

Minnesota High School Bowling Rules and Regulations (2011)

Last updated on August 4, 2011

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SECTION 1: DEFINING THE STRUCTURE OF MINNESOTA HIGH SCHOOL BOWLING

1.01 Management

The management of Minnesota High School Bowling (MHSB) shall be vested in the Bowling Proprietors Association of Minnesota (BPAM) and the Triad commission. The Triad commission is a group of three volunteers appointed by the BPAM to set forth policy and guidelines, and to make decisions regarding matters not covered by these rules. The commissioners for the 2011 season are Mike Warring of Isanti, Theresa Schroeder of Blaine, and Scott Koecheler of Mendota Heights. A simple majority of the Triad will constitute a quorum. Any questions or problems related to Minnesota High School Bowling should be directed to Josh Hodney at the BPAM state office. If no rule or precedence exists, BPAM staff will contact the Triad to make a ruling.

1.02 Captain's Practice

Athletes, at their discretion, may participate in Captain's Practice. Captain's Practice must be completely voluntary. Players cannot be punished or penalized for not participating in Captain's Practice. Captains may invite students that are not currently on the team that may be interested in joining the team to participate in Captain's Practice. No interaction between a coach and player(s) may take place ON OR NEAR THE LANES anytime during Captain's Practice. No head or assistant coaches shall be on the lanes or in the settee area while Captain's Practice is taking place, unless a coach is an owner, manager, or employee of a bowling center and their job duties require them to be near the lanes while Captain's Practice is taking place. Bowling centers are not obligated to donate any space, time or lineage to any high school bowling team outside of the high school season. Each violation will result in a team forfeiting five games (one match) in the upcoming season.

1.03 Team Practice and Tryouts

A team may have its first practice or tryouts with coaches present no earlier than the second Monday in August. Coaches are allowed to work with and interact with the team. Each violation will result in a team forfeiting five games (one match) in the upcoming season.

1.04 Conference Season Schedules and Conference Tournament Requirements

Each conference will begin its season no earlier than the first Friday in September and complete its regular season schedule no later than the second Sunday in November. In conferences where there are nine or fewer teams, each team in a conference must compete in at least two matches with every other team in the conference. In conferences where there are ten or more teams, each team must compete in at least one match against every team in the conference. In conferences where there are ten or more teams, schedules shall not be disproportionate (i.e. a team cannot bowl against some teams three times and against other teams only one time). Teams will bowl five (5) game matches, regardless of wins and losses (i.e. if a team wins the first three games the last two must still be bowled). The sponsoring bowling centers in a conference are responsible for determining the best day of the week (and starting times) to hold conference meets. Bowling centers should seek input from the conference coordinator and the coaches in the conference. Bowling centers are not obligated to host varsity and junior varsity meets simultaneously.

1.05 Postponements

The host center and the conference coordinator will determine cause to grant postponement. It is the job of the conference coordinator to contact the head coach of all teams affected by the postponement, to verify that all coaches are aware of the schedule change, and to reschedule the event in a timely manner.

1.06 Conference make-up

A Minnesota High School Bowling conference is made up of at least four varsity teams representing no less than four high schools (or school districts). One individual called the conference coordinator will manage each conference. The sponsoring bowling centers and the coaches in each conference are responsible for designating who will be the conference coordinator each year. The conference coordinator shall only be appointed for a term of one season at a time. Each conference must hold a meeting prior to the beginning of each bowling season, either in person or via conference call. It is at this preseason meeting that the conference coordinator for the upcoming season shall be designated.

1.07 Conference Coordinator Duties and Responsibilities

The following is a list of duties and responsibilities for each conference coordinator

- Conduct a preseason meeting and review with all coaches the changes and additions to the league rules and format
- Send a conference schedule to the league administrator
- Report conference activities to the league administrator
- Report to the league administrator if there are any pairings of schools in his/her conference
- Schedule and administer the varsity conference meets and junior varsity conference meets (where applicable)
- Organize and run the varsity conference tournament and the JV conference tournament (where applicable)
- Keep statistics for varsity and JV and upload them to the league's website
- Make sure each team's sponsoring bowling center has paid all applicable varsity and JV participation fees by October 1st.

- i. Arrange for pictures to be taken of the All-Conference team and All-Honors Team and have the pictures emailed or mailed into the state office.
- j. Communicate information to all coaches and sponsoring bowling centers in the conference, as well as distribute materials sent by the league administrator
- k. Assure that rosters and other paperwork have been filled out and turned into the league administrator by the due dates listed on each form
- l. Report the detailed results of the conference tournament to the league administrator within 24 hours of completion of the event
- m. Make sure that the teams that earn the right to advance to the Minnesota Qualifying Tournament (MQT) & the state tournament are aware of the uniform requirements for each tournament.

1.08 Conference Coordinator Compensation

The league administrator will pay each conference coordinator \$50.00 for each varsity team and \$35.00 for each JV team in his/her conference(s), if they complete the following:

- a. Make sure that all applicable fees for all varsity and JV teams are paid and sent to the league administrator (to be paid by the sponsoring bowling center) no later than October 1st.
- b. Turn all rosters and other required paperwork into the league administrator by the dates specified on the paperwork
- c. Make sure a quality digital photograph of the conference's All-Conference and All-Honors team is emailed into the state office
- d. Varsity and JV statistics are uploaded to the league's website within 4 days of each conference meet.
- e. Submit results of the conference tournament results to the league office.

1.09 Coaches

Coaches must be at least 18 years of age and out of high school. Coaches can coach more than one team in the conference but *must appoint* another adult to represent one of the teams at matches. Each team must have an adult representative at every meet or a team will not be allowed to compete. A team will forfeit a game if an adult representative is not present. Anyone that coaches a team, even for a single meet, should be added to the official roster as a head or assistant coach. It is highly recommended that all coaches receive Level II USBC and/or USA Bronze Level Training, as well as ASEP training (American Sport Education Program - <http://www.asep.com>).

1.10 Proprietors fees, duties and responsibilities

Sponsoring bowling centers are required to pay a sponsorship fee for each varsity and JV team it sponsors. Bowling centers that are members (in good standing) with the Bowling Proprietors Association of Minnesota will pay \$175.00 for each varsity team they sponsor and \$75.00 for each junior varsity team they sponsor. Bowling centers that are not members (in good standing) of the BPAM will pay \$275.00 for each varsity team they sponsor and \$100.00 for each junior varsity team they sponsor. Checks should be made payable to CCM (Community Charities of Minnesota) and sent to the BPAM state office no later October 1st. The sponsoring bowling center agrees to provide free practice lineage to the teams it sponsors. In most cases, where space permits, a sponsoring bowling center will get the opportunity to host at least one conference meet during the season. Any team that does not have its sponsorship fees by October 1st will not be allowed to compete in any matches. A team that bowls on or after October 1st that has not had its sponsorship fees paid will forfeit all games/matches. Forfeits are non-reversible.

1.11 Athlete Fees

Sponsoring bowling centers have the option to charge each bowler on each of the teams the center sponsors (both varsity and JV) a participation fee of *up to* \$75.00. This money shall be used to cover the cost of uniforms (that are owned by the bowling center), practice lineage, meet lineage, the team sponsorship fee, and other expenses associated with sponsoring a high school bowling team.

1.12 Team Rosters

Rosters must be made up of bowlers who are presently attending the school(s) that is sponsored by its sponsoring bowling center. Bowlers who are in grades 7 thru 12 are eligible. A roster shall not have less than five players on it. There is no limit to the number of students a team may carry on its roster. There will be no limit to the number of male or female bowlers on a roster. All bowlers from a single school must bowl on the same team. In a situation where a bowler is eligible for Minnesota High School Bowling, but due to abnormal or legal circumstances is not able to bowl in the bowling center that sponsors his/her high school bowling team, the commissioners of high school bowling reserve the right to allow a bowler to bowl with a different high school team. Each team is limited to eight (8) bowlers for each match. Bowlers must not have, or ever had, an USBC adult certification card (non-certified bowlers may participate) since entering MHSB. A roster may be expanded at any time prior to the start of the last week of the conference schedule if written notice (email is acceptable) to the conference coordinator is made.

Prior to the start of the conference tournament coaches must designate all players as either varsity bowlers or junior varsity bowlers. In order to be eligible for the final varsity roster a bowler must have bowled in at least one frame of varsity competition during the current season's regular season schedule. In order to be eligible for the final junior varsity roster a bowler must have bowled in at least one frame of junior varsity competition during the the current season's regular season schedule. Coaches will make these designations using the official final roster forms as provided by the league administrator. These forms must be turned into the conference coordinator before the conference tournament begins. Bowlers listed on the final varsity roster will only be eligible to bowl in the varsity conference tournament, the All-Conference Tournament, the varsity MQT, and the varsity state tournament. Bowlers listed on the final junior varsity roster will only be eligible to bowl in the JV conference tournament, the JV MQT, and the JV state tournament. Bowlers can bowl on varsity and JV during the regular season, but at the conclusion of the regular season a player must be placed on a varsity or JV roster. No exceptions will be allowed. On days where multiple meets are held, a bowler must remain on the same team (i.e. varsity or JV) for an entire match. If a coach chooses to move a player to another team roster he/she can do so, but the move must be made in between matches (i.e. a bowler cannot change rosters in the middle of a match).

1.13 Bowlers that are homeschooled or attending online high school

Bowlers that are homeschooled or are attending an online high school may participate in Minnesota High School Bowling, but they must do so with a team that is in the district where the bowler would attend public high school. If there is no existing team in the district where the homeschooled student resides, then league administrators will identify which existing team it is most appropriate for the student to bowl with. Homeschooled bowlers shall be at least 12 years old and scheduled to turn 13 no later than May 1, 2012. The conference coordinator and Triad commission have the right to request to see birth certificates for any homeschooled bowlers.

1.14 Player age and eligibility

An athlete must be less than 20 years of age as of September 1, 2011. A bowler cannot have graduated from high school or have earned his/her GED. In the case of a bowler who has been held back in school anytime during grades 9 - 12, no bowler shall participate in more than four seasons of high school bowling while in grades 9 – 12 (e.g. A student participates in MHSB in 9th and 10th grade and is then forced to repeat his/her 10th grade year. That bowler would only be eligible to bowl in two more seasons of MHSB). A bowler that does not meet these requirements and bowls will take a zero for every ball s(he) throws.

1.15 Team Captains

Each team or coach is encouraged to name a team captain (or co-captains). If so desired, the coach may ask for a team vote (using secret written ballots) to elect a captain. Ideally, the team captain should be one of the older bowlers on the roster. The bowler(s) chosen to be team captain need not be one of the most skilled bowlers on the team. More importantly, this individual(s) should be someone of excellent character with leadership capability; a person the majority of the team looks up to and feels comfortable confiding in.

SECTION 2: THE RULES OF THE MINNESOTA HIGH SCHOOL BOWLING PROGRAM

2.01 Format

The baker-system shall be used during all Minnesota High School Bowling contests. Teams will bowl an entire game on one lane and will switch to their opponent's lane for the next game. Teams shall bowl their games at a pace of their choosing (i.e. both teams do not have to be in the same frame at the same time. One team can be in the 7th frame while their opponent is in the 10th frame.) All regular season matches shall be the best 3 of 5 games (5 games must be bowled, even if a team wins the first three games). No individual or team statistics will count if a regular season match does not last five games. All conference tournaments will be single elimination tournaments, best 3 of 5 games. Teams will be seeded according to their standings after completion of the conference schedule. During conference tournament play 5 games do not need to be bowled (i.e. if a team wins the first three games the match is over). If a team's opponent does not show up for a game or match it will be counted as a win for the team that is present and a forfeit (loss) for the team that is not present. In order to be credited with a win the team that is present must bowl the game/match.

2.02 Legal Line-ups

Only players from a team's current roster shall count toward a legal line-up. A zero (0) will be used for a missing player's score if a team does not have five players to participate in a game. If the missing player arrives late he/she can bowl in the frame that he/she is ready for. The team will bowl all games for each match on the same pair of lanes. Teams will bowl a complete game on one lane and then move to the other lane in the pair for the next game. **The team on the left lane shall throw the first ball of each game.** During regular season competition, if the team on the right lane throws the first ball of a frame by mistake then the score of the ball thrown will not count and the bowler on the left will start the frame over again by bowling first. DURING POST SEASON PLAY, a ball thrown on the wrong lane will count as a zero. A bowler may shoot a spare on the correct lane at a full rack of pins.

2.03 Substitutions

Unlimited substitutions are permitted; however, once a bowler has been removed from a game he/she may not re-enter that game. Once a bowler's name is listed on the official score sheet, and the game has started, that bowler is official whether he/she has thrown a ball or not. A player's position in the line-up may not change within a game. If a player cannot complete a frame he/she will receive zero for the remaining balls. An opponent's coach must be notified of a substitution before a substitute bowler throws his/her first ball. Failure to notify the opponent's coach of a substitution will result in a zero pin-fall for those balls thrown by the illegal substitute. A substitute bowler cannot enter a game to shoot a spare for any reason. A bowler must bowl a complete frame.

2.04 Pairing

A paired team consists of two or more high schools joining to become one team. The only justification for creating a paired team is that a single high school cannot provide enough bowlers to have its own team (at least 5 players). **All teams wishing to be paired must apply for pairing by submitting a written request to the BPAM state office. Teams should use form PA-1 to apply for pairing. Even if two or more schools have been paired in the past a pairing is not legal in 2011 until the Triad commission has approved the request for the current season.** Any team that fails to get league approval for a team pairing may be forced to take losses for all games in which the illegally paired team competed. All pairings should be reported to the conference coordinator and the BPAM state office no less than seven (7) days before the season begins. All students from a school must bowl on the same team. Schools wishing to pair must make a reasonable attempt to pair with a team in a neighboring community. To preclude a state of "competitive disadvantage" the Triad commission reserves the right to reject any proposed pairing.

2.05a Grades and attendance

Students are eligible for participation if enrolled in the high school from the beginning of the semester. Students enrolled after the beginning of the semester will gain eligibility at the start of the third week or on the 15th calendar day after enrollment. Students must be properly registered, attending school and classes regularly, and enrolled in the required number of credits. A bowler/student that is suspended or expelled from school is ineligible to practice or compete in any contest as long as they are not attending school.

A coach may ask his/her bowlers to provide report cards if he/she so chooses. Because this is a matter of privacy it is up to each bowler or the bowler's parents to decide if they wish to provide such information. If a coach becomes aware that a bowler is not sustaining an average grade level of C or higher then it is the coach's duty to suspend that bowler until that bowler's grade average has risen to a level of C or higher. Coaches, at their discretion, may request that athletes participate in study groups. Attendance at study groups shall not be required. It is up to each bowler and his/her guardians if they choose to participate in such an activity.

The BPAM recognizes that some teams are eligible to receive club letters/awards from their school. Club status from a school may require that student athletes achieve a specific academic standard in order to be eligible to compete in extracurricular activities. In situations where an eligibility agreement is in place between a team's coach/sponsoring bowling center and the team's school(s), the more restrictive attendance and academic requirements shall apply.

2.05b Bowlers may elect to be honored for their grades

Any bowler who averages a 3.0 ("B") or higher grade point average on his/her first report card of the 2011-12 school year may send a copy of his/her report card into the league administrator. Bowlers with averages of 3.0 or higher who send in their grades will be recognized on the Minnesota High School Bowling website at www.mhsb.org. Sending report cards to the BPAM is optional and is the decision of each bowler and his/her guardian(s).

2.06 The settee area and coaches position

During MHSB competition, coaches must remain behind their settee area and stay out of the field of play. If it is unclear where the settee area begins and ends then the conference coordinator will define the settee area. Coaches may enter the settee area in between games and matches. One warning per meet will be given to a coach for violating this rule. Further violations will result in a team taking a zero for each frame in which a coach enters the settee area or field of play during competition.

2.07 Penalties for misconduct

Abusive language, harassment of any kind, and unsportsmanlike conduct during practices, warm-ups, or competition will not be tolerated. Athletes, coaches, and fans can all be penalized for unsportsmanlike conduct. The conference coordinator shall deal with each incident on a case-by-case basis. A conference coordinator shall decide whether a team or an individual is guilty of misconduct. Should the conference coordinator feel that there has been misconduct the penalties for each offense are as follows:

Team offenses

- 1st OFFENSE: Verbal Warning
- 2nd OFFENSE: Team forfeits game
- 3rd OFFENSE: Team forfeits one match
- 4th OFFENSE: Team forfeits two matches

Individual offenses

- 1st OFFENSE: Verbal Warning
- 2nd OFFENSE: Individual is disqualified for the match in progress (if applicable) plus the next three matches. Must total 4.
- 3rd OFFENSE: Individual is expelled for the remainder of the season and all post-season play

NOTE: For post-season play, there are no verbal warnings. All misconduct will be penalized after one offense.

2.08a Penalties for severe misconduct (taunting)

Taunting is aggravation by deriding or mocking or criticizing. A player, coach, or parent that is deemed to be guilty of taunting a bowler while he/she is bowling (or about to bowl) will earn his/her team a zero for the tenth frame of the current game. If the team already has a zero for the tenth frame then the penalty will be allocated to the tenth frame of the next game (regardless of the opponent). Additionally, if the guilty party is a player or coach then the following penalties will also be enforced:

- 1st OFFENSE: Player or coach is suspended for the current match, plus the next four consecutive matches
- 2nd OFFENSE: Player or coach is expelled for the remainder of the season and all post-season play
- 3rd OFFENSE: Player or coach is banned from Minnesota High School Bowling for life. Those who are banned from MHSB have the right to write a letter to the Triad and request reinstatement to the league

2.08b Penalties for severe misconduct (alcohol, tobacco, violent behavior)

At any time, regardless of the quantity, a student shall not: (1) use a beverage containing alcohol; (2) use tobacco; or (3) use or consume, have in possession, buy, sell, or give away any other controlled substance. No alcoholic beverages, smoking or chewing tobacco will be permitted (by an athlete, coach or spectator) on the concourse area of the lanes in use while any conference practices, matches or tournaments are taking place. No verbal warnings will be given to coaches or athletes regarding the consumption of alcohol or the use of tobacco. For a coach or athlete found to be guilty of such matters the penalties are as follows:

- 1st OFFENSE: Player or coach is suspended for the next four consecutive matches
- 2nd OFFENSE: Player or coach is expelled for the remainder of the season and all post-season play

3rd OFFENSE: Player or coach is banned from Minnesota High School Bowling indefinitely. Those who are banned from MHSB have the right to write a letter to the Triad and request reinstatement to the league.

2.09 Penalties for severe misconduct (bowling for rewards)

From the day a bowler joins Minnesota High School Bowling until the day (s)he no longer wishes to participate in the league (i.e. if a bowler participates from 7th – 12th grade then it is a period of over 2000 consecutive days) (s)he is not allowed to bowl in any league, tournament or open-event (including, but not limited to, moonlight or cosmic bowling) where cash prizes are awarded. Whether cash prizes are accepted or declined the bowler is guilty of misconduct and will be excused from MHSB indefinitely. Prizes that are won in USBC youth certified events are legal. Cash prizes awarded as scholarships won in adult singles tournament competition is also legal IF the tournament rules state clearly that this is how youth prizes will be awarded. Bowlers may also participate in adult singles competition If the bowler signs a USBC Prize Waiver. This form is acceptable only for use in adult singles competitions where cash or bonds are offered and/or any merchandise prizes valued greater than \$500. The USBC Prize Waiver is NOT ACCEPTABLE for use in team (2 or more players) competition including, for example, Adult/Youth team competitions.

2.10 Amateur status

Participants in MHSB must be an amateur bowler. A student may not receive cash or merchandise for participation in any bowling event, unless the merchandise was won in a USBC youth certified event. A student does not lose their amateur status because of reimbursement for officiating, instructing, teaching or coaching a sport.

2.11 Malicious behavior

A bowler that commits an especially heinous act could be subject to season or indefinite expulsion from Minnesota High School Bowling. The Triad Commission will make rulings regarding malicious behavior.

2.12 Player jerseys

Player jerseys shall be shirts with collars (often called “polo” or “golf” shirts) or performance tees or jersey tees (such as those provided by Gemini Sports Marketing). The name of the high school(s) being represented must appear on the front of the jersey. The name of the high school or its mascot may appear on the back of the jersey. The name of the team’s sponsoring center must appear somewhere on the jersey. Uniform numbers must be on the back of all jerseys. Uniform numbers may appear on the left or right shoulder as three or four inches in size. Numbers on shoulders shall be on the same shoulder for all team jerseys. Jersey numbers may also be large and placed on the center of the back of a jersey. Jersey numbers shall only have one or two digits (00 – 99 are acceptable). Jersey numbers may also appear on the front of jerseys. Jerseys may contain first and/or last names of bowlers. Nicknames are not permitted. If a conference has a conference logo that logo may appear on the sleeve of a jersey. Team captains may have a “C” on their jersey. The “C” can appear on the bowler’s front left side, above his/her chest and below his/her left shoulder. Teams that have jerseys that match the jersey requirements for the 2009 season are acceptable. But when a team replaces its old jerseys with new ones, the above jersey guidelines must be adhered to.

2.13a Player uniforms for regular season play

During regular season competition all bowlers must wear their jersey. Any player without a jersey will not be allowed to bowl. Jeans and slacks are the only leg-wear that an athlete may wear during warm-ups or conference competition. Bowlers are strongly encouraged to wear slacks during conference play. Pants shall not be cut-off, ripped, tattered or torn. Pants shall come down to the top of a bowler’s shoes. Capri pants are not allowed. No hats shall be worn. Pants must be worn at a level so that no underwear is visible. During conference matches the conference coordinator is responsible for deciding which uniforms are acceptable.

2.13b Coaches’ dress code for regular season play

Head and assistant coaches must wear slacks (no jeans or sweatpants) and a collared shirt during regular season competition. If a coach is required to wear a dress at work on the same day of a meet then she may wear a dress while coaching. The collared shirt need NOT be the same shirt that players on the team wear. Coaches shall not wear hats during competition.

2.13c Player uniforms for postseason competition (conference tournament, all-conference, MQT, and state)

During postseason competition, players must wear a uniform as defined in 2.12 and 2.13a. Moreover, blue jeans are not allowed and slacks must be worn. During postseason competition, members of the Triad commission will be responsible for deciding which uniforms are acceptable and unacceptable.

2.13d Coaches’ dress code for postseason competition (conference tournament, all-conference, MQT, and state)

During post-season competitions, head and assistant coaches must wear slacks (no jeans or sweatpants) and a collared shirt during competition. The collared shirt need NOT be the same shirt that players on the team wear. Coaches shall not wear hats during competition.

2.13e Sponsors’ names on uniforms

Only the name of the high school(s) being represented and the name of the sponsoring bowling center may appear on the uniform. No other sponsors will be permitted to appear on any uniform. There will be no exceptions to this rule. Should the BPAM obtain a league wide sponsor(s) the Triad commission may elect to add the name and/or logo of that sponsor to player uniforms anytime during the season.

SECTION 3: GUIDELINES, RECOMMENDATIONS & FURTHER INFORMATION

3.01 Conference Standings

Standings will be determined by each team's record. The principal statistic that will determine standings within a conference will be matches won and lost. If two teams have the same number of matches won and loss then the following statistics, in the order stated, will be used to determine which team will finish higher in the standings:

1. Games won and lost
2. Total pin-fall (throughout the season)
3. Head to head competition

Matches can only be won or lost. There shall not be any ties for matches. Total pins for five games should be used to determine the winner of a tied match. If two teams have the same total pin-fall then an additional 9th and 10th frame will be bowled. If a tie still exists, a 9th and 10th frame will be bowled as many times as necessary to determine a winner.

3.02a Early Season Tournaments – The Fall Challenge

Each season, during a weekend in September or early October, at least two early season tournaments will be organized by BPAM staff. The tournaments will be called Fall Challenges and will be invitational tournaments, open to any high school teams that wish to compete. There will be a team entry fee for each Challenge. Entries will be accepted with payment on a first come – first serve basis. Teams that participate in the Challenges do not have to be classified as varsity or JV teams. Complete details of each Fall Challenge will be included in a formal invite sent out by the league administrator in July/August.

3.02b Post Season Tournaments – Varsity and JV Conference Tournaments

All conference tournaments must be completed by the second Sunday in November. A conference tournament shall only be held in a bowling center that is a member in good standing with the Bowling Proprietors Association of Minnesota (BPAM). Results from a conference tournament that take place in a bowling center that is not a member in good standing with the BPAM will not be considered official and the winner of that event will not earn a direct entry to the state tournament (unless the conference tournament is made up at a legal location by the second Sunday in November). A third place match shall be held at each conference tournament. All teams in a conference will be eligible for the conference tournament. Separate tournaments will be held for varsity and JV teams. Teams will be seeded according to their standings after completion of the conference schedule. All conference tournaments will be single elimination tournaments, best 3 of 5 games. During conference tournament play 5 games do not need to be bowled (i.e. if a team wins the first three games the match is over). If both teams have 2 wins and 1 tie after 5 games then total pin-fall throughout the 5 games shall determine a winner. If a tie in pin-fall exists then a 9th and 10th frame roll-off will be held until a winner is determined. If a team's opponent does not show up for a game or match it will be counted as a win for the team that is present and a forfeit (loss) for the team that is not present.

If a team does not bowl in the first round of a conference tournament, due to forfeit or because it had a first round bye, its players will get 10 minutes of warm-up on the pair of lanes where its second round match will be played. After 5 minutes of warm-up the team's opponent may join for five minutes of warm-up. Other teams bowling in the second round can begin their matches when they are ready (i.e. a team do not have to wait for the team coming off the bye to finish its 10 minutes of warm-ups before it begins its second round match).

3.02c Post Season Tournaments – The Minnesota Qualifying Tournament (MQT)

The Minnesota Qualifying Tournament (MQT) will be held at a location TBD on the Saturday before Thanksgiving. The team in each conference that finished in first place according to the standings after regular season play will receive an automatic entry into the Minnesota Qualifying Tournament (MQT). If the team that wins the regular season championship also wins the conference tournament then that team will advance directly to the state tournament and the conference tournament runner-up will advance to the MQT.

At the MQT, each team will bowl 10 games. The team with the highest pin-fall after 10 games will be seeded #1 in a double elimination bracket tournament. The team with the second highest pin-fall will be seeded #2, and so on and so forth until all teams have been seeded. No more than sixteen teams will advance to the double-elimination bracket tournament. All matches in the tournament play will be best 2 out of 3 games. The top two, three, or four placers at the MQT (number to be TBD by the Triad) will earn the right to advance to the state tournament. The Triad reserves the right to change the format of this event prior to its start if it believes it is in the best interest of the league.

3.02d Post Season Tournaments – The Junior Varsity Minnesota Qualifying Tournament (MQT)

The Junior Varsity Minnesota Qualifying Tournament (JV MQT) will be held at a location TBD on the Sunday before Thanksgiving. Any team that does not qualify for the JV state tournament will be eligible to pay an entry fee of \$88.00 and participate in the JV MQT (number of teams limited by the number of lanes available at the host tournament site).

At the JV MQT, each team will bowl a 2 - 6 game qualifier. The team with the highest pin-fall after 10 games will be seeded #1 in pool play. The team with the second highest pin-fall will be seeded #2, and so on and so forth until all teams have been seeded. A specific number of top finishers at the JV MQT (a number to be determined by the Triad prior to the JV MQT) will earn spots in the JV state tournament. There must be 24 teams at the JV state tournament so the number of JV teams that earn automatic entries into the state tournament will determine how many teams will advance from the JV MQT to the JV state tournament. The Triad reserves the right to change the format of this event prior to its start if it believes it is in the best interest of the league.

3.02e Post Season Tournaments - State Tournament

Minnesota High School Bowling's state tournament is for the champions of each varsity conference tournament and the top two, three, or four teams from the varsity MQT. The state tournament will be held at a location TBD on the first Saturday in December. At the state tournament each team will bowl 10 games. The team with the highest pin-fall after 10 games will be seeded #1 in a double elimination bracket tournament. The team with the second highest pin-fall will be seeded #2, and so on and so forth, until 16 teams have been seeded. The teams with the lowest pin-falls, who do not qualify for a 1-16 seed, will not advance to the double-elimination bracket tournament. All matches in the tournament play will be best 2 out of 3 games. The Triad reserves the right to change the format of this event prior to its start if it believes it is in the best interest of the league.

3.02f Post Season Tournaments – JV State Tournament

Minnesota High School Bowling's JV state tournament is for the champions of each JV conference tournament (a minimum of two JV teams must have competed for the conference championship for any JV team to win an entry into the JV state tournament) and a specific number of top finishers at the JV MQT (a number to be determined by the Triad prior to the JV MQT). The JV state tournament will be held at a location TBD on the first Sunday in December. At the state tournament each team will bowl 10 games. The team with the highest pin-fall after 10 games will be seeded #1 in a double elimination bracket tournament. The team with the second highest pin-fall will be seeded #2, and so on and so forth, until 16 teams have been seeded. The teams with the lowest pin-falls, who do not qualify for a 1-16 seed, will not advance to the double-elimination bracket tournament. All matches in the tournament play will be best 2 out of 3 games. The Triad reserves the right to change the format of this event prior to its start if it believes it is in the best interest of the league.

3.02g Post Season Tournaments – The All-Conference Tournament

The All-Conference Tournament will be held on the Saturday following Thanksgiving at a location TBD. Bill Schwirtz and Josh Hodney will be co-directors for this tournament. The cost for each team to participate is \$88.00. This fee will cover the cost of lineage and awards. Each conference shall select one or two coaches to coach their All-Conference team. The format for the All-Conference Tournament will be finalized before the tournament begins. Refer to rules 2.13c and 2.13d for player and coach dress codes. Bowlers must wear the same jersey at the All-Conference Tournament that they wore during the regular season (i.e. no "all-conference team jerseys" shall be allowed).

The players who are named to a conference's All-Conference team will be eligible to compete in the All-Conference Tournament. Alternates can be utilized when or if three or more of the players named to an All-Conference team cannot attend the All-Conference Tournament. If alternates are utilized, an All-Conference team should not carry a roster of more than six players into the tournament. The first alternate shall be the bowler with the ninth highest fill percentage in the conference. The second alternate shall be the bowler with the tenth highest fill percentage in the conference, and so on. Once the format for the tournament has been determined, the Triad will identify a minimum number of frames each bowler must participate in. Teams that fail to use any player in enough frames risk the chance of forfeiting a game and/or match. See rule 3.05 for more information on All-Conference team selection.

3.03 Post Season Tournaments - Rosters

No more than eight players are allowed in the settee area during any part of competition. Any player listed on a team's final varsity roster may compete in the 10-game qualifier. Once a team advances past the 10-game qualifier its roster must be trimmed to no more than eight players. The names of these eight bowlers must be turned into a tournament director prior to the start of the double-elimination tournament. This same roster, of no more than eight bowlers, should be given to the opposing coach prior to each match throughout the tournament. The eight bowlers that are selected after the 10-game qualifier are the only eight bowlers that may bowl through the duration of the double elimination tournament. Rules for substituting are the same as for regular season play.

3.04 Transfer Students

MHSB eligibility will be established in 9th grade. A student in 9th – 12th grade who un-enrolls from one high school and enrolls in another high school is ineligible to compete in any varsity competition at the new high school for a period of ninety school calendar days from the date of the transfer, unless the student's family (household) has moved to a new residence in the new school district. A transfer student has two options for the next ninety days: compete on the new high school's junior varsity team or bowl varsity with the old high school. The initial decision made by the bowler (once acted upon) shall be final for the entire ninety day period.

3.05 All-Conference Teams

The eight bowlers with highest fill percentage (based on frames bowled in varsity competition) at the end of the regular season will be named to each conference's All-Conference team. A minimum of seventy percent of all possible frames in (varsity) conference competition must have been bowled for a player to be eligible for the All-Conference team. Bowlers that are named to the All-Conference team will receive a plaque from the league office. Players that have missed any amount of competition during the regular season or the conference tournament (for reasons relating to misconduct as defined by rules 2.08 and 2.09) will not be eligible for their conference's All-Conference team. If a MHSB coach has reason to believe that a (potential) All-Conference member should not be named to the team, a complaint (kept anonymous unless permission is granted otherwise) may be filed with the league office. The Triad will make a decision on all complaints as quickly as possible. League officials reserve the right to revoke a bowler's All-Conference status any time before the first Sunday in December if an All-Conference bowler is found guilty of misconduct or severe misconduct. If a bowler's All-Conference status is revoked then the bowler with the ninth highest fill percentage during the regular season shall be named to the conference's All-Conference team.

3.05b All-Honors Team

Each conference will select an All-Honors Team. Only varsity bowlers shall be named to the All-Honors team. 1.5 bowlers for every varsity team in the conference will make the All-Honors Team (e.g. there are 6 teams in a conference. $6 \times 1.5 = 9$. Nine bowlers will make that

conference's All-Honors Team. Round up when there is a fraction, thus 10.5 will become 11). At least one bowler from each team must be named to All-Honors Team. Coaches can nominate bowlers from their team for exemplifying any/all of the following characteristics during the season or their career: Leadership; Sportsmanship; and Dedication. The characteristic(s) for which the bowler is being nominated for should be noted. **It is up to each conference to come up with a fair system for picking their All-Honors Team.** A bowler may be named to both the All-Conference Team and the All-Honors Team in the same year. Each conference's All-Honors team will be listed on the league website at www.mhsb.org.

3.05c All-State Teams

The top 5 bowlers in the state (according to fill percentage) will be named First Team All-State. The next 5 bowlers (ranked 6 – 10) in the state (according to fill percentage) will be named Second Team All-State. The next 5 bowlers (ranked 11 – 15) in the state (according to fill percentage) will be named Third Team All-State. All-State awards will be awarded at the Varsity State Tournament prior to start of match play.

3.06 Bowling Blinds

When a conference has an odd number of teams the team that does not have an assigned opponent will bowl a five game *match* against the conference field. In order to earn a win the team must outscore just one team in the field. To win the match the team must outscore at least one team in the field three out of five times. The team with an unassigned opponent will bowl unopposed, but shall pace itself with teams on the lanes to its right or left. Unused players from any varsity or JV team shall not be used to pace the team. Individual and team statistics will count when bowling a blind. If a conference simultaneously has an uneven number of varsity and JV teams present at a regular season meet, the varsity and JV teams scheduled to bowl a blind may bowl on the same pair of lanes.

3.07 Use of electronic devices during bowling

The use of CD players, MP3 players, and cellular phones by bowlers or coaches is not allowed during warm-ups or competition.

3.08 Switching hands during competition

A bowler is not allowed to switch bowling hands in the middle of a game, even if injured. A bowler may switch from a single handed throwing style to a two-handed approach, or vice versa, as long as the ball is released with the same dominant hand throughout a game. A two-handed *delivery* is different than a two-handed *approach*. A two-handed *delivery* is only used when equal-force from two hands are used at the point of release (such as when a ball is thrown underhand, between the legs). Any time two hands are on the ball and one hand is used to put more force on the ball than the other hand, this constitutes a two-handed *approach*. The first ball a bowler throws in a game will determine the hand that bowler must use for the duration of that game. A bowler that throws a ball with a different hand during a game will take a zero for the illegal ball(s) thrown.

3.09 Changing the surface of the ball

Once a ball has been put into competition its surface cannot be altered. A bowler can alter the surface of a ball (using steel wool, sandpaper, or rubbing alcohol) before a match begins or in between matches. A bowler may not alter the surface of the ball during or between games. Wiping a ball with a dry towel is allowed at any time. A ball that is rolled that has been altered during a match will be counted as a 0.

3.10 Timeouts

There are no timeouts in Minnesota High School Bowling. A stoppage in play should only occur when a player is injured and cannot leave the approach by his or her own power, or when a coach believes that a mistake or foul has been committed.

3.11 All matters not covered by these rules

The state laws in Minnesota, the general rules of bowling, the use of common sense, the Triad commission of Minnesota High School Bowling, and the BPAM's Board of Directors shall govern all matters not covered by these rules.

3.12 Statistics

Each conference coordinator will upload his/her conference and statistics to the MHSB website (www.mhsb.org). Minnesota High School Bowling recognizes only one way of keeping statistics. A bowler / team either fills a frame or leaves it open. Strikes and spares are worth equal amounts. Although a coach may wish to keep track of such statistics as "strike percentage" or "spare percentage," league officials are only concerned with "fill percentage" and total pin-fall. You will see in Chart 3.12A a bowler's fill percentage (column F) is established by adding a bowler's strikes and spares (columns B & C) and dividing the sum of those columns by the total number of frames the bowler has bowled (column E).

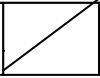
Chart 3.12A

A	B	C	D	E	F
Team XYZ	X	/	O	Total	Fill %
Ben Smith	28	31	20	79	74.68%
Tim Smith	20	20	38	78	51.28%
Matt Johnson	25	23	42	90	53.33%
Tony Johnson	42	31	50	123	59.34%
Kyle Frank	23	39	43	105	59.04%

The tenth frame could be counted as 1, 2 or 3 frames (in terms of statistics), depending on what occurs in that frame. In order for the chance to be counted as a frame (and a chance to *achieve* a fill) a bowler must have the opportunity to fill the frame. If a bowler knocks down seven pins, but does not have the opportunity to pick up the spare because that was his/her third ball then the 7-pin knockdown will not go into the books as a frame and the bowler will not be penalized (for not *achieving* a fill). For further clarification, please refer to Chart 3.12B.

Chart 3.12B

9		10			Details on the tenth frame
7	2	X	X	X	The bowler gets credit for bowling 3 frames and three fills (fill percentage of 100% for the 10 th frame)

9		10			Details on the tenth frame
7	2	8		9	Bowler gets credit for bowling 1 frame and 1 fill (fill percentage of 100% for the 10 th frame)

9		10			Details on the tenth frame
7	2	X	8	1	Bowler gets credit for bowling 2 frames and 1 fill (fill percentage of 50% for the 10 th frame)

9		10			Details on the tenth frame
7	2	X	X	8	Bowler gets credit for bowling 2 frames and 2 fills (fill percentage of 100% for the 10 th frame)