



## USA Bowling Program Basic Rules

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

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

**Rule #3** – Teams will consist of 3 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 all ages.

**Rule #5** - Each League member will pay \$65 in a one lump sum payment 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 11 practices, 6 competition days, and an end of year tournament spread across a 9 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 COMPETITION FORMAT INFORMATION. That three point scoring system will decide a win, loss or tie for the match. The winning team is 1-0 on the standing sheet and the opposing team is 0-1. If any game is tied and the score is 1.5 to 1.5 after all competition, a 8-9-10 frame roll off will take place with the total score being declared the winner.

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

**Rule #10** – The Program Commissioner will manage assigning players to teams in the most balanced way possible. There will be an orientation meeting. At this point the contact information for the players will be given to each volunteer coach in the form of email addresses/phone number from the parents. All weeks of competition will be conducted as round-robin match play.

**Rule #11** – You must have a minimum of 2 players to have a legal lineup. Changes in schedule can be requested but must have the approval of the opposing coach and the commissioner. If an accommodation cannot be made the team that didn't have the legal lineup will forfeit.



**Rule #12** – Baker competition. All 3 players will be assigned a position for the first game. The first bowler will bowl frames 1, 4, 7, and 10, the second bowler will bowl frames 2, 5 and 8, and the third player will bowl frames 3, 6, and 9. 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. 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.

**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.

Absentee scores for baker games will be zero pins per frame for the absent bowlers at the beginning of the game. To calculate the absentee score in the baker games, the team shall take zero for the first 3 frames of the game where an absent bowler exists.

For example, if there is one bowler missing from a three person lineup, then the team must take zero for the first three frames. The game would then finish with the players rotating in the normal baker fashion until the game is completed.

Example of scoring with one missing bowler:

0	0	0	9 /	X	9 /	X	9 /	X	9 /	X	9 /	X
0	0	0	20	40	60	80	100	120	140			

**Rule #14** – 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 30 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 370 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 #15** – All other rules not stated above will be at the discretion of the Program Commissioner.