



# 2023-2024 MANUAL



# NSAA BOWLING



***The public and non-public high schools of Nebraska voluntarily agreed to form the Nebraska School Activities Association 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.

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 2023-24 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).

NSAA Girls and Boys Bowling information may be found at the NSAA homepage, [www.nsaahome.org](http://www.nsaahome.org). Administrators, coaches and others involved in this activity should make themselves familiar with bowling resources; current year classifications; district assignments; regular season schedules; district pairings and results; and the state championship schedule, pairings and results.

### **NSAA Approved Rule Changes For 2023-2024**

- **AR 2.7.8.2 Students Missing May 1<sup>st</sup> Transfer Deadline.** Students who do not meet the May 1<sup>st</sup> transfer deadline but enroll at the school they transferred to on the first day of classes would be immediately eligible on the last day of the moratorium or after the first semester ends.
- **AR 3.3.1.2 (2) Replacement Games.** When a team cancels/forfeits its season, affected teams may replace the forfeited contest with another affected team or a team that hasn't exceeded the contest limitation if there are 7 days remaining before postseason seeding.
- **AR 3.5.1 (2) In-Season College Camps & Clinics.** During the season, students are permitted to attend & participate in college camps & clinics.
- **All out-of-state contest will be included in the Bowling wildcard standings.**  
*Previously only out-of-state contests against contiguous states were factored into the wildcard standings.*

### **United States Bowling Congress Rule Changes For 2023-2024**

*For the complete listing of playing rules refer to the [USBC Rule Book](#)*

- **Rule 4f – Two-Handed Techniques (New Rule)** Rule clarifies the difference between a two-handed delivery and a two-handed approach
- **Rule 6a – Legal Pinfall** Definition of Legal Pinfall expanded to reflect string pinsetters
- **Rule 7c – Replacement** Definition of Broken Pin expanded to reflect string pinsetters
- **Rule 19 – String Pin Bowling (New Rule)** New rule adopted to reflect USBC certification of String Pin Bowling



## IMPORTANT DATES

First Day of Practice	November 13, 2023
Schedules Due	November 16, 2023
Date of First Contest	November 30, 2023
Winter Moratorium	December 23-27, 2023
District Tournaments	January 29, 30 or 31, 2024
State Championships	February 5-8, 2024

## FUTURE DATES

Year	First Practice Monday Week 20	First Contest Thursday Week 22	District Tournament Week 31	State Championships Monday-Thursday Week 32
2024-2025	November 18	December 5	February 3, 4 or 5	February 10-13
2025-2026	November 17	December 4	February 2, 3 or 4	February 9-12
2026-2027	November 16	December 3	February 1, 2 or 3	February 8-11

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

*For a complete listing of the NSAA Bylaws refer to the [NSAA Constitution](#)*

**2.12.2.2 AR Rules Meeting.** 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. Failure to do so will result in possible late fees and suspension penalties. Online rules meetings are initially offered at no cost to coaches or officials followed by a period with a \$50 “Late” Fee. The following sanctions and fees are applicable to those coaches who fail to complete the rules meeting by the expiration of the “Delinquent” Fee period. Absence from the required rules meeting OR FAILURE TO COMPLETE THE ONLINE RULES MEETING by November 17<sup>th</sup> will result in the following sanctions:

### **First Offense in Three-Year Period**

The head coach will be suspended from coaching in any competition in that activity until

- (1) The head coach COMPLETES THE NSAA’S ONLINE RULES MEETING OFFERED AT THE LATE FEE of \$100; and
- (2) The head coach successfully completes the open book test for officials/judges of that activity (70% or higher); and the school’s administration verifies that the coach has read all the supporting NSAA, National Federation, and safety information.

During this regular season suspension period, the head coach may continue to coach the team at practices.

### **Second and Subsequent Offenses in Three-Year Period**

The head coach will be suspended from coaching in all NSAA end-of-season play (sub-districts, districts, playoffs, and state competition).

- (1) The head coach COMPLETES THE NSAA’S ONLINE RULES MEETING OFFERED AT THE LATE FEE of \$200; and
- (2) The head coach successfully completes the open book test for officials/judges of that activity (70% or higher); and the school’s administration verifies that the coach has read all the supporting NSAA, National Federation, and safety information.

During this regular season suspension period, the head coach may continue to coach the team at practices.

### **Online Bowling Rules Meetings**

**October 23 to November 15 - No charge**

**November 16 to November 17 - “Late” Fee of \$50**

**2.12.2 Head Coach, Assistant Coach, or Sponsor.** In order to serve as a head or assistant coach or sponsor of any activity sponsored by the Nebraska School Activities Association, the individual must possess a valid Nebraska Teaching Certificate or Nebraska Administrative and Supervisory Certificate and have a written contract of employment as a coach or sponsor with the school in which he/she is to perform these duties. (Substitute teaching certificates do not meet this requirement.)

**APPROVED RULINGS AND INTERPRETATIONS FOR 2.12.2** A Nebraska Teaching Certificate shall be defined as any certificate or permit issued by the Nebraska Department of Education that allows an individual to teach. <https://www.education.ne.gov/tcert/teaching-certificates/> 2.12.2.1 Individuals who possess a Provisional Trades Certificate and/or Special Services Certificate endorsed in coaching may be employed by a school district as a head or assistant coach in NSAA sponsored activities.

## **APPROVED RULINGS AND INTERPRETATIONS FOR 2.12**

*All coaches 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 pre-season 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.***

**2.1.2 Administrative Responsibility.** The superintendent or his/her designate of each member school shall be responsible for the activities program of the school and accountable to the Association for the conduct of such programs. It shall be the duty of this person to administer and enforce all eligibility rules. Included in these responsibilities are the following:

- a. To administer and enforce all eligibility rules.
- b. Educate and guide the school's staff who are associated with activities and the students who participate in activities in the rules of eligibility which govern members of the Association.
- c. For the failure to discharge such responsibilities, member schools shall be subject to penalties as set out in Paragraph 2.11 of the NSAA Bylaws.

**AR 2.1.2 Medical Personnel at Regular Season Games.** Severe injuries, sudden illnesses and other critical incidents do not often occur during school activities, but 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; however, each school should have a plan in place should there be an emergency involving athletes, coaches, officials or spectators requiring medical attention.

## **APPROVED RULINGS AND INTERPRETATIONS FOR 2.7.8.2**

**Students who did not meet the May 1 transfer deadline, but are enrolled at the school they transferred to and begin attending on the first day of the first semester, would be immediately eligible after the first semester or after the last day of the moratorium, whichever occurs first.**

**3.2.3 Organized Practice.** No organized practice in any sport shall be held during the "school-year, out-of-season" period.

b. Basketball, Baseball, Bowling, Softball, Volleyball, Tennis and Wrestling. An organized practice shall mean more than four students under the direct supervision of a sponsor. If more than one group is practicing at the same time, it shall be called an organized practice. In baseball and softball, beginning four weeks prior to the official start of softball and baseball practice, sponsors may work with up to eight (8) players using only balls, gloves and protective catcher's equipment. No other equipment, including bats may be used by players or coaches. An organized practice shall mean more than eight (8) students under the direct supervision of a sponsor. If more than one group is practicing at the same time, it shall be called an organized practice. During the four weeks prior to the official start of practice, sponsors will have the option of working with four (4) student athletes or eight (8) student athletes using the prescribed allowable equipment.

An organized practice shall mean more than four students under direct supervision of a sponsor. Two or more groups may practice at the same time providing no more than three students are under the direct supervision of a coach or sponsor.

### 3.2.6 CAMPS AND 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.

**Starting in the 2023-24 school year, during a season of sport, students are permitted to attend and PARTICIPATE in college camps/clinics without having to sit out scheduled competitions upon return.**

**3.2.7 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.

**APPROVED RULINGS AND INTERPRETATIONS FOR 3.2.7** The school year out-of-season period begins on the date of the official start of fall practices. Summer activities are regulated between the Tuesday following Memorial Day and July 31. Between the end of the summer activities period and the start of the school year, out-of-season period (August 1 through the official start of fall practices), the following shall apply:

- 1) The organized practice rule shall be in effect;
- 2) Conditioning programs may be held;
- 3) Attendance at commercial camps and clinics is permissible, but the organized practice rules shall be in effect for such camps and clinics; and
- 4) No school-sponsored clinics or camps may be held.
- 5) Due to safety concerns, schools may permit the use of football helmets and softball and baseball protective equipment for summer leagues, camps, clinics, and other summer activities.

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

**3.2.7.2 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.

- a. Summertime school-sponsored camps/clinics include planned physical activities that are instructional and competitive in nature where actual games can be played or simulated by camp attendees.
- b. Summertime school-sponsored camps/clinics shall be voluntary and open to all interested students from grades 9-12.
- c. The use of school facilities and equipment is permitted in accordance with the district’s Board of Education policy.

**3.2.7.4 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.

**3.2.7.5 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.

#### **APPROVED RULINGS AND INTERPRETATIONS FOR 3.2.7.5**

1. The organized practice rule shall be in effect during the school year until Memorial Day, except in the case of organized teams (e.g., Legion baseball, USA softball, etc.). If a high school coach or other adult associated with the school program is also the coach of an organized non-school team, practice and competition involving the coach and athletes of that non-school team may begin at the conclusion of the state tournament of that activity or during Week 46 of the standardized calendar, whichever date is later.

2. If a high school coach or other adult associated with the school baseball program is also the coach of an organized non-school Junior or Senior Legion baseball teams that will practice and compete after July 31st in preparation for a qualifying state, regional or national Legion baseball tournament, that school must seek a waiver for the school-year, out-of-season Bylaw 3.2.2 (Organized Practice) from the NSAA Executive Director to continue their practice and competition through the completion of these tournaments.

**3.2.7.6 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.

- a. All league fees and costs are to be paid by the athlete and/or his/her parents. The school, booster clubs, individuals and/or other organizations shall not provide expenses or support or individuals participating in such leagues.
- b. Team fundraisers may be used to finance summer league and camp activities. The AD/coach can hold money collected from fundraising in a school account until the money is needed to pay for summer league or camp activities. Any athlete receiving money for summer league/camps must participate in the fundraising activity.
- c. The use of school-issued game uniforms is prohibited.

**3.2.7.7 Summertime Use of School Facilities.** Member schools may permit the use of their facilities in accordance with the district's Board of Education board policy.

**3.2.7.8 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.

**3.2.8 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.

- a. The purpose of a specialized sports camp/clinic/school is to give team members an opportunity to improve their skills in a particular activity.
- b. 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 camps, schools, and non-school competition.
- c. Team fundraisers may be used to finance team commercial camp/clinic activities. The AD/coach can hold money collected from fundraising in a school account until the money is needed to pay for camp activities. Any athlete receiving money for summer team camps/clinics must participate in the fundraising activity.

- d. The school shall not provide school-issued uniforms but may provide transportation for individuals participating in such camps/clinics, or schools with prior approval from the district's Board of Education.

**3.2.9 Summertime Individual Commercial Camps/Clinics.** During the summer, students may attend any individual skill/technique camps or clinics.

- a. The purpose of an individual camp/clinic/school is to give a student an opportunity to improve his/her skills in a particular activity.
- b. 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 camps.
- c. Team fundraisers may be used to finance individual commercial camp/clinic activities. The AD/coach can hold money collected from fundraising in a school account until the money is needed to pay for summer individual camp/clinic activities. Any athlete receiving money for camps/clinics must participate in the fundraising activity.
- d. The school shall not provide school-issued uniforms.

**APPROVED RULINGS AND INTERPRETATIONS FOR 3.3.1.2** 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 wild card points for those forfeit wins. Wild card points will be determined by the forfeiting team's record at the time of seeding for postseason competition.

**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/wild card seeding.

**3.5.2 Individual Instruction.** During a season of a sport, a student is permitted to take instruction from a person other than the high school coach at times other than scheduled high school practice sessions, but such instructions shall not interfere with, nor be substituted for the high school coaching, practice sessions, or contests.

**APPROVED RULINGS AND INTERPRETATIONS FOR 3.5.2**

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

**3.11.13 BOWLING**

3.11.13.1 Boys and girls bowling shall be conducted during the winter sports season.

3.11.13.2 The bowling season shall begin the first day of practice as permitted by NSAA rules and end with the state championship.



## **NSAA SPORTSMANSHIP BYLAWS & APPROVED RULINGS**

### **2.11 Penalties**

**2.11.3 Participant Ejections from Athletic Contests.** Any participant ejected from a contest for unsportsmanlike conduct shall be ineligible for the next athletic contest at that level of competition and all other athletic contests at any level during the interim, in addition to the other penalties the NSAA or the school may assess.

#### ***APPROVED RULINGS AND INTERPRETATIONS FOR 2.11.3***

*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. Any participant ejected a third time 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. 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.*

**2.11.4 Coach Ejections from Athletic Contests.** Any coach ejected from a contest for unsportsmanlike conduct shall be ineligible to coach the next athletic contest at that level of competition and all other athletic contests at any level during the interim, in addition to the other penalties the NSAA or the school may assess.

#### ***APPROVED RULINGS AND INTERPRETATIONS FOR 2.11.4***

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 an NFHS Teaching and 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 and 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 coaching 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 and Modeling Behavior online coaching 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 of the same sport.
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).

### **3.3 General Regulations Governing Competition**

**3.3.11 Conduct and Sportsmanship.** Member schools shall maintain proper crowd control and enforce the principles of good sportsmanship and ethics during all interscholastic contests. Failure to fulfill this obligation shall subject the school to penalties as provided in Article 2, Section 2.11, NSAA Bylaws Governing All Activities.

**3.3.11.1 Conduct of Coaches and Athletes.** Coaches and athletes shall conduct themselves in accordance with the playing rules of the sport contest and refrain from unsportsmanlike conduct during interscholastic competition. Failure to fulfill this obligation will subject the individual(s) to the penalties as provided in Article 2, Section 2.11, NSAA Bylaws Governing All Activities.

**3.3.11.2 Definition of Unsportsmanlike Conduct.** Unsportsmanlike conduct shall include the following: fighting, verbal abuse or dissent directed toward an official or opponent, racial or ethnic slurs, inappropriate comments or actions that may be construed as sexual harassment, profanity, obscene gestures, flagrant and violent fouls, taunting, trash talk, baiting, cheating, throwing or abusing equipment, inappropriate posters, physical intimidation or abuse of an official or opponent, and unauthorized leaving of a team bench area.

## **NSAA POLICY ON COMMENTS AND NEGATIVE ACTIONS AGAINST OFFICIALS AND JUDGES**

The National Federation of State High School Associations has devised a 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 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:

- a. 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.
- b. 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.
- c. 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.

## **GENERAL RULES**

### **Playing Rules:**

All contests shall be conducted under the official bowling rules of the [United States Bowling Congress](#) (USBC) in conjunction with the rules and modifications approved by the Nebraska School Activities Association.

### **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 game (Traditional). Changes (additions or removals) to the team roster are not allowed once the first ball of the game has been thrown. The written roster must include the player lineup order (and substitutes) for that specific game (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.

### **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.

### **Competition Limitations:**

The season starts the first day of practice. The first date for practice is Monday of Week 20 of the NFHS Standardized Calendar. The first date for a contest is Thursday of Week 22 of the Standardized Calendar. The season ends with the state championship.

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.

Competition points are assigned according to the following chart:

1. Dual Match = 1 point
2. Double Dual = 2 points
3. Tournament = 3 points

**Dual Match:**

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 21-35 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.*

**Bowling Schedules:**

Due: November 16, 2023. Once the bowling season has begun, schools CANNOT add contests to their regular season schedules. All scheduled contests shall be played. Postponed contests shall be rescheduled by all participating schools if possible.

**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.

**Last Date for Playing Regular Season Games:**

All scheduled and postponed regular season competitions must be played prior to the start of district competition. Once district competition begins, no regular season competitions shall be permitted.

**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	
<b>Team Game Points</b>	<b>6</b>		<b>Team Game Points</b>	<b>2</b>	

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	
<b>Team Game Points</b>	<b>3</b>		<b>Team Game Points</b>	<b>5</b>	

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	
<b>Baker Points</b>	<b>0</b>		<b>Baker Points</b>	<b>5</b>	

<b>HOME</b>	<b>9</b>	<b>Total Match Points</b>	<b>AWAY</b>	<b>12</b>
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**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.

**Accommodations for Students with Disabilities:**

Each state association may, in keeping with applicable laws, authorize exceptions to USBC/NSAA 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 ([Request for Accommodation](#)).

## 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

#### - **REGULAR SEASON**

- 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

- **DISTRICTS**

- **Singles:** The top five singles qualify for State – to break any ties;
  - o Sudden death, roll-off
  - o 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
  - o Two minutes of practice
- **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;
  - o Sudden death, roll-off
  - o Team(s) with the higher previous game team score will determine order.
  - o Both(all) teams will determine their sudden death lane.
  - o 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;
  - o Higher previous single game team score
  - o 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.
  - o If all team qualifying games were tied, the team that had the highest individual player score (of all games) will be the higher seed.
  - o 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)
  - o Sudden death, roll-off
  - o Higher tournament qualifying ranking decides lane & order, opponent on opposite lane
  - o No practice
  - o Same pair

- **STATE**

- **Team:** No ties at the end of any Baker game
  - o Sudden death, roll-off
  - o Higher wild card seed decides lane & order, opponent on opposite lane
  - o No practice
  - o Same pair
- **Singles:** No ties at the end of the qualifying round
  - o **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
  - o **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



### **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.

### **Music Licenses:**

Generally, music used for contests (warm-up, half-time, "walk-up" music, 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 [www.nfhslearn.com](http://www.nfhslearn.com) for additional resources.

## **MEDIA-RADIO, TELEVISION & PHOTOGRAPHY**

All media operations (admission, access and accommodations) for regular season contests are at the Host School discretion.

The NSAA Media Manual outlines policies for Media Credentials, Student Media, Broadcasting Policies and other specifics surrounding NSAA post-season contests. Post-season contests include: Districts, Sub-Districts, Sub-State, Playoffs and State Championships.

The Media Manual is posted on the NSAA website's [Media Page](#).

## **DISTRICT & STATE CHAMPIONSHIPS (Boys & Girls)**

### **Classification of Schools:**

Schools with a combined enrollment of 850 or above will be placed in Class A (NSAA Approved Ruling 2.13.2) with the remaining schools placed in Class B.

**District Assignments:**

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

All competitions through the regular season will be used in wild card calculations to determine the state championship wild card qualifiers.

**Band & Artificial Noisemakers:**

Bands are not permitted to play during any bowling competition. The use of artificial noisemakers is prohibited. (e.g. thunder sticks, air horns, whistles, bells, etc.)

**Cheerleaders:**

Due to potential liability in case of injury, mounts and pyramids by cheerleaders and drill teams during the district and state tournaments are prohibited. A mount is defined as any stunt where one individual is supported above the level of the ground by another individual or individuals. The height of the mount or pyramid, or the number of people involved, has no bearing on the type of stunt performed. Cheerleaders and drill team members must pay regular admission to district and state events.

**Media – Student Media, Media Credentials & Broadcasting:**

1. All media operations (admission, access and accommodations) for Regular Season contests are at the Host School discretion.
2. The NSAA Media Manual outlines policies for Media Credentials, Student Media, Broadcasting Policies and other specifics surrounding NSAA post-season contests.
3. Postseason contests include: Districts, Sub-Districts, Sub-State, Playoffs and State Championships.
4. The Media Manual is posted on the NSAA website's Media Page, <http://nsaahome.org/mediainfo/>

**DISTRICT TOURNAMENT INFORMATION****District Dates:**

District tournaments will take place during week 31 of the standardized calendar, January 29th, 30th, or 31st.

**District Entry Deadline:**

NSAA Entry Forms are now accessed and submitted online. The Athletic/Activities director will give the certified coach the login to this activity. Go to the NSAA website ([www.nsaahome.org](http://www.nsaahome.org)) and click on "Login" and select your school and enter your login code/password. On the subsequent page, click on "District Entry Form" and complete your roster form (detailed instructions can also be obtained from the website). You will need to print this form for your files and email a copy to the district director. You do NOT need to email or fax the form to the NSAA office. Once the form has been completed and submitted by the school, the NSAA office will automatically receive an electronic version of this form. Schools may make changes to this form up until the due date, which is January 22<sup>nd</sup>. After that, you will need to contact 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 bracketplay. After 3 games of individual bowling, all teams will be seeded by total pinfall of the three individual qualifying games.

**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.

**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.

**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 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 seed 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.

**Wild Card Criteria:**

The results of only those games played against varsity teams of schools in Nebraska and of varsity teams in states contiguous to Nebraska will be used to calculate point averages and determine point average for wild card purposes. The contiguous state competition must be completed in Nebraska and under NSAA bowling rules/format.

Six teams will qualify for the state tournament by winning the championship of their respective district tournaments.

Two additional teams which fail to qualify through district tournament competition will be chosen to complete the eight-team tournament field. The wildcard qualifiers will be chosen and added to the State Championship seeding following the conclusion of all the district tournaments within a class. No changes to seeding can be made once the state seeding is complete.

These teams will be selected in the following manner:

- a. Only the contests between varsity Nebraska teams and varsity teams from states contiguous with Nebraska will be considered when calculating the point totals. All win/loss records for out-of-state opponents will be updated through the end of district tournament play.
- b. The results of all such contests played through the district tournaments shall be used.
- c. This includes regularly scheduled contests, tournament contests, and district contests.

For all head-to-head competition (including those that occur within a tournament format) the following point evaluation scale will be used to determine a team’s total points for wild card purposes:

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

- A first division team is a team which has won at least 75% of its contests played.
- A second division team is a team which has won at least 50% but less than 75% of its contests played.
- A third division team is a team which has won at least 25% but less than 50% of its contests played.
- A fourth division team is a team which has won less than 25% of its contests played.

No points are deducted for playing teams that are classified below your classification. In competition with schools one classification above yours, 2 bonus points will be awarded. A team’s point average will be determined by dividing its total number of points by the number of matches played. Matches consist of all head-to-head competition whether in a dual, double dual or tournament.

The teams failing to qualify through district competition but have the highest point average based on the average wild card point total after the completion of all district tournaments will be selected as the wild card qualifiers.

If a tie exists for one or more of the qualifying spots, the following procedure will be used to select the team or teams:

- a. If only two teams have identical point averages and are tied for one of the qualifying spots and the teams have played each other, the team that won the contest or the majority of contests between the two teams in question will qualify for the state tournament and/or earn the higher seed.
- b. 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 and/or earn the higher seed.
- c. If two or more teams have identical point averages and are tied for one or both of the remaining qualifying spots, the team or teams playing the greatest number of first division teams will be selected. If only two teams remain after this step and the two teams tied have played each other, step A will be used to determine the qualifier for the state tournament.
- d. 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 will be chosen.
- e. If a tie still exists, the representative will be decided by a coin flip in the NSAA office.

### **Reporting Scores/Results:**

Each individual school is responsible for reporting scores. Coaches should report all varsity team results through their NSAA login.

### **STATE CHAMPIONSHIP INFORMATION**

**Dates:** The State Championships will take place during week 32 of the standardized calendar, February 5-8, 2024.

#### **State Bowling Championship Schedule**

##### **Monday, February 5th**

9:00 a.m. Class B Boys Singles Championships

1:30 p.m. Class B Girls Singles Championships

##### **Tuesday, February 6th**

8:00 a.m. Class B Boys Team Championships

1:30 p.m. Class B Girls Team Championships

7:30 p.m. Class B Boys Team Championship (Girls to Follow)

##### **Wednesday, February 7th**

8:00 a.m. Class A Boys Team Championships

1:30 p.m. Class A Girls Team Championships

7:30 p.m. Class A Boys Team Championship (Girls to Follow)

##### **Thursday, February 8th**

9:00 a.m. Class A Boys Singles Championships

1:30 p.m. Class A Girls Singles Championships

**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 a double-elimination bracket based on their season wild card ranking. Each round will consist of a best 3 of 5 Baker competition. The team that wins 3 games first will advance in the round. A team must lose twice to be eliminated from the 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.

**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). Only video technology on-hand for TV coverage will be used.

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.

**Team Pass Gate:**

Each team will receive 9 passes for admission to the state championships (7 players and 2 coaches).

**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.

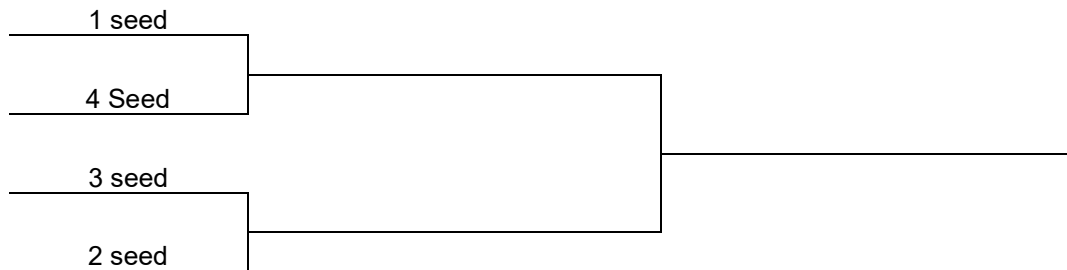
# Tournament Formats

## 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.

	<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



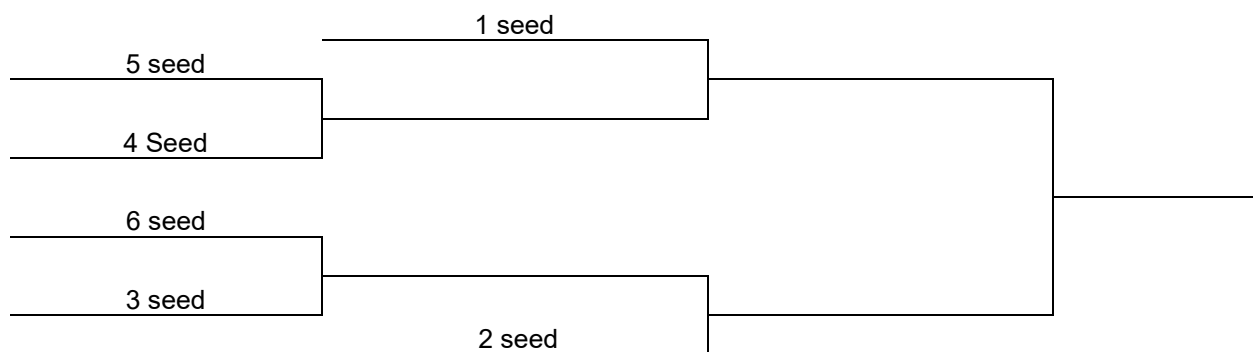
## 6-Team Tournament

(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

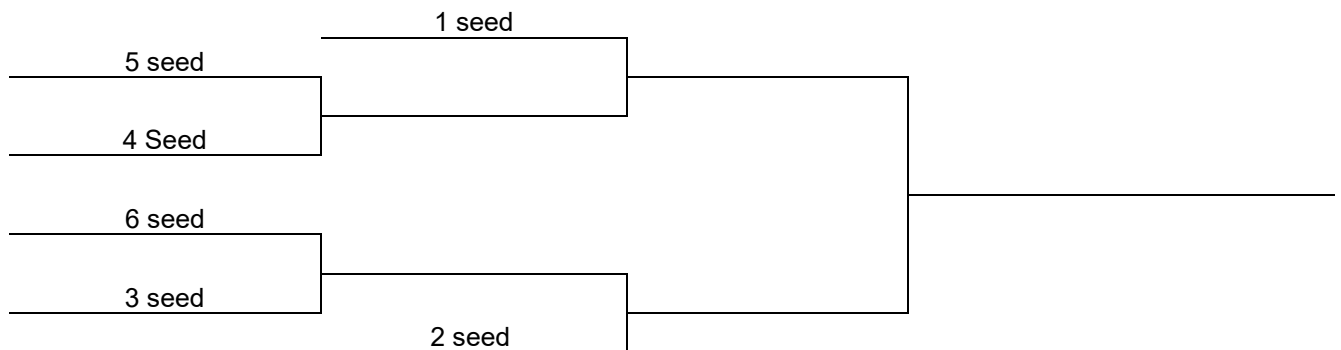
(Appx. 6.5 hours)

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



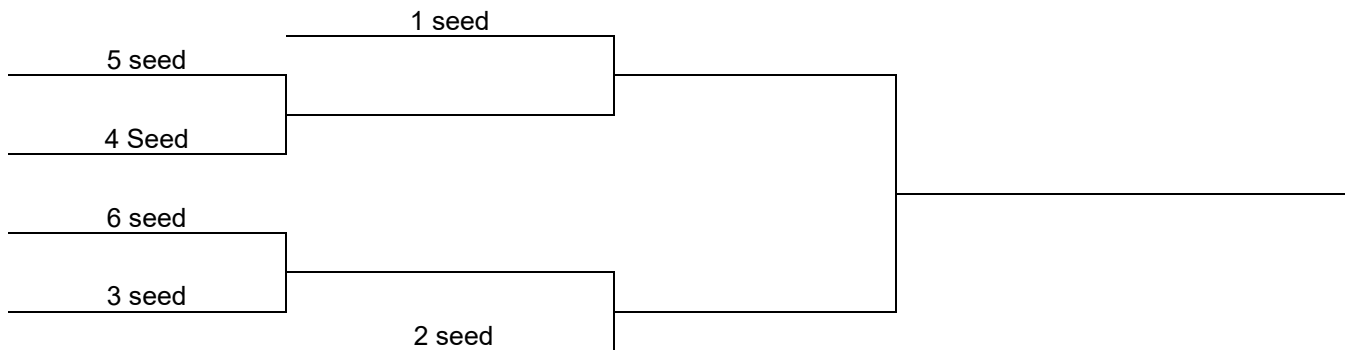
## 8-Team Tournament

(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.

		<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
<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

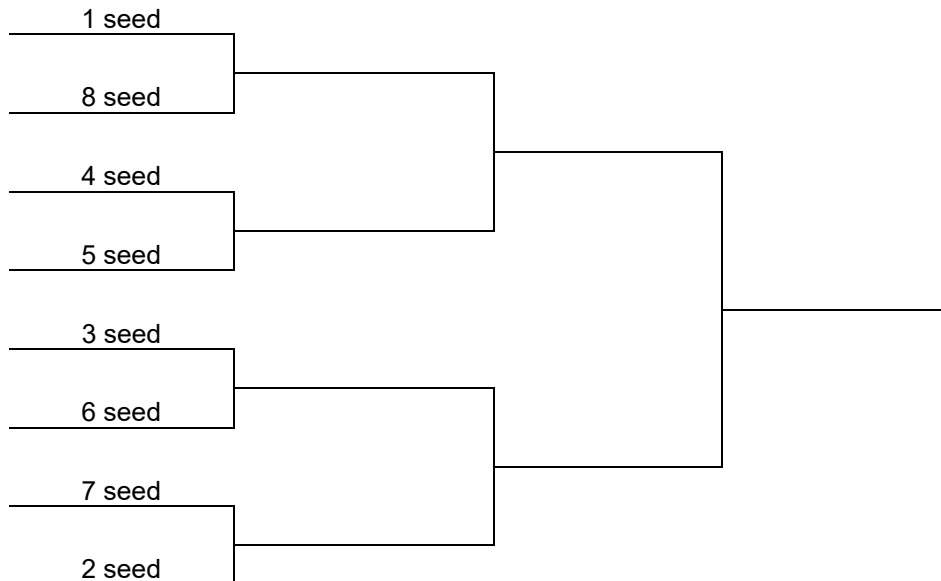
(Appx. 7.5 hours)

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.

		<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>	<b>Rnd 4</b>
<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



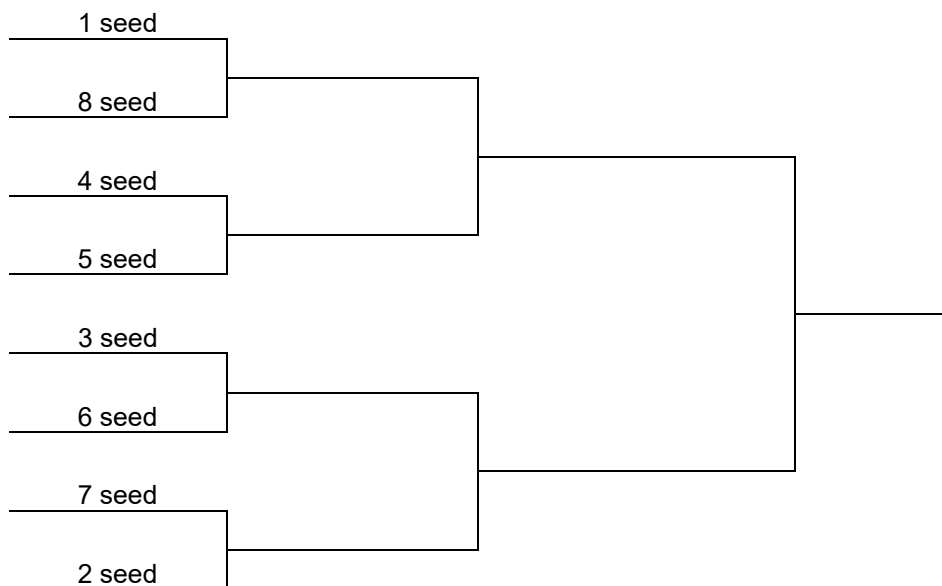
## 10-Team Tournament

(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.

	<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>	<b>Rnd 4</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
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

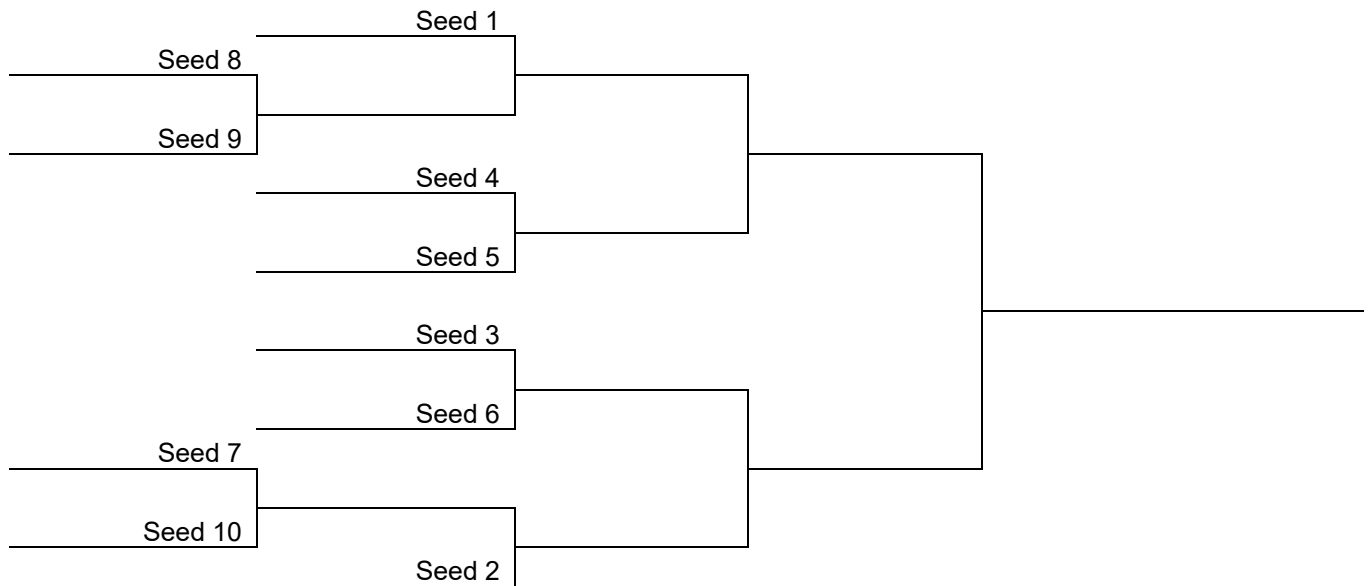
(Appx. 7.5 hours)

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.

	<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
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

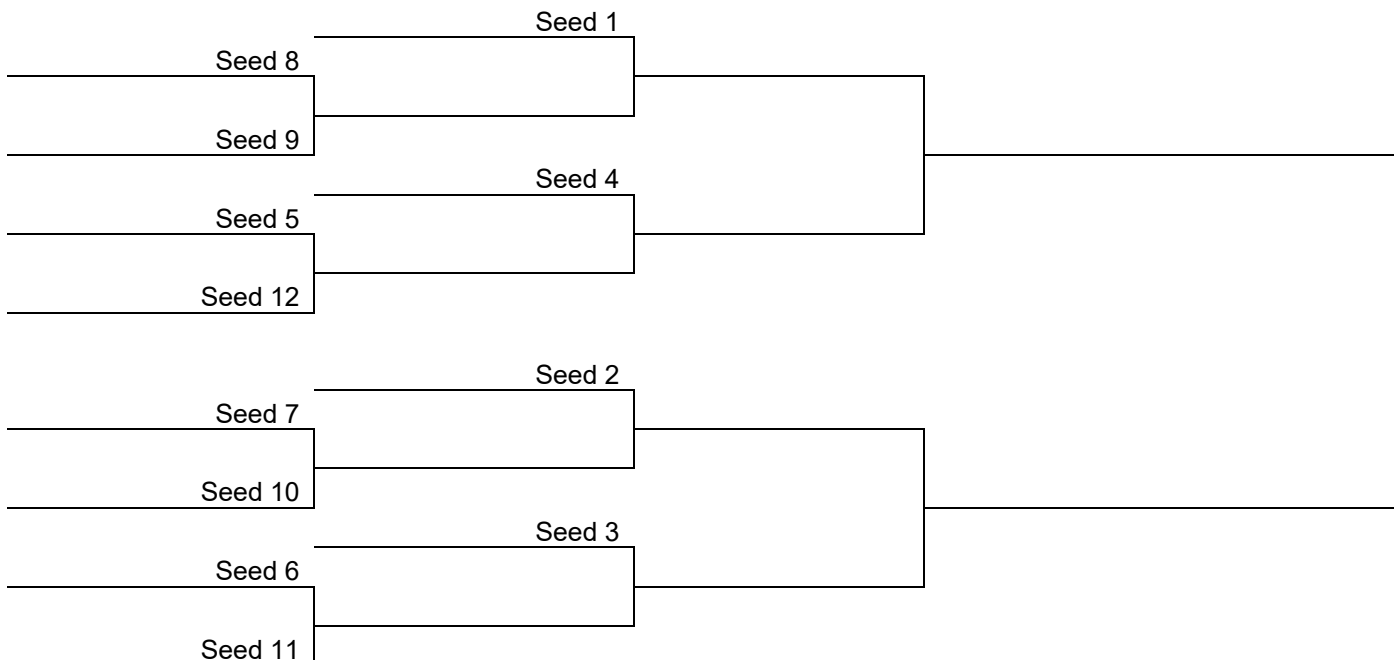
(Appx. 7.5 hours)

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



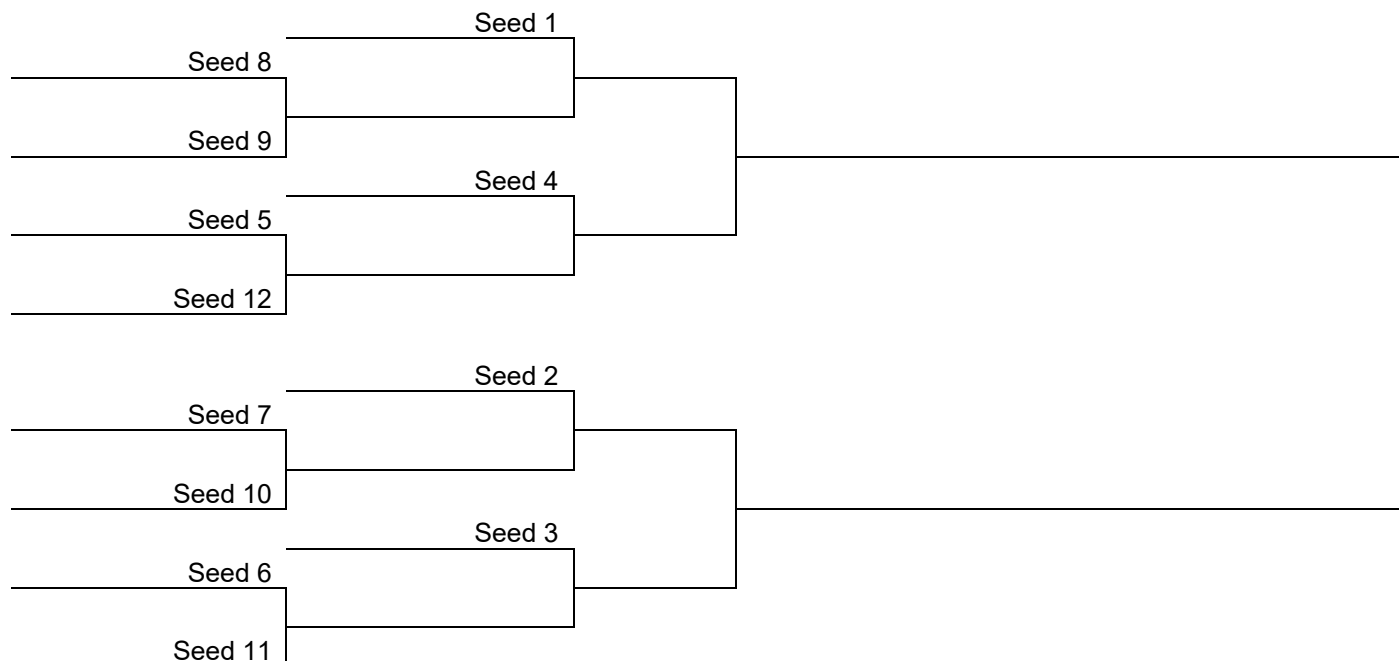
## 14-Team Tournament

(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

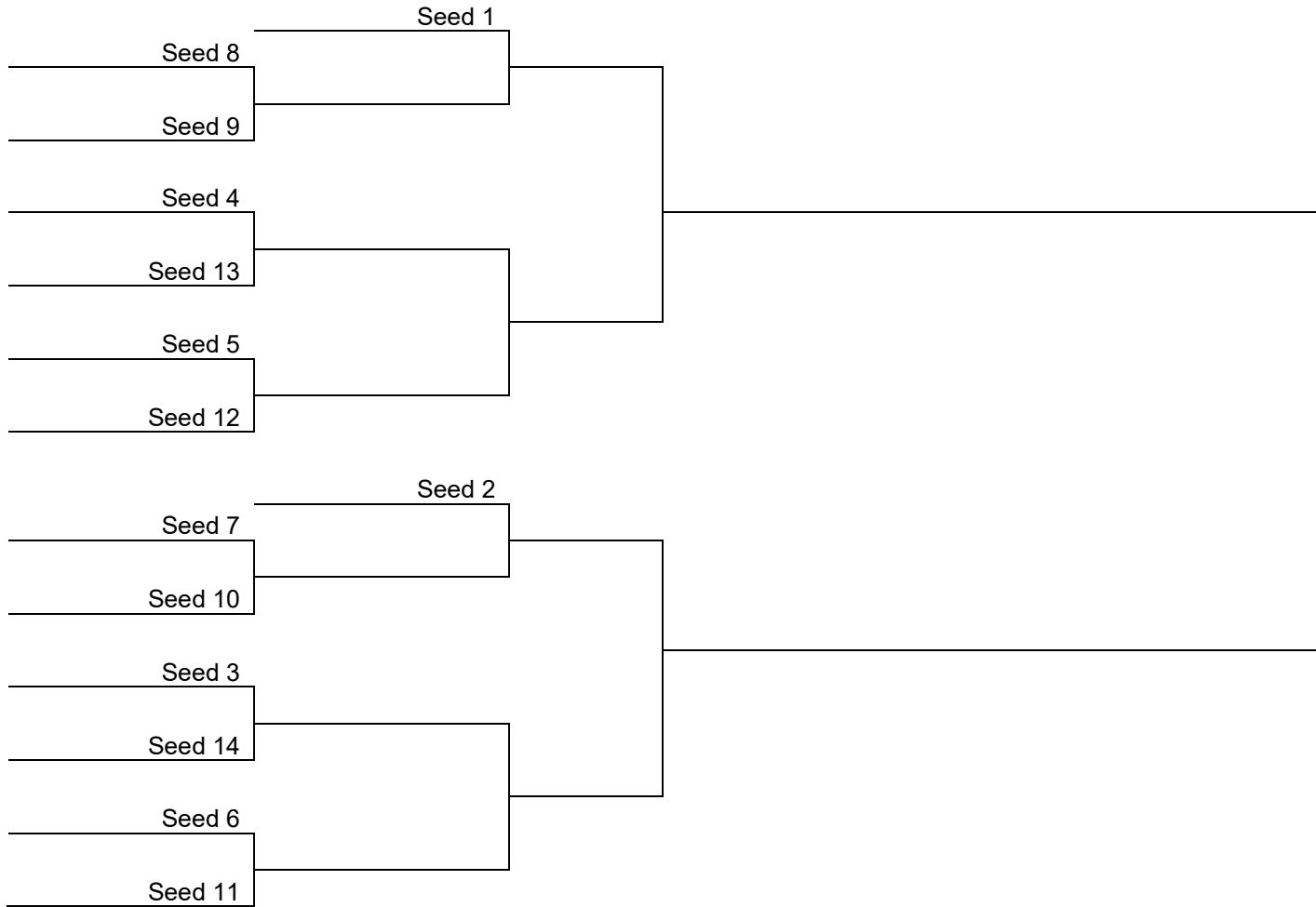
## 15-Team Tournament Bracket on page 33

**15-Team Tournament Bracket**

**(Appx. 7.5 hours)**

Baker Head-To-Head Bracket

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## 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.

	<b>Rnd 1</b>	<b>Rnd 2</b>	<b>Rnd 3</b>
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 page 35**

# 16-Team Tournament

(Appx. 7.5 hours)

Baker Head-To-Head Bracket

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