



USA Bowling League (Example) RULES

Rule #1 – All bowlers competing as a part of the program will be required to be members of the USBC basic membership program. Bowlers may upgrade to a standard membership. If a bowler is already a Standard USBC Youth member, there is no additional membership charge.

Rule #2 – (-----) is the Program Commissioner whose duties it will be to govern the rules of the program. (---) will manage the volunteer coaches and handle all scheduling for the league.

Rule #3 – Teams will consist of (----) members. Each team will be assigned a volunteer coach who will manage the team practices and oversee competition.

Rule #4 – Team membership is open to ages (--- to --- as of ---).

Rule #5 - Each League member will pay (\$--) in a one lump sum at the beginning of the league. That fee includes any membership fees, a stipend for shirts, lineage, coach's RVP and funds for an end of the year party on site which includes food and an award. Total participation consists of 10 practices and six competition days spread across an 8 week pre-determined schedule.

Rule #6 - Practice will be conducted each week by the volunteer coach working with the center to provide a time that is mutually agreeable. Practice time should be no shorter or longer than one hour.

Rule#7 – All matches will begin promptly at their designated time. Any player who is not present will forfeit their frames and receive a score of zero (0) until they arrive.

Rule #8 – Competition consists of one standard individual team game (each team member will bowl a full game) then concludes with two baker games. The standard game will score one point as will each of the baker games for a three point scoring system. That three point scoring system will decide a win, lose or tie for the match. The winning team is 1-0 on the standing sheet and the loser is 0-1. If any game is tied and the score is 1.5-1.5 after all competition a 7, 8, 9, 10th frame roll off will take place with the total score being declared the winner.

The final week of competition will be a position round and should be scheduled with all the teams in the league competing at the same time. All other weeks can be scheduled as a match.

Rule #9 – All scoring is based on a total pin fall situation (no handicap).

Rule #10 – The Program Commissioner will manage assigning players to them in the most balanced way possible.



Rule #11 – You must have a minimum of two players to have a legal lineup. Changes in schedule can be requested but must have the approval of the opposing coach and the Program Commissioner. If an accommodation cannot be made the team that didn't have the legal lineup will forfeit.

Rule #12 – Baker competition. All four players will be assigned a position for the first game. The first bowler will bowl frames 1, 5 and 9, the second bowler will bowl frames 2, 6 and ten, the third player will bowl frames 3 and 7 and the fourth will bowl frames 4 and 8. The team on the right lane of the schedule will be the home team and start on the right lane. Teams will switch lanes after each game bowling two games on one lane and one on the other. Lineups can be changed at the beginning of each baker game but the rotation must be the same in the second half of the game as the first. As an example – the first four frames dictate the bowlers in the last six in the same rotation.

Rule #13 – Absentee scores will be allowed when a team has a legal lineup (minimum 2 bowlers) but less than a full lineup at the start of any game. In the standard individual team game, the absentee score will be the lowest score from the opposing team minus 10 pins. This, lowest score of the opposing team minus 10 pins will NOT count towards the absent bowlers average. The absent bowler may make-up their missed game for average purposes only if they so choose at a later time.

Rule #14 – Absentee scores for bake games will be zero in the place of Player 3 for one absentee and Players 3 & 4 for two absentees.

For example, if there are two bowlers missing then the team has to take zero for frames 3, 4, 7 and 8. If only one player is missing then zero will be assigned for only frames 3 and 7. The game would then finish with the players rotating in the normal baker fashion until the game is completed.

Rule #15 – If there are an odd number of teams in the league, a vacant team will be created. In order for a team to win a match against the vacant team they must bowl within 40 pins of their average for the team (individual) game and 10 pins within their teams baker average for each baker game. For example if a team averages 400 for their team games, they must bowl at least a 360 for their team game to score a point over the vacant team. If the same team has a baker average of 100, they must bowl a 90 during their baker game to score a point against the vacant team.

Rule #16 – All other rules not stated above will be at the discretion of the Program Commissioner.