



2007 BOWLING

RULES AND INTERPRETATIONS

2006 NCAA WOMEN'S BOWLING RULES

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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Major Changes for 2006-07

- Clarification on forfeits
- Substitutions

Points of Emphasis

- Disruption of Play 7-5-1-b
- Unsportsmanlike Conduct 7-5-2

Preface

For ease of reference, rules are divided into sections and articles. The NCAA Women's Bowling Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for competition. The conduct rules are those that deal directly with the competition itself. No rules may be altered, unless flexibility is indicated in a specific rule. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules. Violations will be subject to NCAA enforcement procedures.

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RULE 1

Facilities and Equipment

Section 1.1. Competition Area

1.1.1. Playing Area

The playing area includes the bowling lanes, approach, bowling ball return equipment, the player's bowling area (or settee) and a team/coach area. (See Diagram.)

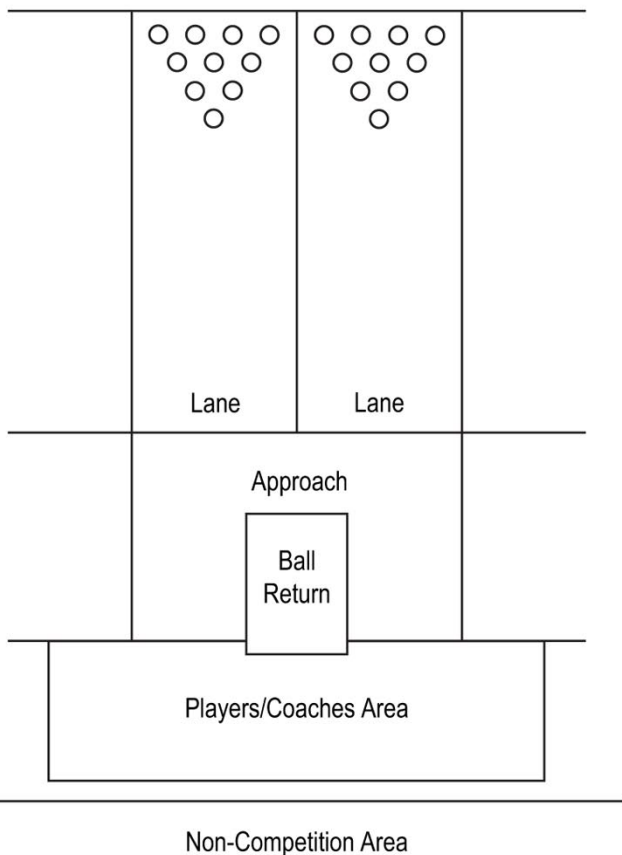
Additional space utilized for competition may be near the playing area (warm-up area, equipment storage, etc); however, a minimum distance of one meter (3 feet, 3 inches) must be kept between the playing and non-playing areas.

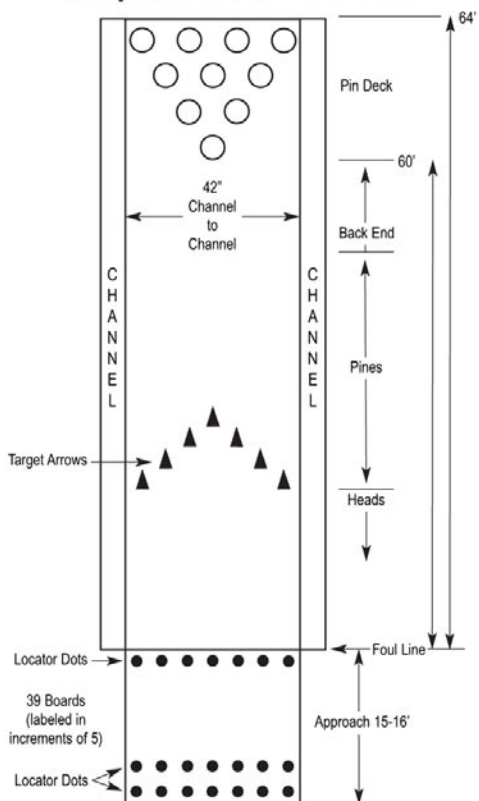
Media equipment and personnel are restricted from the spaces on or in front of the approach while players are involved in competition. In other areas, media equipment and personnel beside the competition area must be at least 1 meter (3 feet, 3 inches) away.

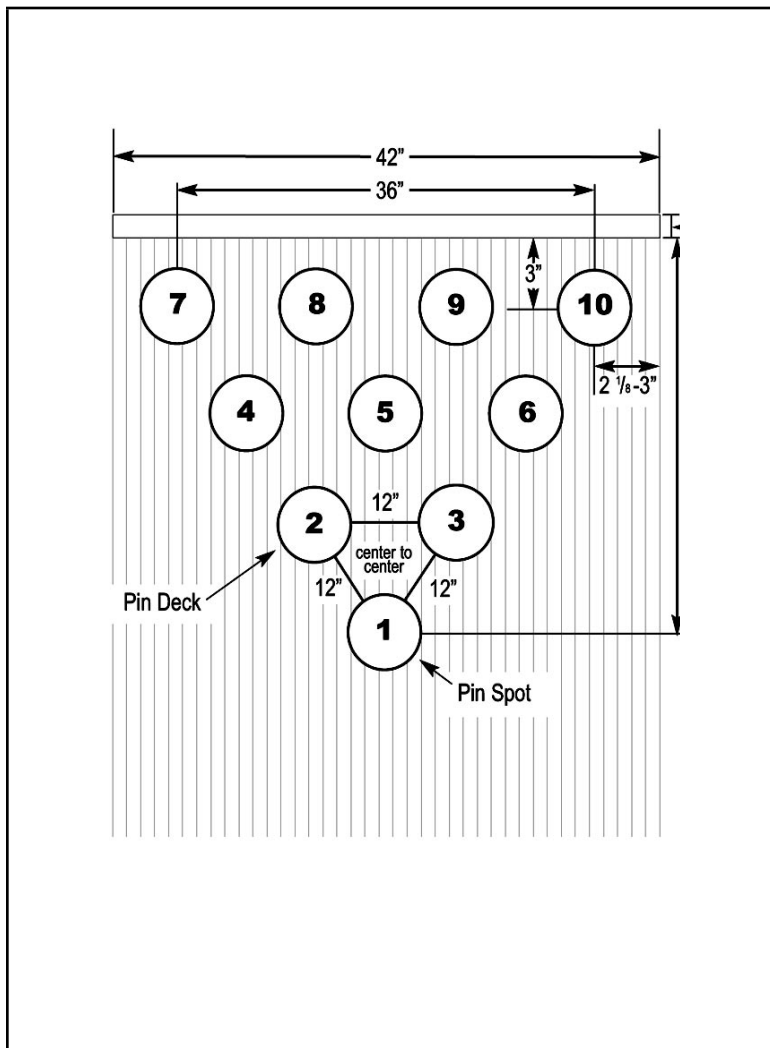
The playing area must meet minimum standards established for the game of Tenpin Bowling, including standards for the facility, pins, and bowling equipment. A certified playing facility should be used for all competitions. If a certified facility is not available for regular-season competition, a facility which has been agreed upon by all competing institutions prior to the event may be utilized. A certified facility must be utilized for Conference Championships or post-season competitions.

1.1.2 Facility Requirements – Two Lanes Required

Two lanes immediately adjoining each other should be used in each match of a competition between the two schools. If adjoining lanes are not available for use, the two competing schools must identify the specific lanes (a minimum of two) to be used prior to the start of any game or match.

Competition Area — Participation Areas

Competition Area — Lane Detail



1.1.3 Special Provisions – Facility Equipment

1.1.3.a. Bowling Pins – Markings, Labels and Coatings

Pins used in competition shall bear the name and trademark of the original manufacturer or distributor. Except for reasonable wear and color, the pins in each set must be consistent in appearance, including finish. The coating of the pin must be transparent (clear) or a solid color (with the exception of the neck markings, identifying symbols, or name) and must be clearly visible. Any additional markings, symbols, and/or names must be of a contrasting color.

Standard all-wood or plastic-coated pins shall bear the same labels and permit number, and shall not vary more than four ounces in each set. Synthetic pins shall bear the same labels and permit numbers, and shall not vary more than two ounces in each set. Certified pins should be used for all competitions and are required for Conference Championships or post-season competitions.

1.1.3.b. Foul Detection Device (Foul Lights)

An approved foul detecting device must be used. When an automatic system is not available, a foul judge must be stationed in a position to have an unobstructed view of the foul line or the competing teams agree upon a suitable solution. Should an automatic foul detecting device become temporarily inoperative, the event manager shall assign a foul judge or have the official scorer(s) call fouls.

Note: The foul line is of infinite length, including walls, flooring, posts and ball returns.

(Footwear and clothing are considered part of the body.) A foul is not committed when foreign objects fall or drop from a person's body or clothing beyond the foul line. An athlete or coach should request an event official to cross the foul line to retrieve any items that have fallen beyond the foul line after the completion of their delivery.

1.1.3.c. Lane Maintenance for Competition

A basic set of guidelines must be identified and used by the event management regarding lane maintenance for the entire competition. The event manager or designated Official must ensure every day that lanes have been stripped of the previous day's conditioner (oil) and a fresh application of conditioner has been applied to every board of the bowling lane, starting

from the foul line to a specified distance no shorter than 34 feet and no longer than 44 feet. The ratio of oil application on each board must not be less than 2:1 and no more than 6:1 during the board-to-board application process. The designated distance and shape of the oil pattern does not have to be identified by the event manager; however, if provided, it must be done during the Coaches meeting and for all teams.

For competitions involving multiple blocks of play during one day (ex. lunch breaks or multiple-game matches), the event manager must arrange for a re-application (including stripping and oiling) of conditioner to the competition lanes before the new session begins.

1.1.4. Additional Zones Within Competition Area

1.1.4.a. Team/Coach Area

The team/coach area includes the players area (or settee) and the space immediately behind or adjacent to the approach or the bowling lane. Chairs may be placed in the team/coach area if players wish to utilize them.

1.1.4.b. Warm-Up Area

The warm-up area is located in a space separate from the competition area. This space is only available for players who are not currently competing in a game. The warm-up area is to be utilized only for stretching and nominal amounts of warm-up throws for athletes getting ready to enter competition. Warm-up time limits will be as follows:

- 1-2 players per lane = 10 minutes warm-up per person.
- 3 or more players per lane = 15 minutes warm-up per person.

1.1.4.c. Equipment Storage Area

The equipment storage area identifies the designated space where all non-competition apparel, personal player items, pro shop supplies/equipment, and all non-used bowling equipment will be stored. Continuous access during competition must be available to team members and staff.

Section 1.2. Non-Competition Areas

Non-competition areas are defined as:

- Spectator Seating Areas;
- Areas between the Team/Coach Area and Spectator Seating or Media Areas;

- Event Management and Scorekeeping Areas;
- Medical Area/Training Room
- Any other facility area that is deemed to be unsuitable or hazardous.

1.2.1. Spectator Seating Areas

The facility should provide appropriate seating areas for spectators and/or event management staff who are not involved in the competition. The Spectator Seating Areas must be clearly identified, completely separated from designated Competition Areas, and meet all building standards for crowd control. If possible, the Spectator Seating Area should be cordoned off from Competition Areas by dividers or other methods.

1.2.2. Media Area

The facility and event management staff should designate a specific Media Area to be utilized during competition. All locations within the Competition and Media Areas (with exception to the Medical Area) should be made accessible to media staff during Warm-Up Sessions; however, once competition begins, all media personnel must return to the designated area. Any Media Area must not impede the view or performance of players during competition and at no time during competition may flash photography be utilized.

1.2.3. Event Management/Scorekeeping Area

The facility must designate an event management/scorekeeping area prior to the start of any event. This area will be utilized by all event staff for administrative duties and for the return of scoring sheets/paperwork from competing teams.

A highly visible scoreboard (for competitors, media and spectators) must be located near the event management/scorekeeping area for display of event results. It should be divided into two parts with team and individual participant information available. Information shown on the scoreboard is not official and may not be used as a basis for protest.

1.2.4. Medical Area/Training Room

The facility must designate an easily accessible, semi-private location which will be utilized for a medical area/training room. This room may also function as part of the event management/scorekeeping Area. The event manager/director must provide access to basic athletic training room

equipment and personnel (including ice and first aid supplies) during all phases of the event.

If medical equipment and certified personnel cannot be provided on site, the event management must notify all head coaches of competing teams prior to the event and must outline an Emergency Action Plan to be followed in the event a medical emergency occurs during the competition.

Section 1.3. Safety Measures

1.3.1. Surface

All surfaces of the competition area must not present a danger of injury to the players. Play shall not be conducted on any surface that is wet, slippery, or excessively sticky. The approach may be made of wood or a synthetic material that is smooth and free of any abrasive surface.

1.3.2. Approaches - Must Not Be Defaced

The application of any foreign substance on any part of the approach that detracts from the possibility of other players having normal playing conditions is prohibited. This includes, but is not limited to, such substances as talcum powder, pumice and resin on shoes, and also soft rubber soles or heels that rub off on the approach. The use of these substances may not be used by event staff or participating student-athletes.

1.3.3. Unsecured Bowling Equipment

Each team is responsible for the care and storage of additional bowling equipment that is not in immediate use. The event management staff must implement safety measures to ensure extra bowling equipment will not impede the movement of players and coaches within the competition area. Bowling balls should not be allowed to remain on tables or unsecured out of bowling bags unless they are on equipment racks, storage racks, or bowling ball cups.

1.3.4. Head Official Discretion

The competition area, in all cases, must be under the control of the event manager before and during a match. The head official is responsible for deciding whether the facility is suitable for play. Any special ground rules for a match must be specified in a pre-match conference by the event manager.

Section 1.4. Other Equipment

1.4.1. Bowling Equipment Racks

The competition facility should provide (when possible) bowling ball storage racks for equipment which is not currently being immediately used in playing area at a ratio of one rack for every two teams competing. The location of the storage racks should be in adjacent to the player/coach area but should not impede the activities or access to the team/coach Area.

1.4.2. Dividers

When possible, the event should utilize a system of dividers (pipe and drape, tables, signs, etc.) to clearly identify competition and non-competition areas within the facility.

RULE 2

Player Equipment

Section 2.1. Bowling Balls for Competition

2.1.1. Bowling Ball – Approval

Bowling balls used in NCAA competition shall:

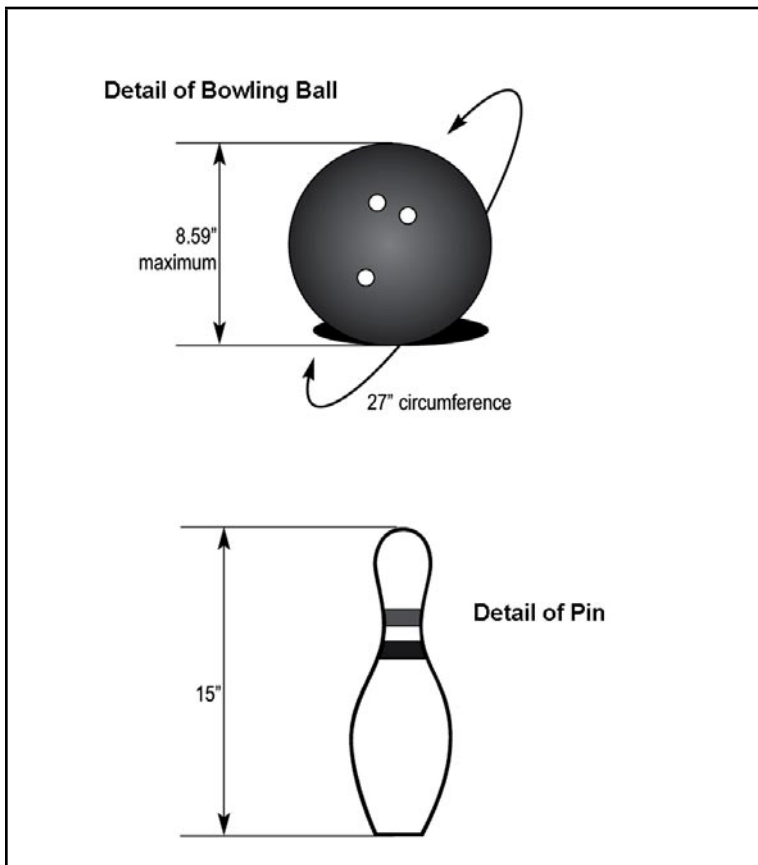
- a. Meet the equipment specification at time of manufacture for public use.
- b. Meet the minimum or maximum specifications for weight, size, markings, logos, holes, balance, surface preparation, and surface hardness prior to the scoring of any competition.

2.1.2. Bowling Ball – Weight, Size, Markings and Holes

The circumference of a ball shall not be more than 27 inches, nor shall it weigh more than 16 pounds. The height of the ball shall not exceed 8.59 inches. The diameter of the ball must be constant. The surface of a ball must be free of all depressions or grooves of specific pattern, except for holes or indentations used for gripping the ball and incidental chipping or marring caused by wear. Any bowling ball used in NCAA competition must be identifiable as an approved bowling ball according to industry standards. Manufacturer identification labels (logos) are also required. Additionally, for identification purposes, each ball must have some form of serial number (engraved or re-engraved by the player) legible on the bowling ball at all times.

The following limitations govern drilling holes in a ball:

- a. Holes or indentions, not to exceed five, for gripping purposes.
- b. One hole for balance purposes, not to exceed 1 ¼ inch in diameter.
- c. One vent hole to each finger and/or thumb hole, not to exceed ¼ inch in diameter.



2.1.3. Bowling Ball – Balance

After drilling, the following tolerances are allowed in the balance of the ball:

- For a ball weighing 10 pounds or more:

- i. Not more than three ounces difference between the top of the ball (finger hole side) and the bottom (solid side opposite finger holes).
 - ii. Not more than one ounce difference between the sides to the right and left of the finger holes, or between the sides in front and back of the finger holes.
- b. For a ball weighing less than 10 pounds:
- i. Not more than $\frac{3}{4}$ ounce difference between the top of the ball and the bottom.
 - ii. Not more than $\frac{3}{4}$ ounce difference between the sides to the right and left, or between the front and back of the finger holes.

2.1.4. Bowling Ball – Surface Hardness

The surface hardness of a ball shall be not less than 72 on the Durometer Scale. The use of chemicals, solvents or other methods to change the surface hardness of the ball, is prohibited.

2.1.5. Bowling Ball – Other Requirements

Movable devices are not permitted in a ball, except that a device for changing the finger span or the size of finger and thumb holes may be inserted, providing the device is locked in position during delivery and cannot be removed from the ball without destroying the device. Removable devices shall be permitted, provided:

- a. Such devices are used for changing the span, pitch or the size of the gripping holes.
- b. Are constructed of a nonmetal material.
- c. Are locked in position during delivery.
- d. No device shall be employed for the purpose of adjusting the static balance of the ball.
- e. No voids shall be permitted under the device.

2.1.6 Bowling Ball – Adding to Internal Materials

The introduction of metal or any other substance not compatible to the original material used in the manufacture of the ball is prohibited. Also, altering a ball in any way to increase its weight or cause it to be out of balance beyond the tolerances is prohibited.

2.1.7 Bowling Ball – Plugs and Inserts

Plugs may be inserted for the purpose of re-drilling a ball. Designs may be embedded in a ball as guides, or observation or identification purposes, provided the designs are flush with the outer surface of the ball. There shall be not interior voids and the plugs or designs must be of material similar to, although not exactly the same as, the original material out of which the ball was made; and shall otherwise comply with all bowling ball specifications. No foreign material may be placed on the outer surface of the ball. Finger and/or thumb inserts are allowed to be used, provided the designs are flush with the outer surface of the ball.

Section 2.2. Special Equipment to Grip the Bowling Ball

A player may use special equipment to aid in the grasping and delivering the ball if it is in place of a hand or major portion thereof, lost by amputation or otherwise.

Section 2.3. Altering of Equipment Surfaces

The altering of a bowling ball surface, by polish or abrasive, may be done prior to the start of any designated block of competition. The process must be completed prior to the start of official scoring and must be completed by the end of the pre-match warm-up session.

Altering the surface of a bowling ball by the use of abrasives while bowling in competition is prohibited. All bowling balls so altered must be removed from the competition for the remainder of the competition block. All frames that were completed with the altered equipment need to be re-scored, with 0's recorded in each respective frame for the player(s) committing the violation.

Section 2.4. Additional Player Equipment

Players may utilize additional equipment that has been designed for the transportation, storage, and use of competition equipment. These items include (but are not limited to) bowling bags, wrist supports, accessory items (such as tape, rosin, etc.) and shoes. Any of these items may be used at any time in accordance to regular competition rules. Each item must adhere to the general manufacturer's standards and those of the NCAA.

Section 2.5. NCAA Logo Restrictions for Equipment

All player equipment must meet NCAA logo restrictions regarding size and number of logos on player equipment.

In accordance with NCAA Bylaw 12.5.4, a student-athlete may use athletics equipment that bears the trademark or logo of one (1) athletics equipment manufacturer or distributor during athletics competition and in pre-game or post-game activities (e.g., celebrations on the court, pre- or post-game press conferences). This would include all bowling balls, bags, shoes, accessories, and personal items utilized by any team member or coach. Equipment with two or more manufacturer logos (ex. logos from manufacturer AND copyright/trademark logo from additional source) are not allowed.

Note: The following article is to be enforced by each conference or institution. If officials observe equipment that do not conform to these regulations, the team should be notified and asked to comply if possible; the match will take place regardless. The NCAA Bowling Committee administration should then be notified after the match.

2.5.1. Use of Specialty Bowling Ball – School Name

The use of a specialty bowling ball (e.g., Brunswick Visa-a-Ball) which bears the trademark or logo of one (1) athletics equipment manufacturer or distributor AND the name of the school for which the player is competing is allowed during athletics competition and in pre-game or post-game activities.

RULE 3

Uniforms and Apparel

Section 3.1. Competition Uniform

Teammates must wear uniforms of the same color, style, cut and trim including sleeve length. Manufacturers' logos and lettering on uniforms are required to be identical. Shoes are not considered a part of the uniform and are not required to be identical.

The competition uniform consists of a jersey or shirt plus shorts, skorts, pants or culottes and socks. Jerseys for post-season play must consist of collared, v-neck, Henley, rib-lined, or banded necklines only. Jerseys consisting of T-shirt necklines must be approved by an event manager for any regular season competition; T-shirt necklines may not be used during the post-season. Competition shoes are required equipment. Exposed undergarments such as T-shirts, tights, leotards, body suits, bicycle shorts, sports bras, etc. are considered to be a part of the uniform. If at least one team member wears an article of clothing from the above list which is visible during competition, the articles of clothing must be identical.

Note: When opponents have jerseys of the same style or color, it may create confusion regarding which team is competing, particularly if the match is being televised. Should a conflict arise, the home team should dress in white shirts or change uniform color and style before competition is to be held.

3.1.1. School Name and Uniform Numbers

The name of the school should be clearly identified on the front and back of the uniform. The name of the school should measure no less than 5 centimeters (2 inches) in length on the back of the uniform.

Players' jerseys must be marked with whole numbers (from 00 to 99) not less than 5 centimeters (2 inches) in height on the back or sleeve. Rolling or taping the sleeves in such a way that the number is not clearly visible is prohibited. Uniform jerseys worn by teammates must display numbers of the same color and size. The number on the front of each jersey must be

the same as the number on the back of the jersey. Duplicate numbers may not be worn.

3.1.2. Blood Situations

The coach or event official will stop play immediately when a player is found to be bleeding or when blood is found on uniforms, any other equipment, or playing surfaces. If blood is found on a player's uniform or equipment, the player must leave the competition area and medical personnel will evaluate the articles. ("Medical personnel" is defined as a medical doctor or certified athletics trainer.) If the medical personnel determine that the articles are unsafe, the player will be allowed reasonable time to change the bloodstained part of the uniform/equipment with no unnecessary delay. If the player cannot change in a reasonable amount of time, a legal substitution must be made. In the absence of medical personnel at the site, the player will be required to wear a uniform/equipment free of blood. It is recommended that replacement uniforms be similar in color. A different style is permissible. Jersey numbers may be changed because of a blood-saturated uniform. Duplicate numbers are not permitted in the same match. If blood is found on the playing surface or other equipment, the host institution is responsible for following appropriate procedures to provide a safe environment.

Section 3.2. Non-Competition Apparel

Players may wear warm-up apparel, consisting of a jacket and/or pants, during practice and warm-up sessions. Non-competing athletes may continue to wear warm-ups in players area when not a member of current match line-up.

Section 3.3. Non-Compliance of Apparel Guidelines

Teams and/or players not fulfilling competition guidelines are subject to a warning from the event manager; failure to comply once warning is issued is subject to competition sanctions. Sanctions include nullification of match results and event scores for every match played without proper competition apparel.

Section 3.4. NCAA Logo Restrictions for Apparel

All player competition uniforms and apparel must meet NCAA logo restrictions regarding size and number of logos.

Note: The following article is to be enforced by each conference or institution. If officials observe uniforms that do not conform to these regulations, the team should be notified and asked to comply if possible; the match will take place regardless. The conference administration should then be notified after the match.

In accordance with NCAA Bylaw 12.5.4, an institution's uniform or any item of apparel (e.g. socks) that is worn by a student-athlete while representing the institution in intercollegiate competition may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 14.6 square centimeters (2 1/4 square inches). Such an item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel provided the logo or trademark is not visible.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 14.6 square centimeters (2 1/4 square inches). The restriction of the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pre-game or post-game activities (e.g., post-game celebrations or pre- or post-game media conferences) involving student-athletes.

Commemorative insignia and patches may be worn as long as all teammate's uniforms are identical and no safety hazard is created. The commemorative insignia must not obstruct the players' numbers, and if a numeral is part of the commemorative insignia, it must not exceed 2.54 centimeters (1 inch).

RULE 4

Teams

Section 4.1. Team Members

Team members are defined as all official representatives of the team, which include, but are not limited to, coaches, players, substitutes, trainers and managers. All team members are required to be certified by the NCAA and their respective school for athletic competition, and must know the rules of the game and abide by them at all times.

4.1.1. Players

Players are defined as the team members in the competition area. Players who are on the same team are teammates. A team must play each match with an official lineup, consisting of five players. If a team cannot field an official lineup at any time, the team may continue play; however, the match will automatically be awarded to the team starting the match with the official lineup. The position of the vacant players will be filled with the score of “0” for each ball of the respective frame.

4.1.2. Roster Size and Travel Party Size

General rules do not limit the number of team members or players who may participate in a match. However, event managers may limit the number of non-competing players and coaches in the competition area during a match only if space limitations create a safety issue.

4.1.3. Roster Size and Travel Party Size (Championships)

The maximum roster size is ten (10) players in NCAA championships competition. The maximum travel party size is thirteen (13) members – ten players and three administrators (ex. Coaches, trainers, media personnel, athletic staff). Please refer to the championships handbook for more information.

Section 4.2. Designated of Coaches and Captain

Each team shall designate a head coach for each match. During play, coaches may stand directly in or behind the player/coach area, near any portion of the scorekeeper's table, or in their team warm-up area, provided they are not disruptive.

Each team shall also designate one player as captain for each match. The captain is the only player who may address an event manager, scorekeeper, or event official if the head coach or assistant coach is not available to represent the team.

Section 4.3. Eligible Players

To be eligible for regular season and/or post-season NCAA competition, each player must meet all minimum standards for eligibility (initial or continuing student) and championships of the institution they attend and the NCAA. For specific information regarding these guide-lines, please refer to Bylaw 14 in the NCAA Rules and Bylaws Manual for the current year.

Section 4.4. Competition Line-Up

Immediately upon completion of the final pre-match warm-up and/or practice period, a coach or playing captain for each team will submit the team's starting lineup to the scorekeeper or designated area for keeping score of the game(s)/match. If electronic scoring is utilized, the coach or playing captain will enter the appropriate information identifying the starting line-up.

Five players must be listed on the lineup sheet information to begin a game/match.

No changes in the playing order may be made to the lineup once a match has begun, except for substitutions. Errors made by the scorekeeper in recording lineups on the scoresheet will be corrected as necessary by the event management staff. Teams starting the match as the lower seed or assigned to begin the match on the left lane are required to enter their player line-up first. The event manager must identify which team enters the information first.

Section 4.5. Substitutions

A substitute is a bowler who replaces another player scheduled to participate. Substitutes are eligible team members who may enter the match at any time. Substitutes should be positioned in the competition area or in the team warm-up area (except for medical necessity) during the match. In the warm-up area, substitutes may stand directly on the approach as long as they follow appropriate lane courtesy and etiquette guidelines. Substitutes may roll practice shots on the warm-up lanes during matches.

The following shall apply to all substitute players:

- a. A player removed from a game cannot return to play in the same game.
- b. When a substitution occurs, the score counts toward the person who started the game.
- c. A team may make a substitution for any player, whether the player began the match or entered as a substitute.

4.5.1. Accident or Injury

If a serious accident occurs while a game is in progress, the event management staff must stop the game immediately. If the injured player cannot continue playing within five minutes, the player must be replaced by substitution for the remainder of the current game. If the injured player cannot be replaced by a substitute, a score of “0” will be recorded for each remaining frame of the current game.

RULE 5

General Rules & Scoring

Section 5.1. General Rules

The general rules of the game of tenpin bowling consist of the completion of ten frames. Each player attempts to knock down ten pins during each frame, using a maximum of two (2) throws per frame. During the final frame (10th), if a player knocks down the ten pins during their turn, the player is allowed to complete a total of three (3) throws.

5.1.1. Order of Bowling – 5 Person Games

Starting members of the competing teams shall successively and, in regular order, bowl one frame on one lane. Once completed, the team members will move to the alternate lane of the competition pair. This pattern of play will continue until all 10 frames of a game are complete.

No changes can be made in the order of players after the start of a game, except for substitutes.

5.1.2. Order of Bowling – Baker Format

Starting members of the competing teams shall successively and, in regular order, bowl one frame on one lane. Once five (5) frames are completed, the team members will remain on the same lane and complete the starting member order again, with frames 6 through 10 being completed. This pattern of play will continue until all 10 frames of a game are complete.

No changes can be made in the order of players after the start of a game, except for substitutes.

5.1.3. Official Lineup

An official lineup for competition is five players. Substitutes may be utilized to field or maintain an official lineup. If a team cannot field an official lineup at any time, the team may continue play; however, the game

will automatically be awarded to the team starting the game with the official lineup. The position of the vacant players will be filled with the score of “0” for each ball of the respective frame.

5.1.4. Legal Delivery

A delivery is made when the ball leaves the player’s possession and crosses the foul line into playing territory. Every delivery counts unless a dead ball is declared. A delivery must be made entirely by manual means. No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery.

5.1.5. Special Considerations to Deliver the Ball

A player unable to execute a delivery in accordance with any of the foregoing procedures may bowl in competition provided:

- a. The event management authorizes such participation.
- b. The event management establishes specific provisions to govern such participation.

A player may, if granted permission by the event director, alternate right-/left-handed delivery and/or use special equipment to aid in the grasping and delivering the ball. The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball. Permission to use an aid may be granted by the Event Director if the following is submitted:

- c. A doctor’s certificate describing the disability and the reason to use and/or recommend the aid.
- d. A description, drawing or model of the aid (only for mechanical aid).

5.1.6. Legal Pinfall

Pins to be credited to a player after a legal delivery shall include the following:

- a. Pins knocked down or off the pin deck by the ball or another pin.
- b. Pins knocked down or off the deck by a pin rebounding from a side partition or rear cushion.

- c. Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.
- d. Pins that lean and touch the kickback or side partition. All such pins are termed dead wood and must be removed before the next delivery. No pins may be conceded and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery, may be counted.

5.1.7. Competition – Lane Courtesy

For all NCAA competitions, a competition etiquette rule will be in place at all times to maintain a minimum pace of play. This etiquette rule, called Lane Courtesy, will require that one (1) lane of space be provided on each side of a player once they step upon the approach to begin their delivery of the bowling ball. Upon completion of delivery, the player must step off the approach and allow athletes on the adjacent lane(s) to complete their turn. If two players on adjacent lanes step onto the approach at the same time, the athlete to the right should be allowed to go first. Until the athlete's delivery begins, the adjacent approaches on either side of the player should remain clear.

5.1.7.a. Lane Courtesy – Failure to Comply

No more than one (1) lane of courtesy will be provided by competitors. Athletes or teams caught requesting or providing two (2) or more lanes of courtesy for the completion of shots will be subject to Individual and/or Team Sanctions (Rule 8).

Section 5.2. General Scoring

Each game of NCAA women's bowling is scored as a cumulative total pinfall game.

5.2.1. Game – How Scored

Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right-hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame,

the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

1	2	3	4	5	6	7	8	9	10							
X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
30	57	76	85	95	104	124	143	152	180							

5.2.1.a. Strike

A strike is made when 10 pins are knocked down with the first delivery in a frame.

It is marked by an (x) in the small square in the upper right-hand corner of the frame in which it was made. The count for one strike is a 10 plus the number of pins knocked down on the player's next two deliveries. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

5.2.1.b. Spare

A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

5.2.1.c. Open Frame

An open is recorded when a player fails to knock down all 10 pins after two deliveries in a frame.

5.2.2. Scoring – How Recorded

Scores must be recorded on a score sheet in plain view of opposing players. Every frame bowled by each player shall be recorded through electronic or paper method for final score verification. All final game scores must be recorded on the NCAA Score Sheet. The NCAA Score Sheet is the official record for each team. Errors in scoring or calculation must be corrected by an official immediately after discovery.

5.2.3. Definition of a Foul

A foul occurs when a part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery. When a foul is recorded, the delivery counts but the player is not credited with any pins knocked down by that delivery.

5.2.3.a. Deliberate Foul

When a player deliberately fouls to benefit from the calling of a foul, the player shall be credited with zero pinfall for that delivery and not be allowed further deliveries in that frame. If questions arise, a provisional ball should be thrown.

5.2.3.b. Apparent Foul

A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to the following:

- i. Both captains or one or more members of each of the opposing teams;
- ii. The official scorer, event manager, or a tournament official

5.2.4. Scoring Errors

After a score has been recorded, it cannot be changed unless there is an obvious error in scoring or calculation. Obvious errors must be corrected by an event management official immediately after discovery. Questionable errors shall be decided by event management.

5.2.4.a. Malfunction of Foul Detection Device

If the automatic foul detection device malfunctions (ex. false positive result), the player may be credited with the pins knocked down if they can verify to the opposing coach or event management staff that the foul in fact did not occur. Verification can only be done by non-movement of the slide foot from its final delivery position until the opposing coach or event management staff makes their ruling. ANY movement of the foot from its final slide position prior to this ruling will result in the foul being declared and recorded for the ball thrown.

5.2.5. Scores – Loss Of

A game or frame(s) within a game that is irretrievably lost in the scoring process may be re-bowled with approval of event management, unless

prohibited by rule. The decision of event management shall be final, except when an appeal is made.

Section 5.3. Types of Games and Matches

There are two types of tenpin games played for matches in NCAA women's bowling: team games (5-person) and baker system games. An event manager may utilize any form or sequence of games which conform to NCAA approved formats to constitute a Match.

5.3.1. Team Game (5-person)

These types of games consist of five (5) members of the same team each completing one full game of bowling, completing the ten (10) frames. The completion of the game is done by each player (1 through 5) completing frame one, then completing frame two, frame three, etc. until all 10 frames have been completed. All five completed games are then added for a sum total.

5.3.2. Baker System Game

A baker system game is a modified scoring format consisting of five players, with each member completing only two (2) frames of a tenpin game. All team members follow each other in sequential order, each bowling a complete frame (player #1 = frame #1, player #2 = frame #2, etc.) until each member has completed one of the first 5 frames; this process is completed again (starting with player #1) in frames 6-10 until the game is complete. All ten frames of the game are added together to determine a final score.

5.3.3. Block of Competition (Games or Matches)

A specified number of games or matches as defined by event management.

If multiple blocks are used during one day of competition, the Blocks are to be separated by an intermission period (length of time must be announced). Prior to the start of any Block, the event management must provide teams and players with a Pre-Match Practice Session.”

RULE 6

Duration of Matches

A match consists of any number of bowling games which conforms to the minimum standards for NCAA play. All matches must consist of match play or total pinfall format(s). The format(s) shall be to be determined by event management prior to competition. All matches must be completed during a single day of competition unless ceased by circumstances beyond the control of the event manager, with a maximum of five (5) matches being recorded for NCAA regular and post-season purposes. Multiple-day competitions may be conducted at the discretion of the event manager; however, no exceptions to the five match per-day limit may be utilized. All matches must be recorded on a scratch (no bonus) basis. Only the pinfall knocked down may be recorded on NCAA forms.

Section 6.1. Team Matches

Team matches must consist of at least one (1) 5-person regular game, with the total scratch pinfall of the five players recorded as the team score. Multiple team game matches may be played if desired to determine a winner; scratch total pinfall guidelines must apply.

Section 6.2. Baker Matches – Match Play

Baker Match – Match Play formats involves utilization of a formula (minimum wins /maximum games played) to determine the outcome of the match. The team with the most pins knocked down at the end of one (1) 10-frame Baker contest is the game winner. The determination of winner for each Match is based upon the first team to reach the minimum number of game wins. Scratch (no bonus) pinfall will be recorded for each game and the completed match.

The minimum formula necessary to utilize this type of match system is 3 out of 5.

Section 6.3. Baker Matches – Total Pinfall

Baker Match – Total Pinfall formats consist of the completion of a specific number of Baker games, with all completed scores added to total a cumulative team score. All scores are completed on a scratch (non-bonus) pinfall basis.

The minimum formula necessary to utilize this type of system is four games.

Section 6.4. Resolving Tied Games

For regular-season games (within matches), the competing teams who finish in a tie score shall be credited with one-half of the value of the point(s) normally awarded, unless identified by event rules. It is the OPTION of the event management to have a play-off for any dual match; it is a REQUIREMENT that the event management implement a play-off for any ties which result in final place finish of a Tournament. If a tie-breaker system is utilized to resolve tied games, the guidelines must be outlined to all teams prior to the start of the event.

6.4.1. Sudden Death Roll-Off

Any event which uses the game results to determine advancement or elimination from play must use a sudden death roll-off, consisting of two frames (the 9th and 10th frames), to determine the winner of a game. The 4th player (9th frame) and 5th player (10th frame) who began the previous game must roll the first ball of each respective frame during the roll-off. Substitutions are permitted to complete each frame; however, they can only be athletes who were not starting members of the previous game (ex. Players 1, 2, or 3). The higher seeded team (as determined by rules of the event) gets choice of starting lane to begin the roll-off. Practice time will not be provided on competition lanes for roll-off, unless the previous game has been completed for more than 15 minutes. If practice is required, each starting player gets two practice balls on both lanes of competition area before starting lane choice is made.

Section 6.5. Resolving Tied Matches

When a tie occurs at the end of a match for any position within a regular-season dual match or tournament, it is the discretion the event management to have a play-off (consisting of a specified standard, additional roll-off

games, or number of sudden-death frames) to determine the final match result. The event manager may also choose to declare co-champions of the match.

6.5.1 Baker Game Roll-Off

Any event which uses the match results to determine advancement or elimination from play must use a one (1) game, Baker Game Roll-Off to resolve a tied match (ex. 8th game to break 3 ½ to 3 ½ match tie). Normal Baker Game rules apply, including the use of substitutions. The higher-seeded team (as determined by rules of the event) gets choice of starting lane to begin the roll-off. Practice time will not be provided on competition lanes for roll-off, unless the previous match has been completed for more than 15 minutes. If practice is required, each starting player gets two practice balls on both lanes of competition area before starting lane choice is made.

Section 6.6. Resolving Ties – Final Event Place Finish

In the event of a tie regarding the final place finish of a regular-season tournament, the event manager must utilize some method (via total pinfall, head-to-head win/loss record, additional roll-off games, or number of sudden-death frames) to determine final Event results. All tie-breaker guidelines must be outlined prior to the start of the event by the event manager.

RULE 7

Protocols

Rules and regulations determining of all portions of the season are set forth by NCAA Bylaw 17 (Playing and Practice Season). General playing season (NCAA Bylaw 17.1) and time-specific (length of regular season, pre-season, out-of-season) bowling rules (NCAA Bylaw 17.6) must also be adhered to at all times.

Section 7.1. Competition Schedule

The competition schedule, including event times, match participants, and lane assignments will be provided to the competing teams no later than five (5) days prior to competition by the event manager. The match formats utilized within the competition should also be included within the competition schedule. If competition schedule involves a multiple-day event, the event management must utilize a match schedule which is conducive with the number of competitors and number of days for the event.

SAMPLE NATIONAL COLLEGIATE WOMEN'S BOWLING CHAMPIONSHIP SCHEDULE OF EVENTS

DAY	TIME	EVENT
Tuesday	By 2 pm	Committee arrives
	5:00 pm	Facility walk through
Wednesday	8 am – 5 pm	Teams arrive/ practice/equipment check
	4 pm	Coaches Meeting
	7 pm	Banquet
Thursday	8:00 - 8:20	Open Practice
	8:20 – 8:30	Announcements/Anthem
	8:30 – 12:30 pm	Qualifying Round: Block 1
	12:30 – 2:00	Break – Lane Conditioning
	2:00 – 2:20 pm	Open Practice
	2:20-2:30	Announcements
	2:30- 6:30	Qualifying Round: Block 2
Friday	8:00 – 8:20	Open Practice
	8:20 – 8:30	Announcements/Anthem
	8:30 – 10:20	Round 1
	10:20 – 10:30	Open Practice
	10:30 – 12:30	Round 2
	12:30 – 2:00	Break – Lane Conditioning
	2:00 – 2:20	Open Practice
	2:20 – 2:30	Announcements
	2:30 – 4:20	Round 3

	4:20 – 4:30	Open Practice
	4:30 – 6:30	Round 4
	6:30 – 7:00	Awards Presentation
Saturday	8:00 – 11:30	YES Clinic
	12:00 – 12:20	Open Practice
	12:20 – 12:30	Announcements/Anthem
	12:30 – 2:20	Round 5
	2:20 – 2:30	Open Practice/Lane Conditioning
	2:30 – 4:20	Round 6
	4:20 – 4:30	Open Practice/Lane Conditioning (if necessary)
	4:30 – 6:30	Round 7 (if necessary)
	Immediately following final round	Awards Ceremony

Section 7.2. Pre-Match Events

The facility will be set up and available at least one hour prior to the scheduled match time. The protocol to be followed is:

Example: Pre-Match Protocol – One Day Event (Example for a 2 p.m. match)

12:45 - 1:00	Check-in Procedures/Equipment Storage
1:00 - 1:15	Pre-Event Coaches/Captains Meeting Re-conditioning of Competition Lanes (if necessary)
1:15 – 1:45	Facility available for Warm-Up Session
1:50 – 2:00	Introductions of Teams/Players – National Anthem
2:00 – end	Competition Begins

7.2.1. Pre-Match Warm-Up Session

A standard pre-match Warm-Up Session should be provided for all participants who wish to participate in the event during each day of

competition. The pre-match warm-up time should be no shorter than 20 minutes each day and no longer than 60 minutes. During multi-day events, an initial pre-match warm-up session may be held one day prior to the initial day of competition.

7.2.2. Pre-Match Practice Session

A pre-match Practice Session is a separate component from the Warm-Up Session. The Practice session is a designated period of time (no shorter than 5 minutes and no longer than 15 minutes) allotted for teams to prepare for the following match. During normal sessions of play, pre-match practice sessions are only utilized before the first match. However, during competitions in which multiple squads of play or match-play formats are utilized, pre-match practice sessions may be incorporated by the event management.

All Warm-Up and Practice Session times must be outlined prior to the start of the event to all participating teams.

Section 7.3. Competition Guidelines

Based upon the number of teams participating in an event, a competition will consist of either Dual Matches or Tournament Matches. Regardless of the competition format used or number of days competing, if a competition consists of five (5) or fewer teams, it will be designated as Dual Matches. All events involving six (6) or more teams will be designated as Tournaments.

7.3.1. Dual Matches

Involving five or less teams, these competitions may utilize any type of match scoring format to conduct the event. Primary consideration for match selection should involve the following:

- a. If possible, play each attending team an equal number of times per day or throughout the event (e.g., Round robin play based upon number of event days).
- b. Do not exceed match limits (5 per day)

7.3.2. Matches Played – Multiple Matches vs. One School

If a team competes in more than one match against the same school on the same day of play, a total of two matches may count against that school if the second match utilizes a different format. If a different format is not used

for the second match, the final match results of the day (recorded win/loss record) must reflect the net value of the matches: one win, one loss, or one tie. If it is determined by the two schools that a tie will not be used under this circumstance, the agreement must be identified by both head coaches in writing prior to the start of any matches. The agreement must also specify the tie-breaking component(s) used to determine the win or loss (e.g., total pinfall).

7.3.3. Tournament Matches

Involving six or more teams, these competitions may also utilize any type of match scoring format to conduct the event. However, match selection must be based upon the following parameters:

- a. The number of schools attending the event.
- b. The ability to play all schools attending during duration of event.
- c. The ability to play schools from outside each team's respective region of play.
- d. Do not exceed match limits (five per day).

If tournament field sizes exceed the ability to play everyone involved, the event must utilize the following methods to ensure competitive equity:

- a. A pre-seeding system for match assignments (determined by the event).
- b. A series of initial qualifying rounds, utilizing a "pool play" system.
- c. A "bracket" or position round finals system to determine place finish.

Recommendations for tournament formats can be found in the Event Management Manual.

Section 7.4. Match Interruptions

7.4.1. Illegal Pinfall

When any of the following occur, the delivery counts but the resulting pinfall does not:

- a. A ball leaves the lane before reaching the pins, then comes out of the gutter.

- b. A ball rebounds from the rear cushion.
- c. A pin is touched by mechanical pinsetting equipment.
- d. Any pin knocked down when dead wood is being removed.
- e. The player commits a foul.
- f. A delivery is made with dead wood on the lane or in the gutter, and the ball makes contact with the dead wood before leaving the lane surface.

If illegal pinfall occurs and the player is entitled to additional deliveries in the frame, the pin(s) illegally knocked down must be re-spotted where it originally stood before delivery of the ball.

7.4.2. Pins – Improperly Set (First Ball)

It is each player's responsibility to determine if a setup is correct. The player shall insist that any pin(s) incorrectly set be re-spotted before delivering the ball, otherwise the setup is deemed to be acceptable. If it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pinfall must count.

7.4.3. Pins – Improperly Set (Second Ball)

Pins may slide out of position or rebound to a standing position during the first delivery; however, no change can be made in the position of any pins left standing after first delivery unless the pinsetter moved, knocked over, or misplaced any pin(s) after the first delivery. If movement by the pinsetter does occur, the pin(s) must be reset in their normal standing position and on-spot.

7.4.4. Pins – Rebounding

Pins that fall over and rebound to a standing position on the lane must be counted as standing pins. Any rebounded pin(s) must remain in the spot they came to rest unless improperly set.

7.4.5. Pin – Replacement

Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The Event officials shall determine whether pins shall be replaced. A broken pin does not change the score made by the

bowler. The pins knocked down are counted, after which the broken pin is replaced.

7.4.6. Dead Ball

When a dead ball is called, the delivery does not count and the correct pins must berespotted. The player is allowed to re-bowl that delivery. A ball shall be declared dead if any of the following occurs:

- a. After a delivery, attention is immediately called to the fact that one or more pins were missing from the setup.
- b. A player bowls on the wrong lane or out of turn, or one player from each team on the pair of lanes bowls on the wrong lane.
- c. A player is interfered with by the pinsetter, another player, spectator or moving object as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball recalled.
- d. Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
- e. A delivered ball comes in contact with a foreign obstacle.

7.4.7. Bowling On Wrong Lane

In normal event play, a dead ball shall be called and the player or players required to re-bowl on the correct lane when:

- a. One player bowls on the wrong lane.
- b. One player from each team on the pair of lanes bowls on the wrong lane.

7.4.8. Provisional Ball

A provisional ball or game shall be bowled when a protest involving a foul, legal, pinfall or a dead ball is made and cannot be resolved by the two team captains or an event official. The following procedures apply when a dispute occurs:

- a. For the first ball of any frame, or after the second ball in the tenth frame if the first ball was a strike:
 - i. Foul: The player shall complete the frame and then bowl one provisional ball at a full setup of pins.

- ii. Illegal Pinfall: The player shall complete the frame and then bowl one provisional ball at the same setup which would have remained standing had the disputed pin(s) not have fallen.
- c. Dead Ball: The player shall complete the frame and then bowl a complete provisional frame.
- b. On a spare attempt or the third ball of the tenth frame:
 - i. Foul and Illegal Pinfall: No provisional ball is necessary.
 - ii. Dead Ball: A provisional ball shall be bowled at the same setup which was standing when the disputed ball was bowled.

7.4.9. Interrupted Game – Equipment Failure

If equipment failure on a pair of lanes would delay the progress of a game/match, the event management officials can do the following:

- a. Authorize the game/match to be completed on another pair of lanes; or
- b. Authorize the game/match to be bowled on one lane when another pair of lanes is not available. However, when the original pair or another pair of lanes becomes available, the team(s) may resume play on a pair of lanes. An interrupted game/match shall be resumed from the point of interruption.

Section 7.5. Interruptions - Player/Team Conduct

7.5.1. Unfair Tactics

7.5.1.a. Equipment

An individual can be charged with attempting to gain an unfair advantage in event play for directly or indirectly tampering with lanes, pins or bowling balls, so they no longer meet minimum specifications.

7.5.1.b. Disruption of Play

Unfair tactics may also be declared if the person(s) utilize physical and/or verbal means to attempt to disrupt the completion of an opponent's delivery. Once the opponent has stepped onto the approach to begin their delivery of the ball, all physical and/or verbal actions are to cease.

7.5.2. Unsportsmanlike Conduct

An individual or team can also be charged with Unsportsmanlike Conduct if they are proven to be engaging in improper or unfair tactics or inappropriate conduct in connection with the game of bowling. These situations would include, but are not limited to:

- a) Physical and verbal abuse toward others;
- b) Physical abuse to facility or competition equipment;
- c) Purposely walking into a competing players line of delivery; and
- d) Displaying poor sportsmanship by members or staff of a competing team during any phase (before, during, or after) of a match.

7.5.3 Interrupted Game/Match – Individual and Team Sanctions

Interruptions for sanctions related to unfair tactics and/or unsportsmanlike conduct will fall under the same procedures as crowd control (Rule 7-7) and individual and team sanctions (Rule 8-1-3).

7.5.4. Forfeit

If a player or team refuses to proceed with a game after being directed to do so by an event official, the game or match shall be declared forfeited.

7.5.5. Delay of Game

No unreasonable delay in the progress of any game is permitted. When a player does not complete a game for reasons other than disability, injury or emergency, the player's team shall count zero for each remaining frame in the game.

Section 7.6. Post Competition Events

Following the signal indicating the end of a match, the players of each team will move to the center of the competition area to shake hands with the opponents.

7.6.1. End of Competition

At the conclusion of the competition, each team will remain available for awards presentations, pictures, or media requests. Each player should remain in full uniform until dismissed by their respective coach.

Section 7.7. Crowd Control

By general definition, the crowd will consist of any person(s) not directly competing or coaching a game or match. The crowd would include spectators, non-competing roster members of each team, and other teams or staff members of games/matches which are occurring in other competition areas (ex. adjacent pairs of lanes). At no time should a spectator or member of the crowd be allowed into the competition area of a game or match. If allowed by event management, crowd members may enter the competition area once a match has been completed.

7.7.1. Event Management Procedures – Resolving Problems

The responsibility for crowd control rests with the host institution (if at a neutral site, the responsibility of crowd control rests with the head coach or administrator of each institution).

The athletics director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Vulgar language, remarks regarding race or gender, physical intimidation, or other unsportsmanlike conduct will not be tolerated.

Should the event manager or other officials notice or be notified that there is a problem whereby the crowd is affecting playing conditions, the following procedures are followed:

- a. The event manager or scorekeeper will temporarily suspend play.
- b. The event manager will communicate the problem to the host administrator, or to the host head coach (at a neutral site, the offending team's head coach is notified).
- c. The event manager seeks assistance from the host administrator on site who should rectify the problem. If no administrator is present, the responsibility then rests with the event manager. Play remains suspended until the situation has been addressed.

7.7.2. Failure to Comply – Host or Offending Team Sanctions

If the above steps are not effective: If the host administration (or offending team's head coach) fails to resolve the problem and play cannot be resumed or if play must be suspended again, the event manager will issue Individual and/or Team Sanctions to the home or offending team. The

host administration /head coach of the offending team will be given another opportunity to resolve the problem. If play cannot be resumed or must be suspended again in the same match, the home team defaults the match (at a neutral site, the offending team defaults the match).

Should a major incident occur, particularly if spectators or the crowd should invade the competition area, the event manager must suspend the match and ask the organizers and the playing captain of the home team to re-establish order within a set period of time.

7.7.3. Artificial Noisemakers and Bands

Noise caused by artificial noisemakers, such as whistles or air horns is not permitted in the Competition, Non-Competition, or other designated spectator/crowd areas.

Section 7.8. Decisions and Protests

Decisions regarding general operations and management of regular season events are the discretion of Event Managers. Any appeals or protests based on the judgments of the event management must be addressed immediately in person, with subsequent information to be provided in writing to the event manager if the issue(s) was not addressed. If post-event protests or appeals are filed, the grounds for the protest or appeal briefly stated within writing to the event manager within 48 hours of event completion. Event management rulings which contradict the Event or NCAA Playing Rules should also be filed with the NCAA Secretary-Rules Editor in writing within 48 hours upon event completion.

7.8.1. Appeal or Protest

A protest or appeal involving eligibility or playing rules must be filed with event management. The protest or appeal must be in writing and the grounds for the protest or appeal briefly stated. Any protest of event or NCAA rules used within an event should be filed with the NCAA Secretary-Rules Editor.

7.8.2. Protests to be Considered

Examples of protest matters to be considered include:

- a. Incorrect interpretation of a playing rule;
- b. Incorrect application of the correct rule to a given situation; or

- c. Failure to impose the correct penalty for a given violation.
- d. Unsportsmanlike conduct of players, coaches, or staff of an opposing team.

7.8.3. Non-Competition Protest Procedures

Disagreements with interpretations of the rules must be brought to the attention of the event management before the next player's shot is completed after the situation in which the disagreement occurred. A protest may be lodged by either the playing captain or a coach. If a coach lodges a protest, an opposing coach will be allowed to participate in the resulting discussion. A protest must be accepted by the event manager provided it is a protest of an interpretation or application of a rule. If an attempt is made to lodge a protest regarding a non-protestable situation, the protest is denied without penalty.

The event manager must first decide on all protests. Written protests are to be filed with the event manager and must be filed within 48 hours after end of an event. Unless a protest is confirmed in writing, the event manager's decision stands.

7.8.4. Competition (Tournament and Dual Match) Protest Procedures

Play is suspended. The event manager, coaches and playing captains consult the rules book. If the protest is found to be valid (official's decision changed) as a result of the rules book consultation, play will continue from the point of protest with the correct decision implemented. If a protest is denied (official's decision stands) as a result of the rules book consultation, play continues as if no protest had occurred.

If a protest lodged by a captain/coach cannot be resolved by consulting the rules book, the facts are recorded on the back of the scoresheet for that match and on the Tournament Certification Form. The event manager will continue to direct the match and will forward the protest information to the NCAA Secretary-Rules Editor after the match for a final decision.

If the protest is found to be valid (official's decision changed), the protested game may be replayed from the point of protest, and the match replayed to its conclusion. The decision to replay a valid protest ultimately rests with the two opposing teams.

If the protest issue involves a possible scorekeeper recording error, the event manager must make an immediate determination based on all information available. The protest will not be resolved on a delayed basis by the NCAA Secretary-Rules Editor.

7.8.5. Competition Protest Situations – Results Dependent on Previous Matches

In competition situations where the match schedule is dependent on the result of previous matches, there should be a protest committee or interpreter to make final decisions on protests. Play is suspended while the facts are recorded or relayed to the committee or interpreter, who then makes a decision on the protest. This decision will be final. The committee, after reviewing the facts of the protest, may rule that the protest is valid (official's decision changed), or that the protest is denied (official's decision stands). If the protest is valid, the correct ruling will be applied to the protested play and the match will continue from that point. If the protest is denied, play will continue as though no protest had been lodged.

7.8.6. Protest Facts to be Recorded

- a. Score of the game at the time of the protest.
- b. Players in the game at the time of the protest and their positions
- c. A synopsis of the situation that caused the protest, including which rule was violated or omitted or which penalty was improperly assessed.
- d. Signatures of the event manager, scorekeeper, and both coaches or playing captains indicating the facts have been correctly recorded.

7.8.7. Protested Game/Match – Nullification of Protest

If the protesting team wins the match in which the protest is made, the protest is then nullified. If the team wins a protested game but later loses the match, there is no basis for protest because the team won the protested game. Regardless of the outcome of the match, the facts of the protest must be forwarded to the NCAA Secretary-Rules Editor for review.

Section 7.9. National Championship Selection Procedures

Selection procedures for the NCAA National Women's Bowling Championships are determined by the NCAA Women's Bowling Committee for each season. To determine the selection process for the current year's National Championship selection process, please refer to the NCAA Championship Rule Book. The National Women's Bowling Championship will follow NCAA Division I Championship rules.

In addition to these criteria, the following NCAA Bylaws must be adhered to for NCAA championships consideration:

7.9.1. Criteria for Selection of Participants (NCAA Bylaw 31.3.3).

The following criteria shall be employed by a governing sports committee in selecting participants for NCAA championships competition, and a governing sports committee that wishes to utilize additional criteria must obtain Championships/Competition Cabinet approval before doing so:

- a. Won-lost record;
- b. Strength of schedule; and
- c. Eligibility and availability of student-athletes for NCAA championships.

7.9.2. Countable Competition (NCAA Bylaw 31.3.3.1).

For NCAA team-championship selection purposes, competition is countable only when the teams played are varsity intercollegiate teams of four-year, degree granting institutions that conduct a majority of their competition in that team sport against varsity intercollegiate teams (see Constitution 3.2.4.5) of United States four-year, degree-granting institutions. Competition against service teams, professional teams, semiprofessional teams, amateur teams, two-year colleges and club teams shall be excluded.

7.9.3. Qualifying Standards (NCAA Bylaw 31.3.3.2).

Individuals and teams required to meet performance standards to qualify for NCAA championships competition shall achieve such standards in meets held during the same academic year as the particular championship.

RULE 8

Individual & Team Sanctions

Section 8.1. General Guidelines

8.1.1. Definition of Misconduct

Misconduct is any behavior, action or conduct by a team member toward officials, opponents, teammates, facility/competition equipment, or spectators that is deemed by the event management. Misconduct is subject to sanction by the event manager or designated official.

8.1.2. Individual Player or Coach Misconduct Sanctions

Misconduct results in one of four sanctions, according to the degree of the offense. Repeated misconduct by the same team member in the same game /match is sanctioned progressively. However, assessing any sanction does not require the prior assessment of any other sanction. Similar unsportsmanlike conduct acts by two different team members should be sanctioned separately to each team member.

8.1.2.a. Warning

For minor unfair tactics or unsportsmanlike conduct offenses such as inappropriately addressing opponents, spectators or officials, shouting or disrupting the conduct of the game, a warning is issued by the event manager and is issue is recorded on the Tournament Certification Form. A second minor offense during the same game /match by the same team or its member(s) results in a penalty.

8.1.2.b. Penalty

For unfair tactics or unsportsmanlike conduct, a second offense or other serious offenses, a penalty is issued by the event manager or official and is recorded by the event manager on the Tournament Certification Form. A penalty automatically entails a loss of frame by the offending player or team resulting in a “0” for the score of that player’s frame. A second act

warranting the issuance of a penalty to the same team member during the same game results in expulsion.

8.1.2.c. Expulsion

Extremely offensive unfair tactics or unsportsmanlike conduct (such as obscene or insulting words or gestures) or repeated rude conduct toward officials, opponents, other team members or spectators results in expulsion of a team member from the game in which the offense occurred, and is recorded by the event manager on the Tournament Certification Form. Additionally, an expulsion automatically entails a loss of frame by the offending team, resulting in a “0” for the player frame. Expelled players or substitutes must leave the Competition and Non-Competition Areas for the remainder of the current match. The expelled team member is subject to further individual sanctions for continued misconduct. A second expulsion assessed to the same team member during a match must result in the disqualification of that team member for the remainder of the competition and that team’s entire next match.

8.1.2.d. Disqualification

Any simulated, attempted or actual physical aggression toward officials, opponents, other team members or spectators, or a second expulsion of one team member during a game or match results in the disqualification of the team member for the remainder of the current match and that team’s entire next match, and is recorded by the event manager on the Tournament Certification Form. Disqualified team members will be permitted up to one minute to pick up belongings from the competition area provided they refrain from further misconduct. If the team member has not departed the team and spectator areas within one minute, the playing captain will be warned that further delay will result in a default of the game. If the team member has not departed within 15 seconds after this warning, the game is defaulted.

8.1.3. Team Discipline

The head coach and playing captain are responsible for discipline and proper conduct of their team members. If a non-playing team member is guilty of misconduct but cannot be identified by the event management, the sanction will be imposed against the head coach.

Section 8.2. Assessment of Sanctions

8.2.1. Event Manager's and Head Official's Authority

The event management staff has supervisory control of all technical parts of the operation of a competition. However, the head official has the following authority:

- a. To adopt and enforce all event rules.
- b. To decide all on-site disputes, complaints or protests.
- c. To decide any matter of Event Operations which is not identified by the event rules.

The decision of the event manager shall be final, except when an appeal is made. However, the event manager may not utilize any rule which contradicts or violates NCAA eligibility, competition, or NCAA Bowling Playing Rules. Any team or individual sanction may be assessed from the time the head official's authority begins before the match through the completion of the match.

8.2.2. Sanction Procedures During Play

If a player currently in the game receives an individual sanction, the head official or designated official will identify the appropriate sanction guideline(s), and the coach or captain will be requested to approach (when directed) and acknowledge that the sanction has been assessed. If a team member not currently in the game receives an individual sanction, the head official will clearly and immediately communicate to a designated coach and playing captain that the sanction has been assessed.

8.2.3. Sanction Procedures Between Games

Any sanctions assessed between games will be administered before the start of the following game. If sanctions are assessed to team members or teams before the start of the match or between games of a match, the event manager will identify the appropriate sanction guideline to the coach or captain.

8.2.4. Multiple Sanctions

In the case of multiple sanctions, enforcement is in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the sanction is enforced first against the team starting the match on the odd lane and then against the team starting the match on the even lane.

Section 8.3. Failure to Comply

If a player, coach, or team fails to comply with the guidelines established by the head official or any sanctions leveled against them, the head official has the right to issue a warning of match forfeiture. If compliance still has not occurred after the warning is provided, the head official may end the match by default.

RULE 9

Officials and Their Duties

Section 9.1. The Event Manager (or Director)

The event manager (or director) is the senior staff member in charge of planning and coordination of the competition. The event manager has supervisory power over all other staff members assisting the event.

Section 9.2. The Head Official

The head official shall be in charge of the playing rules and actual competition. All decisions made by the head official shall be final and has the right to adjust rulings by the scorekeeper or other tournament officials if necessary.

9.2.1 The Scorekeeper

The scorekeeper is also responsible for the tabulation and posting of all team and individual standing for competitions. The scorekeeper must utilize some form of computer based program (excel or bowling specific software) to complete the scorekeeping procedures.

Section 9.2.2 Tournament Officials

Additional officials may be utilized by the event management staff to assist with the preparation and completion of competitions. These individuals may include lane attendants, scoring assistants, mechanics, and other athletic staff. These officials report to the event director (manager) and should be identified to all coaching staff members prior to the start of competition. The tournament official will be responsible for the general officiating duties of all competitions. The head official will have final decision-making authority for all rules and event interpretations. The head official will report the the event manager any rule or competition interpretations that have occurred. The head official should be familiar

with all NCAA competition rules and the specific event rules they are supervising. The head official must not be a currently competing coach or coach's staff member of the host institution.

Instructions for Use of the NCAA Women's Bowling Scoresheets

NCAA
102026220

Women's Bowling Score Report Form (Page 1 of 2)
(Please return to regional advisory committee representative upon completion by noon on the fourth Monday of the month.)

School Name: Midler Academy Day of Competition: Monday (One Form per Day)
 Name of Competitor: ASHA ROSSIGNOL City/State of Competition: Atlanta, GA
 Format(s) of Competition: Format #1 (5-Person Team Game: Total Pinfall) # of Matches: 2 Games per Match: 1
 Format #2 (Baker System: Total Pinfall) # of Matches: 1 Games per Match: 1
 Format #3 (Baker System: Best of Match Play) # of Matches: 2 Best of 4 of 7

Player Name	* Identify substitute with asterisk in game score box.										Game Total Pinfall
	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8	Game 9	Game 10	
81 <u>Player 1</u>											800
82 <u>Player 2</u>											860
83 <u>Player 3</u>											860
84 <u>Player 4</u>											950
85 <u>Player 5</u>											950
86 <u>Player 6</u>											885
87 <u>Player 7</u>											880
88 <u>Player 8</u>											870
89 <u>Player 9</u>											
90 <u>Player 10</u>											
Team Game Total	700 785 900 900 1020										6255
Match Pinfall Total											
Inicals											
Opposing School											Format #1
Team Game Total											Win: <u>3</u>
Team Match Pinfall Total											Loss: <u>2</u>
Wins/Losses (W or L)											
Head Coach: <u>Timothy Ross</u>											Head Coach's Signature: <u>Timothy Ross</u>

BAKER MATCHES – MATCH PLAY



Women's Bowling Score Report Form (Page 2 of 2)
 (Please return to regional advisory committee representative upon completion by noon on the fourth Monday of the month)

School Name: Arizona State University Day of Competition: Jan 19, 2011 (One Form per Day)

Format #2 – Baker System: Total Pinfall (3-game minimum)

Identify Starting Player by Initials or Uniform Number AND Opposing School

Initials: (Award stars for each team)

Match	Players	Opponent	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8	Game 9	Total Pinfall	Win / Loss
Match 1	1, 2, 3, 4, 5 (2*)	Team A	170	190	210	200						770	W
Match 2	1, 2, 3, 4, 5 (2*)	Team B	180	170	190	200						740	L
Match 3	1, 2, 3, 4, 5 (2*)	Team C	180	200	170	195						750	L
Match 4	1, 2, 3, 4, 5 (2*)	Team D	210	195	180	165						750	L
Match 5	1, 2, 3, 4, 5 (2*)	Team E											

Format #2 Record: Win: 1 Loss: 1

Format #3 – Baker System: Match Play (minimum Best 3 out of 5 games)

Identify Starting Player by Initials or Uniform Number AND Opposing School

Initials: (Award stars for each team)

Match	Players	Opponent	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8	Game 9	Total Pinfall	Win / Loss
Match 1	1, 3, 6, 4, 5 (2*)	Team C	165	175	185	170						695	W
Match 2	1, 3, 4, 5 (1*)	Team D	180	190	170	190						730	W
Match 3	1, 3, 4, 5 (1*)	Team E	175	195	170	185						725	W
Match 4	1, 3, 4, 5 (1*)	Team F	180	190	170	185						725	W
Match 5	1, 3, 4, 5 (1*)	Team G	170	160	165	185						680	L

Format #3 Record: Win: 3 Loss: 0

Final Record for Day: Win: 4 Loss: 1

Head Coach: CAROL ANN Head Coach's Signature: CAROL ANN

EXPLANATION OF SCOREKEEPING EXAMPLE

Frame	1	2	3	4	5	6	7	8	9	10							
Holmes	X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
	30	57	76	85	95	104	124	143	152	180							

Frame	1	2	3	4	5	6	7	8	9	10							
Smith	X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
	30	57	76	85	95	104	124	143	152	180							

Frame	1	2	3	4	5	6	7	8	9	10							
Halpin	X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
	30	57	76	85	95	104	124	143	152	180							

Frame	1	2	3	4	5	6	7	8	9	10							
Earle	X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
	30	57	76	85	95	104	124	143	152	180							

Frame	1	2	3	4	5	6	7	8	9	10							
Perry	X	X	X	7	2	8	/	F	9	X	7	/	9	-	X	X	8
	30	57	76	85	95	104	124	143	152	180							

The NCAA salutes the more than
360,000 student-athletes
participating in **23 sports** at
more than **1,000** member institutions

