Practice Monday Week 20</b>	<b>First Contest Thursday Week 22</b>	<b>District Tournaments Week 31</b>	<b>State Championships Monday-Thursday Week 32</b>
<b>2025-2026</b>	November 17 <sup>th</sup>	December 4 <sup>th</sup>	February 2 <sup>nd</sup> -4 <sup>th</sup>	February 9 <sup>th</sup> -12 <sup>th</sup>
<b>2026-2027</b>	November 16 <sup>th</sup>	December 3 <sup>rd</sup>	February 1 <sup>st</sup> -3 <sup>rd</sup>	February 8 <sup>th</sup> -11 <sup>th</sup>
<b>2027-2028</b>	November 15 <sup>th</sup>	December 2 <sup>nd</sup>	January 31 <sup>st</sup> -February 2 <sup>nd</sup>	February 7 <sup>th</sup> -10 <sup>th</sup>

# **NSAA BYLAWS AND APPROVED RULINGS GOVERNING BOWLING**

*For a complete listing of NSAA Bylaws and Approved Rulings, please refer to the [NSAA Constitution & Bylaws](#).*

**Rules Meetings.** The NSAA presents rules meetings in order to inform and educate coaches, officials, and judges about NFHS playing rules and rules changes, NSAA guidelines and approved rulings, and to discuss health and safety issues related to activities participation. All head coaches are required to attend an NSAA Rules Meeting or complete an NSAA Rules Meeting online annually. Online rules meetings are initially offered at no cost to coaches or officials followed by a period with a \$50 “Late” Fee. Failure to complete the rules meeting will result in possible late fees and suspension penalties, as stated below. Additional sanctions and fees are applicable to those coaches who fail to complete the rules meeting by the expiration of the “Late” Fee period, [as detailed in the Constitution & Bylaws](#).

## **2024-25 Bowling Rules Meeting Schedule**

**October 28<sup>th</sup>-November 20<sup>th</sup> – No Charge to Head Coaches**

**November 21<sup>st</sup>-22<sup>nd</sup> – Late/Penalty \$50 Fee – Head Coaches**

### **APPROVED RULING 2.1.2 - Medical Personnel at Regular Season Games**

*It is important for every school to have an emergency action plan (EAP) for administrators, faculty, coaches and staff members to follow should emergencies occur. Due to lack of universal availability of medical coverage and other logistical reasons, NSAA does not require that schools have a physician, trainer or ambulance on-site at regular season activities.*

### **APPROVED RULING 2.12 – Required NFHS Courses for Coaches & CPR/AED Certification**

*All coaches, activity sponsors, and volunteers are required to complete the NFHS [Concussion in Sports](#), [Heat Illness Prevention](#), and [Sudden Cardiac Arrest](#) Training courses at least once every three years. These courses should be taken prior to any preseason or regular season physical workouts that the respective coach would be present for or involved in administering. Any course taken after May 1 would be considered valid for the following school year. **All first-year coaches are required to complete all three courses prior to the start of the activity season which they are to coach.***

#### **CPR/AED Certification**

*All head coaches/sponsors and assistant coaches/sponsors are required to be CPR/AED certified once every two years. Certification should be completed prior to any pre-season or regular season physical workouts that the respective coach/sponsor would be present for or involved in administering. All first-year head coaches/sponsors and assistant coaches/sponsors are required to complete certification prior to the start of the activity season which they are to coach. Coaches aides and volunteer coaches are not required to be CPR/AED certified.*

### **Accommodations for Students with Disabilities**

Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating circumstances. In order to determine if the NSAA can authorize such an accommodation, the school administration should contact the NSAA to request an accommodation hearing.

### **APPROVED RULING 3.1.1, C. - End of Season for Outside Participation**

*Students who are not listed on the NSAA District entry form may participate in outside group instruction or competition of the same sport before the varsity school team has been completely eliminated from postseason competition. Those students who have participated in outside group instruction or competition following their regular season schedule would not be eligible to be placed on the district or state entry form of the same sport and would not be allowed to practice with the varsity team.*

### **3.1.2 - December Moratorium**

For five consecutive days in December, there shall be no practice and no interschool competition by individuals or teams in any athletic activity sponsored by the Nebraska School Activities Association. Modifications of set dates requires NSAA Board of Directors approval.

### **APPROVED RULING 3.1.2**

The intent of the December Moratorium is to provide coaches, athletes, and other school personnel a five-day break from the activity season. This rule is to be interpreted as a five-day dead period without organized practices, structured conditioning sessions, or meetings of any type. It is the member school's responsibility to monitor and enforce this rule.

School-owned facilities shall be closed to all grades 9-12 workout activities during the moratorium (team or athletic meetings, practice, competition, weight-training, conditioning, open gym, or other physical activities). The term "no practice and no interschool competition by individuals or teams" shall be interpreted to mean that a grades 9-12 student who is a participant in an NSAA activity shall not be permitted:

- A) To practice or compete in that activity in-season during the moratorium in a school-owned facility that is used by the school for such activity, whether or not a coach, sponsor, or other adult associated with the program is present.
- B) To participate in practice, team meeting, or activity for the sport in season, directly or indirectly organized by the coach; the school coach, sponsor, or other adult associated with the school activity program may not supervise, direct, plan, or encourage any workout, practice, or competition during the moratorium by students participating in activities; and
- C) To participate in a student-organized practice, team meeting, or activity for the sport in season. Students may:
  - 1) Continue to work out/condition on their own in facilities not owned by the school, including workouts or activities with family members;
  - 2) Receive individualized instruction from an individual who is not the school coach, sponsor, or other adult associated with the school activity program; and
  - 3) Receive physical therapy or rehabilitation services at facilities not owned by the school.
- D) Waivers of the December Moratorium may be considered by the NSAA Board of Directors on a case-by-case basis; however, if competition or travel infringes on the designated December Moratorium dates, the Moratorium for such teams shall be readjusted to include five consecutive days to include December 24 and 25. Schools must submit a timely waiver request to the executive director, and the waiver request will be placed on a subsequent NSAA Board meeting agenda.

### **3.2.1 – School-Year, Out-of-Season Programs**

A member school shall not provide support, hold an organized practice or enter students in any non-high school competition in NSAA sponsored sports outside of the defined NSAA season.

### **APPROVED RULING 3.2.1**

*Faculty vs. student, alumni vs. student, or parent vs. student contests are not permissible during the season of the sport involved. If such contests are held out-of-season, the organized practice rule must be followed.*

### **3.2.2 – “School-Year, Out-of-Season” Definition**

“School-year, out-of-season” is defined as that period of time during the school year in which no organized practice can be conducted. The “school-year, out-of-season” period begins on the first day of fall practice and runs until the first allowable date of practice in that sport, and the period after a team or individual has been eliminated from further competition during the championship series of district and state tournaments/meets through Memorial Day or the end of the school year, whichever is later. For non-varsity competition, “school year, out-of-season” begins the day following the last date of interscholastic competition or the last date of the varsity season, whichever is later.

### **3.2.3 – “School-Year, Out-of-Season” Participation**

Except during the season of the sport involved, a student may be a member of a non-high school team and compete unattached in non-high school competition. Students are prohibited from wearing high school uniforms during non-high school sponsored competition.

### **3.2.4, B. - Organized Practice**

No organized practice in any sport shall be held during the “school-year, out-of-season” period. An organized practice shall be defined as follows:

B) **Bowling.** An organized practice shall mean more than four students under the direct supervision of a sponsor (as defined in AR 3.2.4). If more than one group is practicing at the same time, it shall be called an organized practice.

### **APPROVED RULING 3.2.4**

*Any individual who served as a school’s head coach, assistant coach, coach’s aide, or volunteer coach shall not coach athletes from that member school in non-high school competition if the number of athletes from the school which the individual served exceeds the number permitted for an organized practice in the sport involved.*

### **3.2.5 - Conditioning Program**

A member school may organize and supervise a “school year, out-of-season” conditioning program to include weightlifting, running, and exercising for its members in accordance with the following provision:

- A) Such a conditioning program shall be general in nature and may include only exercises designed to promote physical fitness.
- B) Sport-specific drills are not allowed, and sport-specific equipment may not be used.
- C) The conditioning session shall be no longer than 60 minutes in length, and no student shall participate in more than one such session per day.
- D) Conditioning programs shall be voluntary. No coach or school representative may directly or by implication direct a student to attend conditioning sessions as a prerequisite for membership or restrict the level of team participation within the high school program.

### **APPROVED RULING 3.2.5**

*Conditioning sessions organized and run by members of the school’s coaching staff are subject to the 60-minute limitation. Students, for example, who work out on their own at the school facility in weightlifting, general calisthenics, running, or agility-type exercises shall not be considered to be involved in an organized conditioning program.*

### **3.2.6 - Open Gym**

It is permissible for students to be involved in NSAA activities of a school’s open gymnasium program during the “school year, out-of-season” period under the following conditions:

- A) The gym is open for all individuals and all activities.
- B) Schools may not designate sport specific times.
- C) Coaching or instruction is not provided.
- D) School employees who are present shall restrict their duties to supervision of the facility.
- E) Open gym shall be voluntary. No coach or school representative may directly or by implication direct a student to attend open gym as a condition for membership or restrict the level of team participation within the high school program.

### **3.2.7 - Camps & Clinics Definitions**

**Camp Definition:** Camps include planned physical participation that is of a competitive nature where actual games are played or simulated by camp attendees. Participation shall mean physically taking part in the sport activity in which instruction is offered in the camp or school.

**Clinic Definition:** A clinic includes planned activities of instruction or demonstration directly related to the teaching of individual skills. There shall be no competition between athletes who are in attendance.

#### **3.2.7.1 - “School-Year, Out-of-Season” Camps & Clinics**

Athletes and coaches may attend professional or commercial sports camps/clinics sponsored by non-member high schools. During the “school-year, out-of-season” period, the organized practice rule for the sport in which instruction is being given shall apply. No more than the limit permitted for organized practice may attend and receive instruction. Attendance to “school-year, out-of-season” clinics shall be voluntary. No coach or school representative may directly or by implication direct a student to attend a clinic as a condition for membership on the high school team or restrict the level of team participation within the high school program.



### **APPROVED RULING 3.2.7 and 3.2.7.1**

*The athlete and/or his/her parents shall pay the fees and expenses for attendance to such camps or schools. The school, booster clubs, individuals and/or other organizations shall not provide expenses, or support for individuals participating in clinics. Team fundraisers may be used to finance summer league and camp/clinic activities. The school may provide transportation for individuals participating in camps/clinics with prior approval from the district's Board of Education.*

### **3.2.8 - Summertime Participation**

"Summertime" shall be defined as the Tuesday following Memorial Day to July 31. During the "summertime" there shall be no restrictions on the amount of contact between students and high school coaches. Attendance shall be voluntary, and coaches/school representative may not directly or by implication require a student to attend "summertime" activities as a condition for membership on a high school team or restrict the level of team participation within the high school program.

**3.2.8.1** - NSAA Catastrophic Insurance does not cover coaches/students/schools during the summertime period.

### **3.2.8.2 - Summertime School-Sponsored Camps/Clinics**

A school may organize a camp or clinic in any sport from the Tuesday following Memorial Day through July 31. The camp shall be limited to no more than ten days starting with the first date of the camp/clinic.

### **3.2.8.3 - Summertime Conditioning Program**

A member school may organize and supervise a summer conditioning program to include weightlifting, running, and exercising. Conditioning sessions shall be no longer than 75 minutes in length per day or no more than 5 hours per week, and no student shall participate in more than one such session per day.

### **APPROVED RULING 3.2.8.3**

*Conditioning sessions organized and run by members of the school's coaching staff are subject the 75-minute limitation. Students, for example, who work out on their own at the school facility in weightlifting, general calisthenics, running, or agility-type exercises shall not be considered to be involved in an organized conditioning program.*

### **3.2.8.4 - Summertime Open Gym/Facilities**

It is permissible for students to be involved in NSAA activities of a school's open training program during the summertime. Permitting the participation by non-high school students (graduates, adults, or individuals not a member of the school) shall be determined by the district's Board of Education policy.

### **3.2.8.5 - Summertime Regulations for Athletes and Coaches**

From the Tuesday following Memorial Day or final day of school (whichever is later) until July 31, there shall be no restrictions on the contact between students and high school coaches.

### **3.2.8.6 - Summertime Leagues/Competitions**

High school coaches are permitted to coach students from their school in summer league competition and games, provided there is no direct support from the school.

### **3.2.8.7 - Summertime Use of School Facilities**

Member schools may permit the use of their facilities in accordance with the district's Board of Education policy.

### **3.2.8.8 - Summertime Use of School Equipment**

Member schools may permit the use of school equipment, other than school-issued game uniforms in accordance with the district's Board of Education policy.

### **3.2.9 - Summertime College/Professional/Commercial Team Sport Camps/Clinics**

High school coaches are permitted to accompany students from their school to college, professional, or commercial sports specialized team camps/clinics during the summer.

### **3.2.10 - Summertime Individual Commercial Camps/Clinics**

During the summer, students may attend any individual skill/technique camps or clinics.

### **3.3.2 – Scrimmage**

Prior to the first contest date for the winter season, only intra-squad matches or scrimmages are permitted. After the first contest date for winter sports, a school may have inter- or intra-squad matches and scrimmages.

*Note: Alumni matches/scrimmages or matches/scrimmages with non-high school teams are not allowed.*

### **APPROVED RULING 3.3.7 - Eligibility for Sub-District/District/State Competition**

- A) *In all athletic activities, teams wishing to enter a sub-district, district, or state contest shall have participated in a minimum of five interschool varsity contests prior to the sub-district, district, or state contest.*
- B) *In order to participate in a sub-district, district or state tournament, a student is required to have been a member of the school's team for at least twenty school days prior to the first day of the sub-district, district, or state tournament.*
- C) *To be eligible to participate in a sub-district, district and/or state contest, a student shall have been a member of a school's team and shall have been "available to participate" in at least thirty percent (30%) of the school's scheduled interschool contests.*
  - 1) *Exceptions to the requirements for a student who has not been available to participate in at least (30%) of the school's varsity interschool contests would be considered if an individual was unable to participate because of illness, injury, transfer from another high school, or if weather conditions forced a cancellation of scheduled contests.*
  - 2) *When determining whether a student has been available for (30%) of the school's varsity interschool contests, one would divide the number of varsity interschool contests for which the student was available by the school's total number of varsity interschool contests; all decimals .1 or above would be rounded up to the next higher whole number.*
  - 3) *The term "available to participate" means that the student was a bona fide member of the team eligible to participate for the school at some level of competition in the sport and is not suspended from participation in activities by virtue of NSAA rules.*
- D) *For situations pertaining to eligibility to participate in district or state contests that are not specifically addressed by these guidelines, the Executive Director shall have the authority to waive membership and participation requirements on a case-by-case basis.*
- E) *If a school takes its team off the playing field prior to the completion of a contest or prior to the suspension or termination of a game by the game officials, and the contest is forfeited because of the refusal of the school's team to continue play, the school shall be subject to a penalty set by the Board of Directors. The penalty may be the exclusion from participation in sub-district, district, playoffs, or state contests.*

*Note: If a match between two Nebraska schools is not completed (i.e. deciding set in best of 3 is not played to 25 points), it shall be considered an incomplete match and no wildcard points will be awarded.*

### **3.3.7.2 - State Championship Travel**

The Executive Director is granted the authority to require schools to alter travel plans to arrive the day prior to the scheduled state contest if weather conditions so warrant.

### **3.3.8 – Out-of-State Contests**

Members of the NSAA may compete with schools outside the state, provided the out-of-state school is a member in good standing in its own state association.

*Note: Refer to Section 1.8.5 for procedure to follow when competing in interstate competition.*

### **3.3.9 - Sunday Contest**

No high school that is a member of the NSAA shall be permitted to engage in any interschool contest on Sunday. When weather conditions and facilities cause a change in a state tournament schedule, Sundays may be used for competition after 12:00 noon local time as determined by the Executive Director.

### **3.3.10 – Supervision**

The superintendent, principal, or an authorized representative of the faculty shall accompany and supervise the team or individuals to all contests.



### **3.3.10.1 – Supervision**

Neither a team nor individual shall be permitted to compete in a sub-district or district tournament, playoff contest nor state contest unless the team or individual(s) is accompanied by the head coach, school administrator, or certificated faculty member.

### **3.5.1 - Outside Participation**

Any student who participates in an athletic contest other than as a representative of her high school during the bowling season shall become ineligible to represent her school in bowling for one or more matches or the remainder of the season.

*Note: This rule applies to bowling leagues, independent matches, league bowling tournaments and matches where contestants are selected at random, etc.*

### **APPROVED RULINGS AND INTERPRETATIONS FOR 3.5.1, I – Non-School Participation**

To be eligible to participate in a district and/or state contest, a student shall have been a member of the school's team and shall have been available to participate in at least eighty percent (80%) of the school's scheduled interschool contests because of participating in non-high school competition. A student may participate as an individual, without loss of interscholastic eligibility, under certain conditions.

### **3.5.2 – Individual Instruction**

During the bowling season, a student is permitted to take individualized instruction from a person other than the high school coach. Individualized instruction shall not take the place of the high school practice. Group instruction, practices with outside teams, and tryouts for outside teams other than as a part of a college or university-recruiting visit, however, are not permitted.

### **3.7.1 – Amateur Rule**

A student shall be an amateur in all sports sponsored by the Nebraska School Activities Association. A student may be declared ineligible if he/she:

- A) Accepts merchandise, compensation of any nature, or illegal awards for competing in Association-sponsored activities.
- B) Enters into any agreement or contract to compete in professional sports.
- C) Permits, with or without actual endorsement, the use of name, picture, and/or personal appearance as an athlete in the promotion of a commercial or profit-making event, item, plan, or service (this does not prevent a student's picture or name from being included in programs); or,
- D) Receives merchandise or compensation of any nature for coaching any NSAA approved sport during the season of the sport in his/her school.

### **APPROVED RULINGS AND INTERPRETATIONS FOR 3.7.1, C – Name, Image & Likeness (NIL)**

Under Bylaw 3.7.1.c, the term "with or without actual endorsement" requires that the student or the student's parent(s) or guardian(s) have knowledge that the student's name, picture, and/or personal appearance are being used by another person or entity.

*Note: For commonly asked NIL Questions, [view these NIL Q&A's](#).*

***For a complete listing of NSAA Bylaws and Approved Rulings, please refer to the [NSAA Constitution & Bylaws](#).***

## **REGULAR SEASON**

### **Classification of Schools**

- 1) Schools shall be divided into two classes for bowling competition.
- 2) This classification is based on grades 9-11 enrollment from September of the year which immediately precedes the classification period. Class A will be classified based on a total enrollment of 850 and above with the total enrollment figures being doubled for unisex schools. The remaining schools will be placed in Class B using their gender specific enrollment.
- 3) Classifications will be done on a yearly basis, except for Class A, which is classified for a two-year period. **2024 is the 1<sup>st</sup> year of the two-year Class A classification period. No schools will be added or removed to Class A during this period, regardless of enrollment in the subsequent year.**
- 4) If schools are tied in enrollment for the last position or positions of a class, the following tie-breaker will be applied:
  - A) The three-year average of enrollment, which includes the year on which the current year's classification is based and the two previous years. The higher three-year average will be in the larger class.
  - B) If the tie still exists, then the school with the higher immediate previous year's enrollment will be placed in the larger class.
  - C) If a tie still exists, it will be decided by a coin flip in the NSAA office.
- 5) Opting Up – a school may opt up one classification. The deadline for submitting a request to the NSAA is one week from when classifications are released. No team will move up to fill the void made by a school opting up.

### **Varsity Schedules**

All varsity schedules must be submitted on the NSAA website by **Thursday, November 21<sup>st</sup>**. After the season begins, there will be NO additions. Cancellations or postponements due to weather must be emailed or called into the NSAA office. All scheduled and postponed regular season varsity contests must be played prior to the start of District and State competition. Once District and State competition begins, no regular varsity contests shall be permitted.

### **Competition Limitations**

No team may exceed **18 competition** points prior to the district and state tournaments. A team may not participate in more than 3 tournaments, excluding the district and state series of tournaments. Teams must bowl a minimum number of 5 competition points to qualify for district tournament participation.

<b>Competition Type</b>	<b>Competition Points</b>
Dual Match	1 Point
Double Dual	2 Points
Tournament	3 Points

**Dual Match Definition:** A head-to-head competition between two teams.

**Double Dual Definition:** Four schools playing two predetermined contests or two of the other schools in one day.

**Tournament Definition:** A tournament is defined as a competition involving four or more teams where winners continue to advance or compete until a champion is determined. The tournament format will be based on the number of teams competing. Tournament formats are designated on pages 22-36 and must be followed.

*\* The tournament host may add final place matches (e.g. 3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup>/6<sup>th</sup> place) to the tournament schedule as long as they are scheduled before the tournament.*

## Format/Match Point System

The Match Point System will be used (1 point for each individual game; 3 points for each team game; 5 points for the Baker match). All bowling will be done on a scratch basis. Each match will consist of three games (2 regulation and best 2 of 3 Baker). Half points will be used in the case of tie situations with specific exceptions. In the event of a split decision (team points are equal after the baker round), refer to the Tie Breaker section of this manual.

The 21 Point System – 8 points per team game (5 individual and 3 team – 16 points maximum) and 5 points for the baker match.

Home Team			Away Team		
Bowlers Name	Score	Points	Bowlers Name	Score	Points
Bowler 1	185		Bowler 1	192	1
Bowler 2	162		Bowler 2	170	1
Bowler 3	210	1	Bowler 3	201	
Bowler 4	202	1	Bowler 4	195	
Bowler 5	224	1	Bowler 5	213	
Team Total Pinfall	983			971	
Game Points					
Individual Game Points	3		Individual Game Points	2	
Points for Total Pinfall	3		Points for Total Pinfall	0	
Team Game Points	6		Team Game Points	2	

Bowlers Name	Score	Points	Bowlers Name	Score	Points
Bowler 1	192	1	Bowler 1	185	
Bowler 2	170	1	Bowler 2	162	
Bowler 3	201	1	Bowler 3	200	
Bowler 4	195		Bowler 4	202	1
Bowler 5	213		Bowler 5	224	1
	971		Team Total Pinfall	973	
Game Points					
Individual Game Points	3		Individual Game Points	2	
Points for Total Pinfall			Points for Total Pinfall	3	
Team Game Points	3		Team Game Points	5	

Baker Game (Best 2 of 3)					
Home Team			Away Team		
Game 1 Score	205	X	Game 1 Score	190	
Game 2 Score	180		Game 2 Score	185	X
Game 3 Score	199		Game 3 Score	201	X
Baker Points	0		Baker Points	5	

HOME	9	Total Match Points	AWAY	12
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## Reporting Scores/Results

Each individual school is responsible for reporting scores. Coaches should report all varsity team results through their NSAA login immediately following a match or at the completion of a tournament.

## Suspended Game Policy

A regular season game called for any reason where a winner cannot be determined, or any game called at any time for mechanical failure (i.e., lights, electrical issues, etc.) prior to becoming an official game will be treated as a suspended game. If the game is to be completed it will be continued from the point of suspension with the lineup and order of each team the same as the lineup and order at the moment of suspension and subject to the rules of the game. Both schools involved in the game must agree to the suspension.

## Mercy Rule

If the outcome of the match is determined after the initial two games, there will be one Baker game bowled to determine the awarding of five points.

## Playing Rules

All contests shall be conducted under the official bowling rules of the United States Bowling Congress (USBC), or those approved by that organization with modifications approved by the NSAA. The USBC Rulebook can be found on the NSAA Bowling page.

### **Team Composition**

A team shall consist of no more than seven bowlers (five bowlers and two substitute bowlers). A team may have an unlimited number of bowlers within their high school program. Teams will normally compete in playing strength of five bowlers.

If a school is unable to field a complete team (five bowlers) individual bowlers for that school may compete if the school has at least three individual bowlers. An absentee score of zero will be placed for missing roster members.

### **Roster/Lineup**

A written team roster consisting of no more than seven players will be exchanged between both head coaches before each match (Traditional). Changes (additions or removals) to the team roster are not allowed once the first ball of each match has been thrown. The written roster must include the player lineup order (and substitutes) for that specific match (Traditional). Once a tournament begins a team roster cannot be changed (no additions or removals from the roster).

Changes to a team's lineup order can only be made at the start of each game (Traditional). After a lineup has been submitted to the opposing coach, no changes to the lineup order can occur.

Teams may utilize JV bowlers on their Varsity roster. Per USBC rules, a player cannot bowl in a Varsity and JV match that are occurring simultaneously.

Only the bowlers listed on the submitted roster are allowed to be in the bowler's area once competition begins.

### **Substitutions**

Once a bowler throws a ball in their position in the lineup, a substitute can be made. A coach may substitute players at any time (frame) during the game. Once a player has been substituted for, he/she may not re-enter the current game.

### **Lane Conditions**

The NSAA will not require the use of specific lane patterns during regular season competition. During district and/or state competition, the NSAA Bowling technical advisor will determine what specific lane patterns will be used and when it will be communicated. As a condition of hosting a district or state event, the host centers will be required to keep the lane patterns confidential per the NSAA instructions.

### **Practice at the Bowling Center**

Bowling (practicing) in the center the day of competition is not permitted.

### **Uniforms**

It is required that players wear school uniforms during play. The following shall apply during all competitions –

All bowlers' uniforms should be the same color and style. A number should be placed on the back of the shirt – 6", centered. Bowlers should wear slacks, skirts or skorts. These slacks/skirts/skorts may be of any color as long as they are similar to that of the rest of the team and do not have any tears or holes in them. Bowlers may NOT wear shorts, jeans, leggings/yoga pants or hats. Bowlers out of uniform will not be allowed to bowl until they are able to comply with the rules. Proper shoes are required. Participants must keep their uniforms on while in the competition area.

Coaches should wear either a team uniform or appropriate coaching apparel in school colors or the colors of black, white, gray or khaki.

### **Mobile/Electronic Devices**

The use of all mobile/electronic devices by athletes during competition will be prohibited. This includes cell phones, tablets, laptops, iPods and any electronic device of any kind.

## **Wildcard System**

All matches played by a school's varsity team regardless of the location of the opposing school will count toward the competition point limit in bowling. All contests played against the varsity teams of schools located within Nebraska and against the varsity teams of schools located in other states will be used to determine the wildcard point average.

**Wildcard point averages will be calculated through District competition and used to seed the state championships.**

Results of matches will be used to:

- 1) Calculate wildcard point averages (total number of points divided by the number of contests played)
- 2) To determine the win and loss record for designating a team as a first, second, third, or fourth division team.

The following point evaluation scale will be used to determine a team's total points:

	<b>1<sup>st</sup> Division Team</b>	<b>2<sup>nd</sup> Division Team</b>	<b>3<sup>rd</sup> Division Team</b>	<b>4<sup>th</sup> Division Team</b>
Victory Over	50 Points	47 Points	44 Points	41 Points
Loss To	39 Points	36 Points	33 Points	30 Points

- A 1<sup>st</sup> division team is a team which has won at least 75% of its matches played.  
(Ex: 20-0, 19-1, 18-2, 17-3, 16-4, 15-5)
- A 2<sup>nd</sup> division team is a team which has won at least 50% but less than 75% of its matches played.  
(Ex: 14-6, 13-7, 12-8, 11-9, 10-10)
- A 3<sup>rd</sup> division team is a team which has won at least 25% but less than 50% of its matches played.  
(Ex: 9-11, 8-12, 7-13, 6-14, 5-15.)
- A 4<sup>th</sup> division team is a team which has won less than 25% of its matches played.  
(Ex: 4-16, 3-17, 2-18, 1-19, 0-20.)

- 1) No points are deducted for playing teams which are classified below your classification.
- 2) Class A schools will be awarded 2 bonus points when competing against other Class A schools.
- 3) In competition with schools one classification above yours, 2 bonus points will be awarded.
- 4) **FORFEITS:** Teams shall receive wildcard points for forfeited losses if the forfeit was due to extenuating circumstances between the two schools. Schools that are required to forfeit a game or games by the Executive Director or the Board of Directors shall count such contests as one of the permissible contests under the contest limitations for that sport. Such mandated forfeitures shall count as loss wildcard points. All forfeits will be scored 21-0.
- 5) **FORFEITS:** When a school's varsity team is unable to complete the season, those remaining teams on that school's regular season schedule may either:
  - A) Receive forfeit wins for those scheduled contests and shall be awarded wildcard points for those forfeit wins. Wildcard points will be determined by the forfeiting team's record at the time of seeding for post-season competition. If a team declares to participate in the postseason and does not participate, forfeit wins will be issued to their opponents for those postseason contests.  
OR
  - B) If more than seven days remain before any level of postseason seeding is to take place in that sport, a school may replace the forfeited contest on their schedule with another opponent/contest. Replacements that may be added to the schedule are limited to either teams similarly affected by the forfeiting team, or, teams that have an unfilled, allowable contest opening on their schedule. Replacement contests must be scheduled a minimum of seven days in advance of any postseason seeding and will count towards postseason/wildcard seeding.

- 6) If a tie exists for a seed in any class, the following procedure will be used to break the tie.
  - A) If only two teams have identical point averages and are tied and the teams have played each other, the team that won the contest or the majority of contests between the two teams in question wins the tiebreaker.
  - B) In Class A if the two teams have not played each other or if more than two teams are tied, step C will be used to determine which team qualifies for the state tournament. In Class B if the two teams have not played each other or if more than two teams are tied, step D will be used to determine the seed.
  - C) In Class A if a tie still exists, or if more than two teams are tied, the team or teams playing the greatest number of first division teams in their classification will be selected. If two teams are still tied, step (a) will apply before going to step (e).
  - D) In Class B if two or more teams have identical point averages and are tied, the team or teams playing the greatest number of first division teams will be selected. If two teams are still tied, step (a) will apply before going to step (e).
  - E) If a tie still exists, the team's opponents' wins and losses will be totaled and the winning percentages calculated. The team whose opponents have the highest percentage based on this calculation wins the tiebreaker.
  - F) If a tie still exists, the winner will be decided by a coin flip in the NSAA office.
- 7) Schools must report out-of-state win-loss records to the NSAA. Win-loss records not reported to the NSAA will be recorded as a fourth-division team until such information is provided.
- 8) When determining the classification of an out-of-state school for wildcard purposes, if the school's three-grade enrollment is less than the lowest enrollment in a particular class, the out-of-state school shall be classified in the immediate lower class. The enrollment of Nebraska schools opting-up to play in a higher class will not be considered when comparing out-of-state schools for classification purposes.
  - A) If two or more schools are tied for the final place in a particular class, the tie is broken by using the schools' three-year average enrollment for the most recent three years. When determining the classification of an out-of-state school for wildcard purposes, if the out-of-state school's three-grade enrollment is identical to the enrollments shared by schools in two different classes, the out-of-state school shall be placed in the higher class.
- 9) Out-of-state win-loss records will be included thru the date prior to the completion of District competition.

### **Internet Information**

The Nebraska School Activities Association (NSAA) website may be accessed at [nsaahome.org/bowling](http://nsaahome.org/bowling).

There are several sections within this website, including a sub-page for each of the NSAA's sponsored activities. The internet offers another means of communication among the state office, the member schools, coaches, and patrons.

You are encouraged to check the NSAA home page where your activity is involved. Here are some of the topics for bowling:

Bowling Manual & Rulebook	Match Scoresheet Template	Wildcard Standings
District Assignments	District Pairings/Results	State Championship Brackets
State Championship Results	Past State Champions	State Championship History



## **Regular Season Tie-Breaking Procedures**

Applicable to tie-breaking scenarios regarding a “team” tie (rotating players does not pertain to individual competition):

- In the event of a tie after sudden death, a new player, from the last game played must be used
- In the event of multiple ties, all players from the last game must be rotated until the tie is broken. In the event a substitution was made during that game, all the bowlers that played in that game are required to be in the rotation for sudden death
- No player may repeat in sudden death until all eligible players from that game have competed in sudden death
  - Traditional Team Match: All head-to-head Baker games (must figure best 2 of 3 games) and any traditional match (when a score of 10.5-10.5 has been reached) will be broken
    - Sudden death, roll-off
    - Higher last game of Baker decides lane & order, opponent on opposite lane
    - No practice
    - Same Pair
  - Tournament Team Qualifying Match: When a tie of 4-4 exists
    - Sudden death, roll-off
    - Team points winner decides lane & order, opponent on opposite lane
    - No practice
    - Same pair
  - Tournament Team Bracket Qualifier Tie For Last Qualifying Position: When teams have a tied total pinfall for the bracket qualifier and at least one team will not advance in the bracket;
    - Sudden death, roll-off
    - Team(s) with the higher previous game team score will determine order.
    - Both(all) teams will determine their sudden death lane.
    - Five minutes of practice
  - Tournament Team Bracket Qualifier Tie In Seeding (not for last qualifying position(s)): When teams have a tied total pinfall for the bracket qualifier, and both(all) teams are advancing in the bracket;
    - Higher previous single game team score
    - If team(s) total was tied previous game, the team total before this game will be used, and the process will repeat until the tie is broken.
    - If all team qualifying games were tied, the team that had the highest individual player score (of all games) will be the higher seed.
    - If the highest individual game score was tied, the process will repeat using the next highest score until the tie is broken.
  - Tournament Team Baker Match: All head-to-head Baker games (must figure best 3 of 5 games)
    - Sudden death, roll-off
    - Higher tournament qualifying ranking decides lane & order, opponent on opposite lane
    - No practice
    - Same pair

## **DISTRICT TOURNAMENT INFORMATION**

### **District Tournament Dates**

Depending on bowling center availability, District tournaments will take place on Monday, February 3<sup>rd</sup>, Tuesday, February 4<sup>th</sup> or Wednesday, February 5<sup>th</sup>, 2025.

### **District Admission Prices**

Admission prices for District Bowling shall be \$6.00 for adults and \$5.00 for students. Only those individuals with NSAA courtesy passes or media credentials are to be admitted free. District directors are permitted to issue up to four supervisory/courtesy passes to the administration of competing schools.

### **Handicapped Accessibility**

Facilities used as a District site must provide reasonable accommodations to people with special needs. Tournament personnel should be available to assist those individuals requiring additional help.

### **District Assignments**

All schools in Bowling are to be placed into six districts. District assignments will be based on geographic location starting west and moving east with consideration also given to north and south to reduce travel.

### **Team Entries**

Entries are due Monday, January 27<sup>th</sup>. NSAA Entry forms are accessed and submitted online. The Athletic/Activities director will give the certified coach the login for this activity. Go to the NSAA website and click on "School Login". Enter your login and go to "View/Edit your Form" to complete your entry form (detailed instructions can be obtained from the website). Upon completion, the form shall be submitted to the NSAA.

### **Eligible Players**

Players listed on the District Entry Form will be eligible to play in district and state tournament competition. Substitutions to this list can be made, but no more than 7 players may suit up for district or state championship competition. Once the tournament begins no substitution may be made unless an athlete is injured or ill, which a physician must verify. If substitutions are made, inform the district tournament director and NSAA office as soon as possible. Anyone substituted must be eligible according to all NSAA rules.

### **District Format**

All teams will compete for 3 games of traditional bowling, followed by best 3-of-5 seeded bracket play. After 3 games of individual bowling, all teams will be seeded by total pinfall of the three individual qualifying games.

### **District Director's Responsibilities**

The director of the tournament is granted full authority for the conduct and management of the tournament and is responsible for the administration of rules, regulations and accounting of all finances.

### **Lane Assignments/Rotating Procedures**

1. Lane Assignments: Random draw
2. Rotation of Lanes:
  - Traditional Games: One game per pair. Odds go left/Evens go right following each game.
  - Baker Games: The Baker lane alternation format can be determined locally. All Baker games will be bowled on the same pair. (The State Championships will use the five frame Baker rotation)
3. Lane Conditions: Determined by the NSAA and distributed to host sites. Lanes should be conditioned with the designated oil pattern.

### **Reporting of Scores**

The District Director will submit results via their NSAA login. Results will be posted to the NSAA Bowling page under the "Districts" tab.

### **State Qualifiers**

The team that wins the best 3-of-5 bracket games from each individual district tournament will advance to the State Team Championship (six district champions).

Individuals will advance to the State Singles Championship based on their 3-game score. The top five (will break ties) individuals at each of the six district sites will qualify for the State Singles Championship.

### **District Tournament Tie-Breaking Procedures**

Applicable to tie-breaking scenarios regarding a “team” tie (rotating players does not pertain to individual competition):

- In the event of a tie after sudden death, a new player, from the last game played must be used
- In the event of multiple ties, all players from the last game must be rotated until the tie is broken. In the event a substitution was made during that game, all the bowlers that played in that game are required to be in the rotation for sudden death
- No player may repeat in sudden death until all eligible players from that game have competed in sudden death
  - **Singles:** The top five singles qualify for State – to break any ties;
    - Sudden death, roll-off
    - Bowler(s) with the high(est) last game (if tied, previous game) gets choice of lane (no repeat lanes & does not need to be same pair) & their order
    - Two minutes of practice
  - **Tournament Team Bracket Qualifier Tie In Seeding (not for last qualifying position(s)):** When teams have a tied total pinfall for the bracket qualifier, and both(all) teams are advancing in the bracket;
    - Higher previous single game team score
    - If team(s) total was tied previous game, the team total before this game will be used, and the process will repeat until the tie is broken.
    - If all team qualifying games were tied, the team that had the highest individual player score (of all games) will be the higher seed.
    - If the highest individual game score was tied, the process will repeat using the next highest score until the tie is broken.
  - **Tournament Team Baker Match:** All head-to-head Baker games (must figure best 3 of 5 games)
    - Sudden death, roll-off
    - Higher tournament qualifying ranking decides lane & order, opponent on opposite lane
    - No practice
    - Same pair

### **Postponement of Play**

If the event is postponed due to unforeseen circumstances, the NSAA, at its discretion, will attempt to reschedule the event. If a host center is unavailable to host the district event, the team with the highest wildcard average assigned to the district will be deemed the winner of the district event and will advance to the state championship. No individuals will advance from said district.

### **Bowling Balls**

Only USBC certified equipment may be used during competition. Altering the surface of a ball after the completion of practice will result in player disqualification. A disqualified player will not be allowed to compete at the state championships, and the player will receive 0 for all frames bowled since the start of competition. A player will be limited to one bowling ball on the ball return, except for immediately before and after a spare conversion. If a second ball is used, the ball must be removed prior to the next team member delivery.

### **Awards**

The winner and runner-up of each district tournament will receive plaques. Wild card qualifiers to the state championships will receive plaques. The top 10 finishers at each district will receive a medal.

## **District Financial Report Form**

- The financial report should be completed immediately following the close of the tournament. The financial report is provided in an electronic format for District Directors. You will need to go to the NSAA homepage and Login. Towards the bottom of the Login page for your school, under the district host information, click on Financial Form. Click on the appropriate bowling form representative of the district you have hosted. If hosting both boys and girls District Tournaments, you may only fill out one financial form.
- The electronic financial form will compute all of the calculations for the Director. Once calculations are completed, approval will be granted and the form will show how much should be paid to the NSAA. Click submit. The Director should mail the check along with a copy of the electronic financial form to the NSAA immediately following the close of the tournament. For questions regarding financial forms, please contact Megan Huber at mhuber@nsaahome.org.

## **Division of Gate Receipts**

In Districts, the division of gate receipts shall be as follows:

- 1) 10% of gross receipts to NSAA for catastrophic insurance.
- 2) 75% of the balance of gross receipts to host school.
- 3) 25% of the balance of gross receipts to NSAA.

*\*Each host school will receive a \$300 host allowance per District tournament in June with their summer reimbursement check.\**

When a school accepts the invitation to host a tournament, there is a possibility that tournament expenses will exceed revenue. An understanding should be reached that the competing schools may be assessed a certain fee to offset a potential deficit due to insufficient tournament receipts.

## **STATE CHAMPIONSHIP INFORMATION**

### **Date and Site**

The NSAA State Bowling Championships will be held Monday, February 10<sup>th</sup>-Thursday, February 13<sup>th</sup> at Sun Valley Lanes & Games in Lincoln.

### **Format**

#### **Singles Championship**

All participants will bowl 4 games of qualifying. The top eight players in each division (boys/girls) will advance to a bracket final and be seeded by qualifying position. The bracket will consist of a 2-game series total, with the higher score advancing in the bracket. The state champion will be the player that wins the bracket, with final positions of all 8 players determined by ranking of score at the time of elimination.

#### **Team Championship**

All teams will be seeded into two, four-team sides to the bracket with each side playing double-elimination until one team is left. A "winner take all" state championship match will ensue. Each round will consist of a best 3-of-5 Baker competition.

#### **Team Championship Seeding:**

Teams in the state championships will be seeded according to the wild card point average and the first-round pairings will match the following seeded teams: 1 vs. 8, 2 vs. 7, 3 vs. 6, and 4 vs. 5. If teams are tied via the point average, the wild card tiebreaker will be used to break the tie.

### **Spectators' Tickets**

- 1) Individual session tickets are \$8.00 for adults and \$6.00 for students.
- 2) Tickets will be available online only. Specific ticket information will be available after District competition.
- 3) Fans may enter Sun Valley Lanes & Games one hour prior to competition, except for Sessions 4 & 7 (45 minutes prior)

### **Participants' Pass Gate**

Only players and coaches listed on the official team roster will be allowed access to the state championship site free of charge through the Team Pass Gate. Players and coaches will be stamped for re-entry into the facility. Each session will be treated individually. (Example: The pass gate list for the Boys session will not get players in for the Girls session.)

### **Handicapped Accessibility**

Sun Valley Lanes & Games can reasonably accommodate individuals with special needs. Tournament personnel will be available to assist those persons requiring additional help.

### **Roster**

Teams qualifying for the state championships may make substitutions to their District roster provided:

- 1) The players substituted are eligible in all respects.
- 2) The substitution is made prior to the team's first match of the championships.
- 3) Once the championships begin, there shall be no substitutions/additions to the roster except for sickness/injury.

If an individual qualifier is unable to participate due to injury, sickness or other extenuating circumstances, that player will not be replaced in the Championship field.

### **Lane Assignments**

#### **Singles Championship:**

- Qualifying Round: Lane assignments will be random.
- Bracket: Lane assignments will be based on seeding (bracket). The individual on the upper part of the bracket will be on the left lane.

#### **Team Championship:**

- Lane assignments will be based on seeding (bracket). The team on the upper part of the bracket will be on the left lane.

### **Practice**

#### **Singles Championship:**

- Qualifying Round: Individuals will get 5 minutes of practice time.
- Bracket:
  - Individuals will get 5 minutes of practice time for the first round and may practice on either lane.
  - Individuals will get two practice balls per lane for the semi-final round.
  - Individuals will get two practice balls per lane for the finals round.

#### **Team Championship:**

- First Round: Teams will get 15 minutes of practice time. Start on the lane opposite to which you will compete on.
- Rest of the Championship: No practice unless you are a team that is sitting during matches 12 and 13 to which case you will have access to a pair.

### **Instant Replay**

Replay may be used in accordance to USBC rules during the NSAA State Bowling Championships at the discretion of the Championship Director (e.g. late pin fall, foot fault). **Only in-house video technology or video technology on-hand for TV coverage will be used for replay. This only applies to the NSAA State Bowling Championships.**

### **Suspension of Play**

In the event of an equipment malfunction, the host center will determine if the issue may be corrected in a reasonable amount of time. If the delay will be lengthy and estimated to be longer than 15 minutes, an alternate pair of lanes, if available, may be used. If the delay is longer than 15 minutes, a practice ball will be given to each player for each 15 minutes of delay. Players will practice only on the "non starting" lane of the competition. If possible, scores will be transferred from the time of interruption, with competition continuing from that point, per USBC rules.

## **Postponement of Play**

If the event is postponed due to unforeseen circumstance, the NSAA, at its discretion, will attempt to reschedule the event.

## **State Championship Tie-Breaking Procedures**

Applicable to tie-breaking scenarios regarding a “team” tie (rotating players does not pertain to individual competition):

- In the event of a tie after sudden death, a new player, from the last game played must be used
- In the event of multiple ties, all players from the last game must be rotated until the tie is broken. In the event a substitution was made during that game, all the bowlers that played in that game are required to be in the rotation for sudden death
- No player may repeat in sudden death until all eligible players from that game have competed in sudden death
  - **Team:** No ties at the end of any Baker game
    - Sudden death, roll-off
    - Higher wild card seed decides lane & order, opponent on opposite lane
    - No practice
    - Same pair
  - **Singles:** No ties at the end of the qualifying round
    - **Qualifying**
      - Sudden death, roll-off
      - Bowler(s) with the higher(est) last game (if tied, previous game) gets choice of lane (no repeat lanes & does not need to be same pair) & their order
      - Two minutes of practice
    - **Bracket:** No ties at the end of any bracket match
      - Sudden death, roll-off
      - Bowler with the higher qualifying seed gets choice of lane & order, opponent on opposite lane
      - No practice
      - Same pair

## **Awards**

The winner and runner-up in the State Championships will receive trophies. Members of the state championship winning team will receive gold medals and the championship team coach will receive a plaque. Members of the state runner-up team will receive silver medals.

The top 8 individuals in the Singles Championship will receive medals.

## **Expected Behaviors at Awards Ceremonies**

Education-based activities give students the ability to train, participate and compete in a structured setting. With that, students often learn lessons that are sometimes not taught in the traditional academic classroom. Some of those lessons include learning to win and lose with dignity and grace. As such, the following guidelines have been developed for awards ceremonies at the conclusion of sub-district, district and state contests.

Only one team can win a district or state championship, yet the NSAA provides trophies, plaques and medals to the losing teams in many of the postseason activities. It shall be the expectation that both teams shall accept their medals and trophies in a sporting and willing manner. Some losing teams have been reluctant to step forward and accept their awards, and coaches and administrators need to assure sporting behaviors for their student athletes. It is natural to be disappointed in losing the contest but stepping forward at this time of disappointment is a life lesson that helps mold proper and sporting behaviors. It is the expectation! The Executive Director or the NSAA Board of Directors shall determine the type and severity of sanctions to schools that do not comply with these expectations.



## **ADDITIONAL INFORMATION**

### **Media – Credentials & Broadcasting**

- 1) All media operations (admission, access and accommodations) for Regular Season contests are at the discretion of the host school.
- 2) The NSAA Media Manual outlines policies for Media Credentials, Broadcast Policies and other specifics surrounding NSAA Postseason contests.
- 3) Postseason contests include: Districts, Sub-Districts, District Finals, and the State Championships.
- 4) The [NSAA Media Manual is posted on the NSAA website's Media Page](#).

*Note: Please visit the NSAA Media page and review the current Media Manual for additional information.*

### **Music Licenses**

Generally, music used for contests (warm-up, half-time, video production, cheer/dance etc.) needs to be licensed. Some music may be in public domain; however, most music is not and will require a license. This season, take the necessary time to verify your music is licensed through the proper entities. Visit [NFHSLearn.com](http://NFHSLearn.com) to view the video course: *Understanding Copyright and Compliance*.

### **NSAA Policy on Comments and Negative Actions Against Officials and Judges**

The National Federation of State High School Associations has devised Code of Ethics guidelines for high school coaches. The function of a coach is to educate students through participation in interscholastic competition. The coach or sponsor shall respect and support contest officials and judges. The coach or sponsor shall not indulge in conduct that would incite players or spectators against the officials. Public criticism of officials, judges or players is unethical.

The Nebraska School Activities Association has embraced that Coaches Code of Ethics and has established policies and standards that will cultivate the ideals of good sportsmanship, professionalism and conduct. It shall be the responsibility of each member school to ensure that all individuals directly associated with the interscholastic program conduct themselves in a sportsmanlike and professional manner.

The high school coach or director is a representative of the school at interscholastic activity events. It is the responsibility of all coaches and directors to serve as role models for students and the public. It is the expectation that all coaches, directors, administrators and student participants shall refrain from negative criticism of NSAA member institutions, officials, adjudicators, judges, etc. in public statements before, during or after interscholastic events. The appropriate public response to media questions at all venues regarding officiating/judging is “per NSAA policy, I am unable to comment.” Any other response is a violation of this board policy and is subject to penalty.

It would be considered a violation of this NSAA policy to include, but are not limited to the following:

- 1) Making degrading and/or critical remarks about officials or adjudicators or the officiating or judging before, during or after an event either on or off-site, via social media, or through any public means.
- 2) Detaining the officials/adjudicators/judges during or following the event to request a ruling or explanation of actions or evaluation by the official(s)/adjudicator(s)/judges.
- 3) Entering the officials dressing area following the contest.

Negative actions by an individual directly associated with the program shall be reported to the NSAA office by the school and/or by the head contest official, adjudicator, judge, or manager. The school shall document the results of their investigation and actions taken, where necessary and appropriate. The NSAA Executive Director shall determine the appropriate penalties for violation of this board policy.

## **NSAA SPORTSMANSHIP GUIDELINES AND EJECTIONS**

1. Enforcement of the “sit-out rule” for ejections from high school contests for unsportsmanlike conduct is a responsibility of the member school. Failure to properly enforce this rule could result in other sanctions by the NSAA.
2. Administrators will be expected to promptly file a report with the NSAA whenever a participant or coach from their school has been ejected from any high school contest. Such filing must be done online under the AD login section of the NSAA webpage.
3. A participant or coach ejected from a contest for unsportsmanlike conduct shall be ineligible for the next athletic contest at that level of competition and any other athletic contest at any level during the interim.
4. Enforcement of the “sit-out rule” is expected to begin immediately, regardless whether it is regular-season or tournament play.
5. Any participant ejected a second time during a season from a contest for unsportsmanlike conduct shall be ineligible for the next two contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess.
6. Any participant ejected a third time during a season from a contest for unsportsmanlike conduct shall be ineligible for the next three contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess.
7. During the time of their “sit-out” suspension, athletes who are ejected for unsportsmanlike conduct may not suit up or participate, but it is the school’s discretion whether such athlete is able to travel with the team or sit on the team bench.
8. Coaches who are ejected for unsportsmanlike conduct may not coach in any contest or be present at the contest site during the time of their “sit-out” suspension. Coaches who are ejected will also be required to successfully complete the NFHS Teaching & Modeling Behavior online course within 10 days of the ejection. Failure to successfully complete the course will result in a suspension from coaching for the remainder of the season. In those situations in which the ejection of the coach occurs near the end of the season or during the NSAA end-of-season play, the coach will be required to successfully complete the NFHS Teaching & Modeling Behavior online course before being able to coach the following season or year.
9. Coaches who are ejected a second time in a season will be required to sit-out the next two contests at that level, plus all other contests at other levels during the interim. Coaches may not be present at the contest site during the time of their “sit-out” suspension. Any coach ejected a second time will also be required to successfully complete the NFHS Fundamentals of Coaching online course within 10 days of the ejection. Failure to successfully complete the course will result in a suspension from coaching for the remainder of the season. In those situations in which the ejection of the coach occurs near the end of the season or during the NSAA end-of-season play, the coach will be required to successfully complete the NFHS Fundamentals of Coaching online course before being able to coach the following season or year.
10. If the ejection takes place in the final game of the season, the suspension will carry over to the following season.
11. When schools have students or coaches with multiple ejections, the school shall submit to the NSAA a written management plan on how they plan to remediate the problem.
12. Officials will be expected to file with the NSAA an ejection report for any ejection of a player or coach from a contest online. Any unusual situation that occurs prior to, during, or after a contest should also be reported.
13. Prompt reporting to the NSAA office by the official is necessary. Officials are asked to submit their electronic report or call the NSAA office by the day following the ejection.
14. Officials are asked to be specific in listing the reason(s) for an ejection.
15. Affiliated officials (officials registered from contiguous states) will also be required to perform this reporting function.
16. There is no appeal process for ejections for unsportsmanlike conduct.
17. The Executive Director shall reserve the right to consider the length of suspensions when some levels of competition are scheduled on an irregular basis (e.g., three weeks between regularly scheduled non-varsity contests).

*In the realm of good sportsmanship, it is the expectation that all student spectators to wear shirts for all sub-district, district, district final and state events. Each individual school shall be responsible for assuring that student spectators are appropriately attired. Participants must keep their uniforms on while in the competition area.*



## **Fan/Spectator Support Items**

In the Chart below, ONLY those items marked “Yes” will be allowed as fan/spectator support items at all NSAA Sub-District, District, State Playoffs and State Championships.

Sportsmanlike vocal cheering and support from the team bench area are encouraged. The items indicated on this page are for use by fans/spectators.

**Prohibited items:** Confetti/shredded paper, powder (baby, talc, etc.), laser light/pointer, flashing objects, miniature sports balls, objects or candy thrown into the crowd, artificial noise makers, (included but not limited to horns, cow bells, bells, buzzers, clickers, thunder sticks, rattles, instruments not part of a band), whistles, air horns, sirens, cannons/muskets/guns/fireworks, live animals

The use of unmanned aerial vehicles (UAV), also known as drones, is prohibited for any purpose by any person at any NSAA post-season tournament venues. For purposes of this policy, a UAV is any aircraft without a human pilot aboard this device. This prohibition applies to all fields of play, courts, arena, mats, gym floor or pool, and includes a ban on the entire facility being used as part of the NSAA event, including the spectator areas and parking areas. Tournament management shall refuse admission or entry to anyone attempting to use a UAV; and if necessary, Tournament management shall remove anyone attempting to use a UAV and/or confiscate the UAV. An exception to this policy, in writing, may be made in specific cases for NSAA broadcast partners, provided the Management of the tournament facility permits the presence of UAVs for broadcast purposes under the control of the NSAA (2015).

**Regulations listed are subject to facility restrictions.**

SPORT	BA	BB	CC	FB	GO	SO	SB	SW	TE	TR/ UTR	BO/ UBO	VB	WR
Balloons	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	No	No	No
One School Banner per school	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Hand held signs	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Megaphones (school recognized cheerleaders only)	Yes	Yes	Yes	Yes	N/A	Yes	Yes	Yes	Yes	No	N/A	Yes	Yes
Shirts on student spectators (required) AR 3.3.11	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Shirts on general spectators	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Introduction Run-throughs or Break Away Banners	Yes	Yes	Yes	Yes	N/A	Yes	Yes	Yes	Yes	Yes	N/A	Yes	Yes
Pompoms, spirit towels	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Prerecorded music that has been approved by the Host Administration may be played during pre-contest warm ups provided that a high school band is not available to play during that time.	Yes	Yes	Yes	Yes	N/A	Yes	Yes	Yes	No	No	Yes	Yes	Yes
School bands	Yes	Yes	Yes	Yes	N/A	Yes	Yes	Yes	Yes	N/A	N/A	Yes	Yes
Carried school flags (Running/taunting prohibited)	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

**Key:** BA-Baseball, BB-Basketball, CC-Cross Country, FB-Football, GO-Golf, SO-Soccer, SB-Softball, SW- Swimming & Diving, TE-Tennis, TR-Track & Field, UBO-Unified Bowling, BO-Bowling, VB-Volleyball, WR-Wrestling, N/A-Not Apply

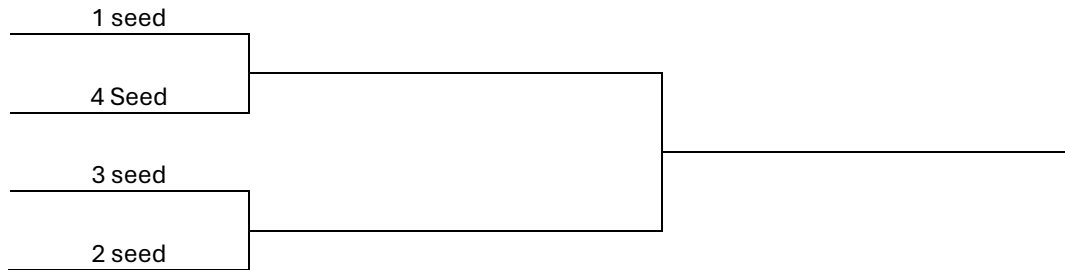
## Tournament Formats

### 4-Team Tournament (Appx. 5.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 6 - Practice between qualifying and baker games (10 minutes).
- 7 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
Lane 1 - 2	1 v. 2	3 v. 1	2 v. 3
Lane 3 - 4	3 v. 4	4 v. 2	1 v. 4

### Baker Head-To-Head Bracket



5-Team Tournament (Appx. 6.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - Due to uneven number of teams, team #6 will be the "Ghost Team".
- 6 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points (2<sup>nd</sup> division team).
- 7 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 8 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games. (Not including the "Ghost Team")
- 9 - Practice between qualifying and baker games (10 minutes).
- 10 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 11 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane 1 - 2	1 v. 2	5 v. 4	3 v. 6
Lane 3 - 4	3 v. 4	1 v. 6	5 v. 2
Lane 5 - 6	5 v. 6	3 v. 2	1 v. 4

Baker Head-To-Head Bracket



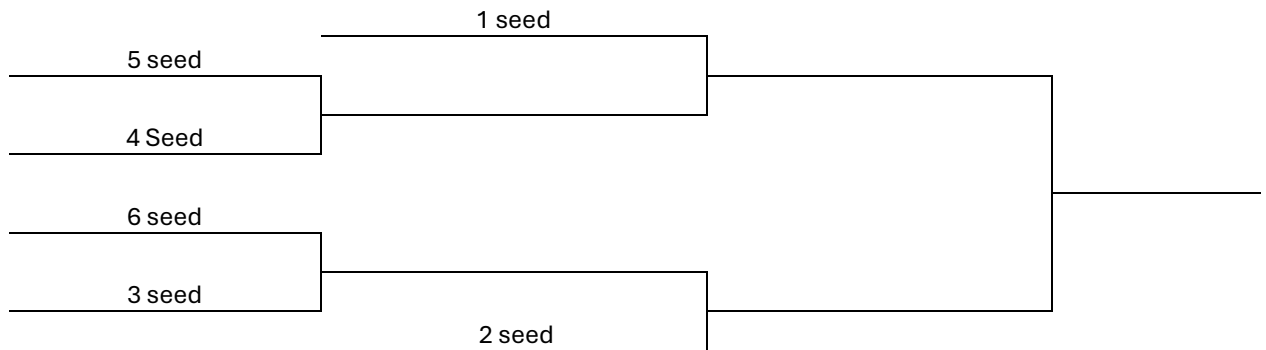
## 6-Team Tournament

(Appx. 6.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 6 - Practice between qualifying and baker games (10 minutes).
- 7 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 8 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
Lane 1 - 2	1 v. 2	5 v. 4	3 v. 6
Lane 3 - 4	3 v. 4	1 v. 6	5 v. 2
Lane 5 - 6	5 v. 6	3 v. 2	1 v. 4

### Baker Head-To-Head Bracket





## 7-Team Tournament

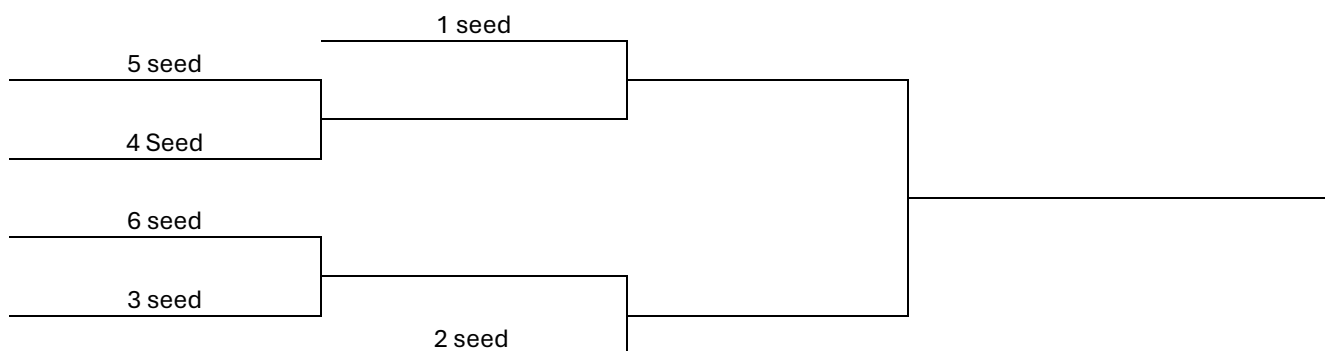
(Appx. 6.5 hours)

**Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.**

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8      Pool B = #2, #3, #6, #7
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, Team #8 will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 6 teams based on total pinfall (not including the "Ghost Team"), move to a best 3-of-5 bracket shown below.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
<b>Pool A</b>	Lane XX	A1 v. A2	A1 v. A3	A2 v. A3
	Lane XX	A3 v. A4	A2 v. A4	A1 v. A4
<b>Pool B</b>	Lane XX	B1 v. B2	B1 v. B3	B2 v. B3
	Lane XX	B3 v. B4	B2 v. B4	B1 v. B4

### Baker Head-To-Head Bracket



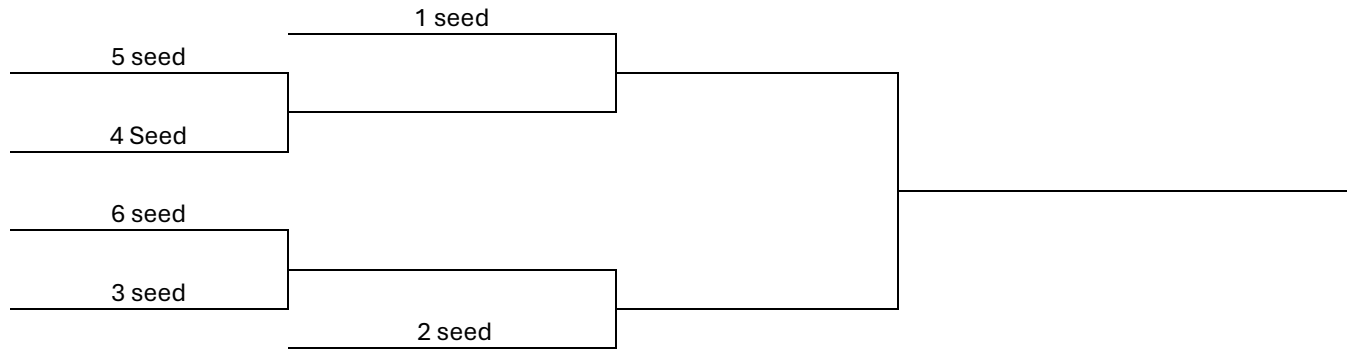
## 8-Team Tournament

(Appx. 6.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8      Pool B = #2, #3, #6, #7
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 6 teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		Rnd 1	Rnd 2	Rnd 3
<b>Pool A</b>	Lane	A1 v. A2	A1 v. A3	A2 v. A3
	Lane	A3 v. A4	A2 v. A4	A1 v. A4
<b>Pool B</b>	Lane	B1 v. B2	B1 v. B3	B2 v. B3
	Lane	B3 v. B4	B2 v. B4	B1 v. B4

### Baker Head-To-Head Bracket



## 9-Team Tournament

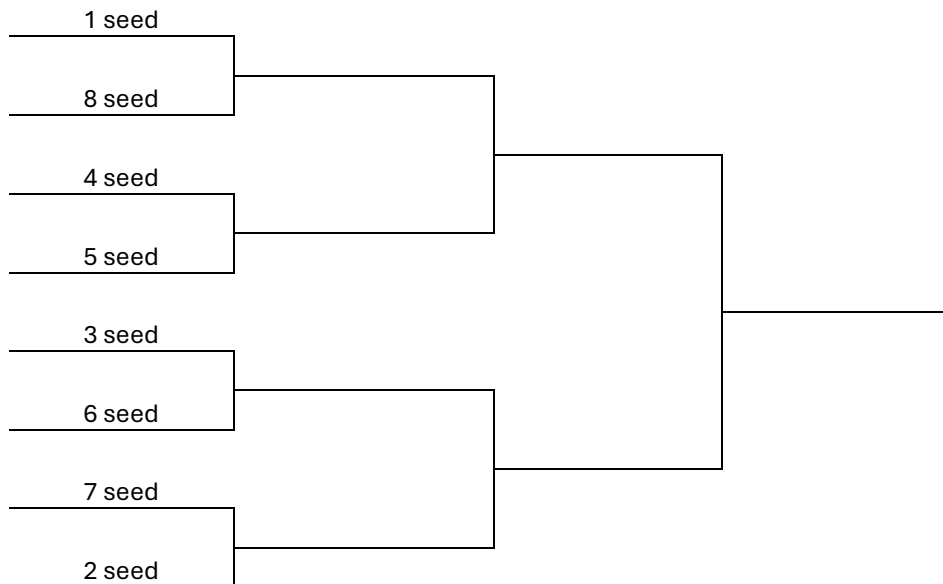
(Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8, #9      Pool B = #2, #3, #6, #7, #10
- 3 - Rounds 1 through 4 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #10 (B5) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 4 game qualifying, the top 8 teams move to a best 3-of-5 bracket seeded by total pinfall of the four qualifying games. (Not including the "Ghost Team")
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		Rnd 1	Rnd 2	Rnd 3	Rnd 4
<b>Pool A</b>	Lane	A2 v B5	A3 v B4	A4 v B3	A5 v B2
	Lane	A3 v B1	A4 v B5	A5 v B4	A1 v B3
	Lane	A4 v B2	A5 v B1	A1 v B5	A2 v B4
<b>Pool B</b>	Lane	A5 v B3	A1 v B2	A2 v B1	A3 v B5
	Lane	A1 v B4	A2 v B3	A3 v B2	A4 v B1

### Baker Head-To-Head Bracket



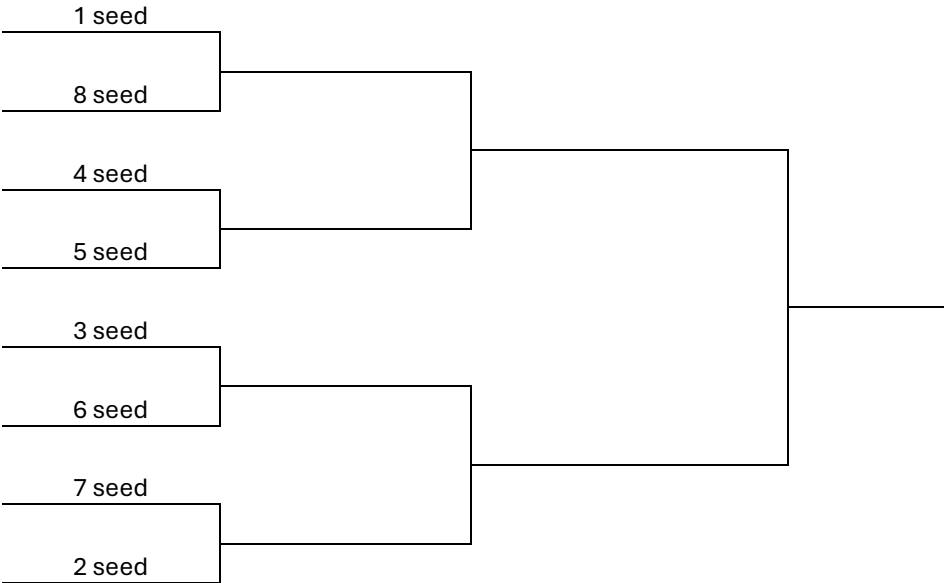
10-Team Tournament

(Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8, #9                      Pool B = #2, #3, #6, #7, #10
- 3 - Rounds 1 through 4 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 4 game qualifying, the top 8 teams move to a best 3-of-5 bracket seeded by total pinfall of the four qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Lane	A2 v B5	A3 v B4	A4 v B3	A5 v B2
Lane	A3 v B1	A4 v B5	A5 v B4	A1 v B3
Lane	A4 v B2	A5 v B1	A1 v B5	A2 v B4
Lane	A5 v B3	A1 v B2	A2 v B1	A3 v B5
Lane	A1 v B4	A2 v B3	A3 v B2	A4 v B1

Baker Head-To-Head Bracket



11-Team Tournament (Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #6, #7, #12 | Pool B = #2, #5, #8, #11 | Pool C = #3, #4, #9, #10
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #12 (A4) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool and 1 wild card team (total pinfall, not including the "Ghost Team"), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v A3	A1 v A4
Lane	A3 v. A4	A2 v A4	A2 v A3
Lane	B1 v. B2	B1 v B3	B1 v B4
Lane	B3 v. B4	B2 v B4	B2 v B3
Lane	C1 v. C2	C1 v C3	C1 v C4
Lane	C3 v. C4	C2 v C4	C2 v C3

Baker Head-To-Head Bracket



12-Team Tournament

(Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #6, #7, #12 | Pool B = #2, #5, #8, #11 | Pool C = #3, #4, #9, #10
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 3 teams from each pool and 1 wild card team (total pinfall) move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v A3	A1 v A4
Lane	A3 v. A4	A2 v A4	A2 v A3
Lane	B1 v. B2	B1 v B3	B1 v B4
Lane	B3 v. B4	B2 v B4	B2 v B3
Lane	C1 v. C2	C1 v C3	C1 v C4
Lane	C3 v. C4	C2 v C4	C2 v C3

Baker Head-To-Head Bracket





13-Team Tournament

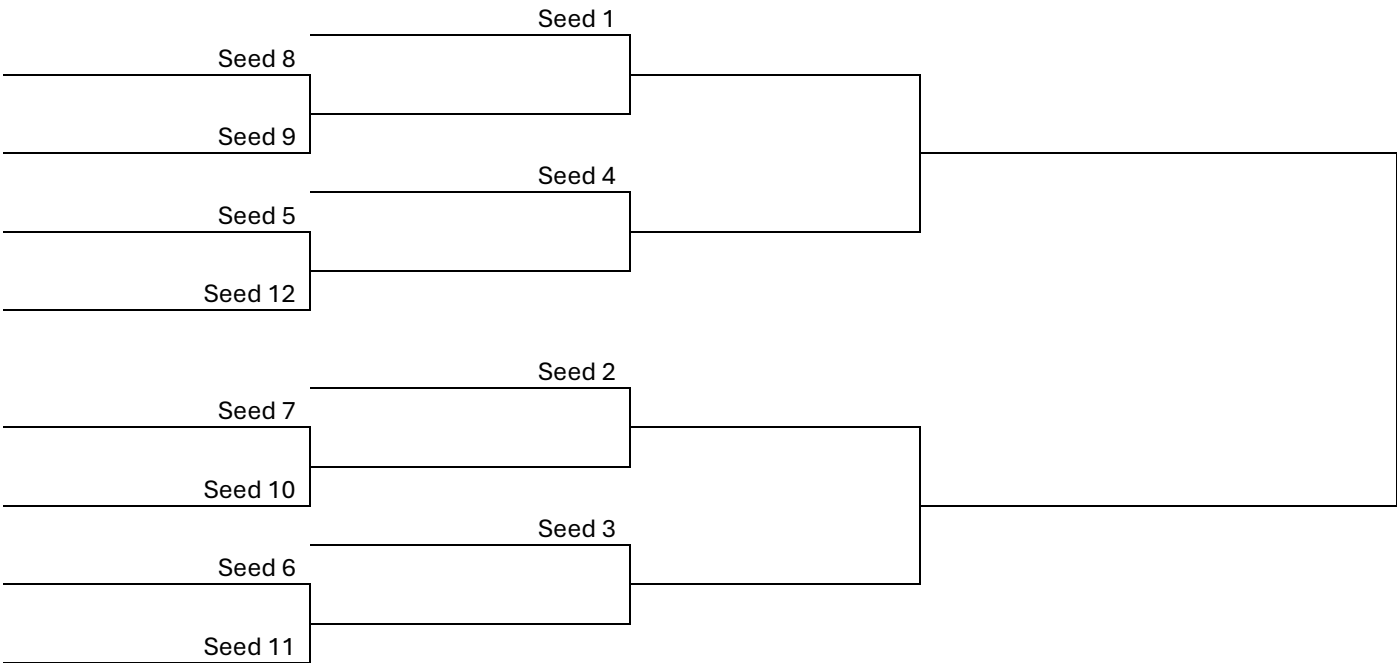
(Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #14 | Pool B = #2, #7, #10, #13 | Pool C = #3, #6, #11 | Pool D #4, #5, #12
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #14 (A4) will be the “Ghost Team”.
- 7 - Teams bowling the “Ghost Team” will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the “Ghost Team” will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool (total pinfall, not including the “Ghost Team”), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D2 v. D3
Lane	C3 v. D3	C2 v. D2	C1 v. D1

Baker Head-To-Head Bracket



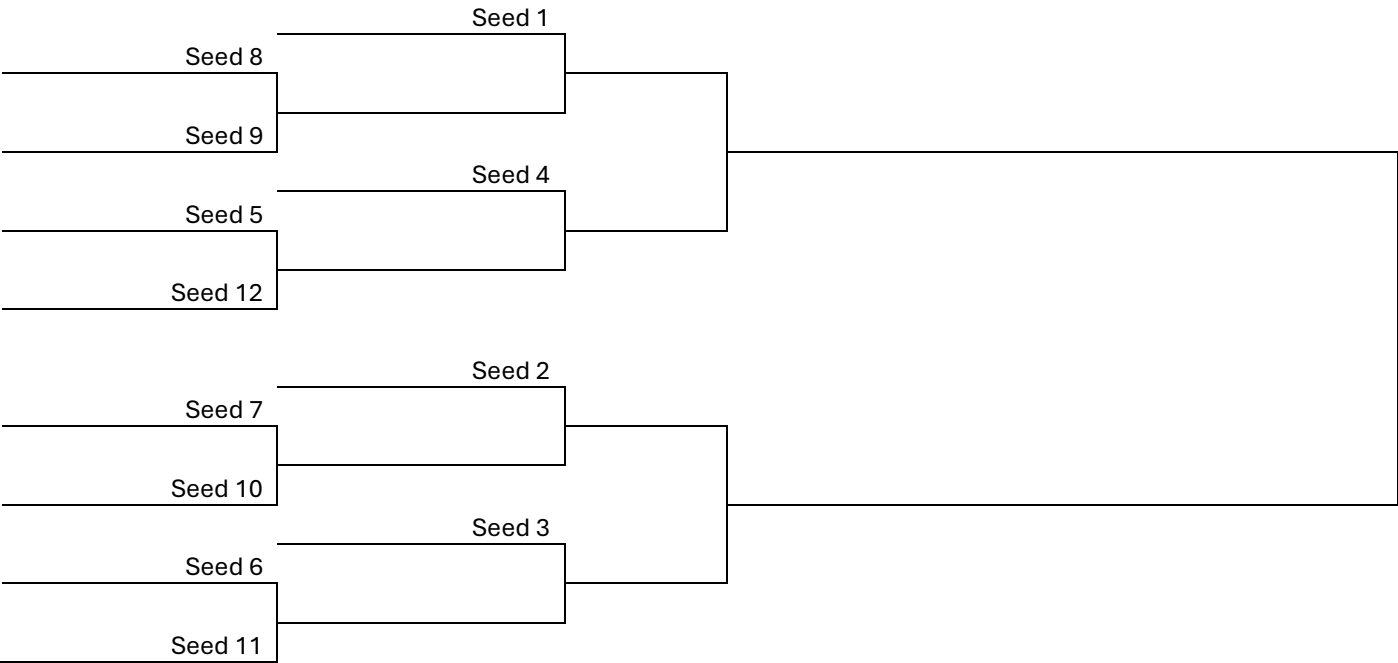
14-Team Tournament

(Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #14 | Pool B = #2, #7, #10, #13 | Pool C = #3, #6, #11 | Pool D #4, #5, #12
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 3 teams from each pool (total pinfall) move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D2 v. D3
Lane	C3 v. D3	C2 v. D2	C1 v. D1

Baker Head-To-Head Bracket



15-Team Tournament (Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #16 | Pool B = #2, #7, #10, #15 | Pool C = #3, #6, #11, #14 | Pool D #4, #5, #12, #13
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #16 (A4) will be the “Ghost Team”.
- 7 - Teams bowling the “Ghost Team” will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the “Ghost Team” will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool and 2 wild card teams (total pinfall, not including the “Ghost Team”), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

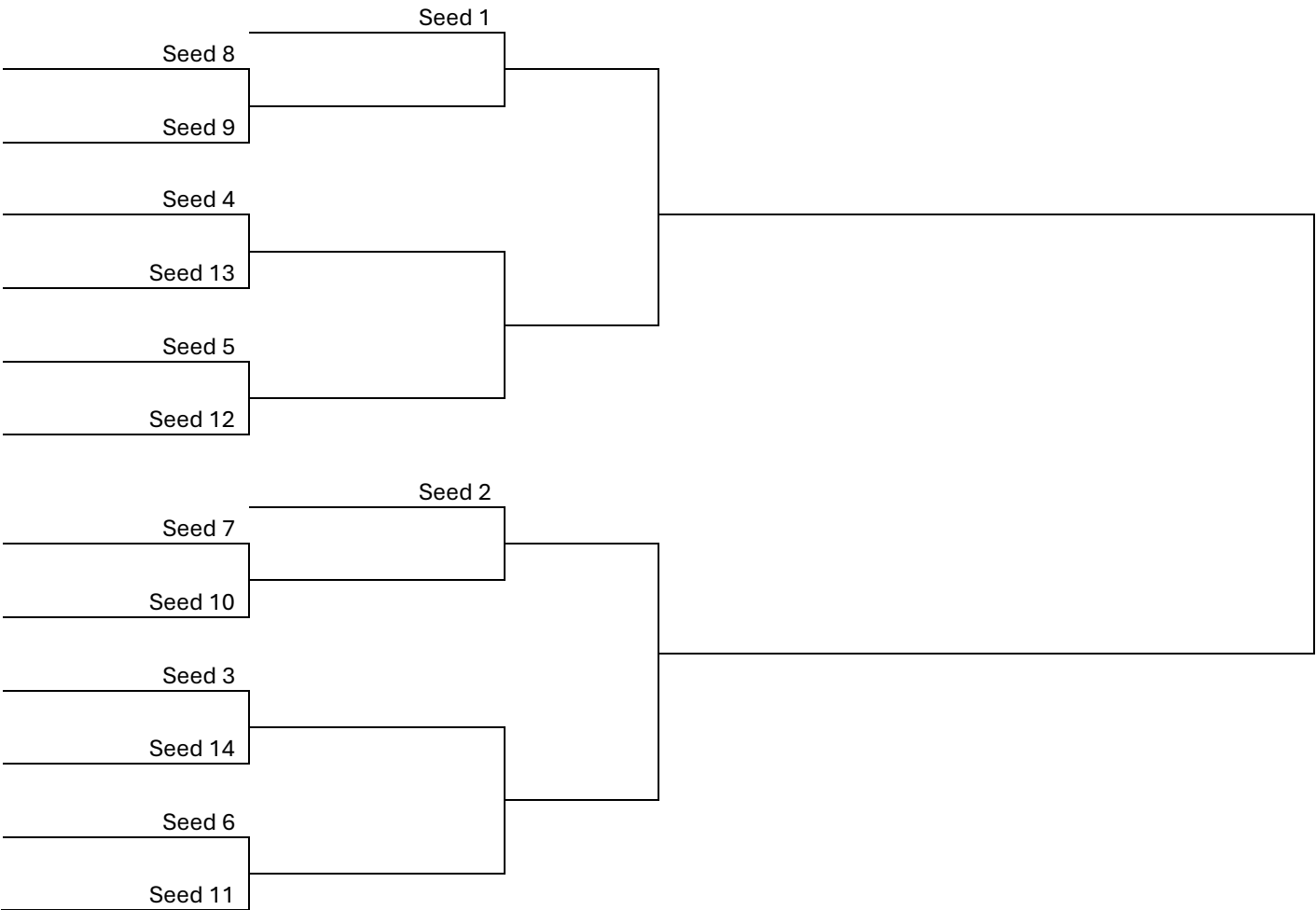
	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C1 v. C4
Lane	C3 v. C4	C2 v. C4	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D1 v. D4
Lane	D3 v. D4	D2 v. D4	D2 v. D3

15-Team Tournament Bracket on next page.

15-Team Tournament Bracket

(Appx. 7.5 hours)

Baker Head-To-Head Bracket



16-Team Tournament

(Appx. 7.5 hours)

- 1 -

Assign teams based upon pre-seeding system or random draw.
- 2 -

Pool A = #1, #8, #9, #16 | Pool B = #2, #7, #10, #15 | Pool C = #3, #6, #11, #14 | Pool D #4, #5, #12, #13
- 3 -

Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 -

Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 -

Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 -

After 3 game qualifying, the top 3 teams from each pool and 2 wild card teams (total pinfall), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 -

Practice between qualifying and baker games (10 minutes).
- 8 -

Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 -

In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C1 v. C4
Lane	C3 v. C4	C2 v. C4	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D1 v. D4
Lane	D3 v. D4	D2 v. D4	D2 v. D3

16-Team Tournament Bracket on next page.

16-Team Tournament

(Appx. 7.5 hours)

Baker Head-To-Head Bracket

