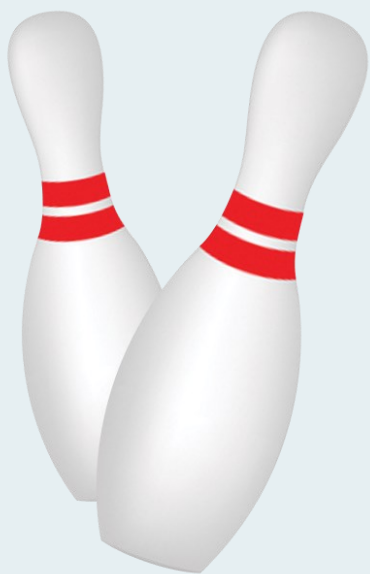


21-22



NSAA BOWLING MANUAL





NSAA MISSION STATEMENT

The public and non-public high schools of Nebraska voluntarily agreed to form the Nebraska School Activities Association for the following purposes:

- To formulate and make policies which will cultivate high ideals of citizenship, fair competition, sportsmanship and teamwork which will complement the member schools' curriculum programs.
- To foster uniformity of standards in interscholastic activity competition.
- To organize, develop, direct & regulate an interscholastic activity program which is equitable & will protect and promote the health and physical welfare of all participants

The Bowling Manual serves as a guide to participating schools and provides information for the administration of Nebraska School Activities Association (NSAA) competition. The Girls and Boys Bowling manual information is combined for the 2021-22 school year. The regulations in this manual shall be considered official unless schools are notified of specific changes.

Coaches and athletic directors are urged to read this manual on the NSAA website for future reference.

Assistant Director, Dan Masters, is the NSAA staff member responsible for administering Bowling and is the contact person for schools with questions regarding this activity. He can be reached at dmasters@nsaahome.org or through Business Manager, Megan Huber, mhuber@nsaahome.org.

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

NSAA Approved Rule Changes/Points of Emphasis

- 3.5.2, Individual & Group Instruction During the Season – page 4
- Roster/Lineup – page 5
- Lane Conditions – page 11
- Uniforms – page 11

NSAA ATHLETIC BYLAWS GOVERNING BOWLING

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

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

3.11.13 BOWLING

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

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

NSAA SPORTSMANSHIP BYLAWS & APPROVED RULINGS

2.11 Penalties

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

APPROVED RULINGS AND INTERPRETATIONS FOR 2.11.3

Any participant ejected a second time during a season from a contest for unsportsmanlike conduct shall be ineligible for the next two contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess. Any participant ejected a third time shall be ineligible for the next three contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess. When schools have students or coaches with multiple ejections, the school shall submit to the NSAA a written management plan on how they plan to remediate the problem.

2.11.4 Coach Ejections from Athletic Contests. Any coach ejected from a contest for unsportsmanlike conduct shall be ineligible to coach the next athletic contest at that level of

competition and all other athletic contests at any level during the interim, in addition to the other penalties the NSAA or the school may assess.

APPROVED RULINGS AND INTERPRETATIONS FOR 2.11.4

1. Enforcement of the “sit-out rule” for ejections from high school contests for unsportsmanlike conduct is a responsibility of the member school. Failure to properly enforce this rule could result in other sanctions by the NSAA.
2. Administrators will be expected to promptly file a report with the NSAA whenever a participant or coach from their school has been ejected from any high school contest. Such filing must be done online under the AD login section of the NSAA webpage.
3. A participant or coach ejected from a contest for unsportsmanlike conduct shall be ineligible for the next athletic contest at that level of competition and any other athletic contest at any level during the interim.
4. Enforcement of the “sit-out rule” is expected to begin immediately, regardless whether it is regular-season or tournament play.
5. Any participant ejected a second time during a season from a contest for unsportsmanlike conduct shall be ineligible for the next two contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess.
6. Any participant ejected a third time during a season from a contest for unsportsmanlike conduct shall be ineligible for the next three contests at that level of competition and all other athletic contests at any level during the interim, in addition to other penalties the NSAA or school may assess.
7. During the time of their “sit-out” suspension, athletes who are ejected for unsportsmanlike conduct may not suit up or participate, but it is the school’s discretion whether such athlete is able to travel with the team or sit on the team bench.
8. Coaches who are ejected for unsportsmanlike conduct may not coach in any contest or be present at the contest site during the time of their “sit-out” suspension. Coaches who are ejected will also be required to successfully complete an NFHS Teaching and Modeling Behavior online course within 10 days of the ejection. Failure to successfully complete the course will result in a suspension from coaching for the remainder of the season. In those situations in which the ejection of the coach occurs near the end of the season or during the NSAA end-of-season play, the coach will be required to successfully complete the NFHS Teaching and Modeling Behavior online course before being able to coach the following season or year.
9. Coaches who are ejected a second time in a season will be required to sit-out the next two contests at that level, plus all other contests at other levels during the interim. Coaches may not be present at the contest site during the time of their “sit-out” suspension. Any coach ejected a second time will also be required to successfully complete the NFHS Fundamentals of Coaching online coaching course within 10 days of the ejection. Failure to successfully complete the course will result in a suspension from coaching for the remainder of the season. In those situations in which the ejection of the coach occurs near the end of the season or during the NSAA end-of-season play, the coach will be required to successfully complete the NFHS Teaching and Modeling Behavior online coaching course before being able to coach the following season or year.

10. If the ejection takes place in the final game of the season, the suspension will carry over to the following season of the same sport.
11. When schools have students or coaches with multiple ejections, the school shall submit to the NSAA a written management plan on how they plan to remediate the problem.
12. Officials will be expected to file with the NSAA an ejection report for any ejection of a player or coach from a contest online. Any unusual situation that occurs prior to, during, or after a contest should also be reported.
13. Prompt reporting to the NSAA office by the official is necessary. Officials are asked to submit their electronic report or call the NSAA office by the day following the ejection.
14. Officials are asked to be specific in listing the reason(s) for an ejection.
15. Affiliated officials (officials registered from contiguous states) will also be required to perform this reporting function.
16. There is no appeal process for ejections for unsportsmanlike conduct.
17. The Executive Director shall reserve the right to consider the length of suspensions when some levels of competition are scheduled on an irregular basis (e.g., three weeks between regularly scheduled non-varsity contests).

3.3 General Regulations Governing Competition

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

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

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

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

APPROVED RULINGS AND INTERPRETATIONS FOR 3.5.2

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

GENERAL RULES

Team Composition:

A team shall consist of no more than seven bowlers (five bowlers and two substitute bowlers). A team may have an unlimited number of bowlers within their high school program. Teams will normally compete in playing strength of five bowlers.

If a school is unable to field a complete team (five bowlers) individual bowlers for that school may compete if the school has at least three individual bowlers. An absentee score of zero will be placed for missing roster members.

Roster/Lineup:

A written team roster consisting of no more than seven players will be exchanged between both head coaches before each game (Traditional). Changes to the team roster are not allowed once the first ball of the game has been thrown. The written roster must include the player lineup order (and substitutes) for that specific game (Traditional).

Changes to a team's lineup can only be made at the start of each game (Traditional). After a lineup has been submitted to the opposing coach, no changes to the lineup can occur. Once a bowler throws a ball in their position in the lineup, a substitute can be made.

Coaches:

Bowling coaches will follow the certification standards as outlined in Bylaw 2.12. All coaches and volunteers are required to complete the NFHS *Concussion In Sports, Heat Illness Prevention* and *Sudden Cardiac Arrest* courses at least once every three years (www.nfhslearn.com/courses).

All head coaches are required to attend an NSAA Rules Meeting or complete an NSAA Rules Meeting online annually. Failure to do so will result in possible late fees and suspension penalties.

Online rules meetings are initially offered at no cost to coaches, followed by a period with a \$25 "Basic" Fee, followed by a period with a \$50 "Late" Fee. The following sanctions and fees are applicable to those coaches who fail to complete the rules meeting by the expiration of the "Delinquent" Fee period.

FAILURE TO COMPLETE THE ONLINE RULES MEETING by November 20th will result in the following sanctions:

First Offense in Three-Year Period

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

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

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

Second and Subsequent Offenses in Three-Year Period

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

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

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

Online Bowling Rules Meetings

October 25 to November 9 - No charge

November 10 to November 16 - "Basic" Fee of \$25

November 17 to November 19 - "Late" Fee of \$50

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

The National Federation of State High School Associations has devised a Code of Ethics guidelines for high school coaches. The function of a coach is to educate students through participation in interscholastic competition. The coach or sponsor shall respect and support contest officials and judges. The coach or sponsor shall not indulge in conduct that would incite players or spectators against the officials. Public criticism of officials, judges or players is unethical.

The Nebraska School Activities Association has embraced Coaches Code of Ethics and has established policies and standards that will cultivate the ideals of good sportsmanship, professionalism and conduct. It shall be the responsibility of each member school to ensure that all individuals directly associated with the interscholastic program conduct themselves in a sportsmanlike and professional manner.

The high school coach or director is a representative of the school at interscholastic activity events. It is the responsibility of all coaches and directors to serve as role models for students and the public.

It is the expectation that all coaches, directors, administrators and student participants shall refrain from negative criticism of NSAA member institutions, officials, adjudicators, judges, etc. in public statements before, during or after interscholastic events. The appropriate public response to media questions at all venues regarding officiating/judging is "per NSAA policy, I am unable to comment." Any other response is a violation of this board policy and is subject to penalty.

It would be considered a violation of this NSAA policy to include, but are not limited to the following:

- a. Making degrading and/or critical remarks about officials or adjudicators or the officiating or judging before, during or after an event either on or off-site, via social media, or through any public means.
- b. Detaining the officials/adjudicators/judges during or following the event to request a ruling or explanation of actions or evaluation by the official(s)/adjudicator(s)/judges.
- c. Entering the officials dressing area following the contest.

Negative actions by an individual directly associated with the program shall be reported to the NSAA office by the school and/or by the head contest official, adjudicator, judge, or manager. The school shall document the results of their investigation and actions taken, where necessary and appropriate. The NSAA Executive Director shall determine the appropriate penalties for violation of this board policy.

Year	First Practice	<u>Future Dates</u>		
		First Contest	Districts	State Championships
2021-22	Nov. 15	Dec. 2	Jan. 31, Feb. 1, 2	Feb. 7-8
2022-23	Nov. 14	Dec. 1	Jan. 30, 31, Feb. 1	Feb. 6-7
2023-24	Nov. 13	Nov. 30	Jan. 29, 20, 31	Feb. 5-6

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

Competition Limitations:

No team may exceed **18 competition** points prior to the district and state tournaments. A team may not participate in more than 3 tournaments, excluding the district and state series of tournaments. Teams must bowl a minimum number of 5 competition points to qualify for district tournament participation.

Competition points are assigned according to the following chart:

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

Dual Match: A head-to-head competition between two teams.

Double Dual Definition: Four schools playing two predetermined contests or two of the other schools in one day.

Tournament Definition: A tournament is defined as a competition involving four or more teams where winners continue to advance or compete until a champion is determined. The tournament format will be based on the number of teams competing. Tournament formats are found on pages 18-32.

Substitutions:

A coach may substitute players at any time (frame) during the game. Once a player has been substituted for, he/she may not re-enter the current game.

Suspended Game Policy:

A regular season game called for any reason where a winner cannot be determined, or any game called at any time for mechanical failure (i.e., lights, electrical issues, etc.) prior to becoming an official game will be treated as a suspended game. If the game is to be completed it will be continued from the point of suspension with the lineup and order of each team the same as the lineup and order at the moment of suspension and subject to the rules of the game. Both schools involved in the game must agree to the suspension.

Rescheduled Competitions:

Rescheduling regular season competitions after district or state competition begins is prohibited.

Last Date for Playing Regular Season Games:

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

Format/ Match Point System:

The Match Point System will be used (1 point for each individual game; 3 points for each team game; 5 points for the Baker match). All bowling will be done on a scratch basis. Each match will consist of three games (2 regulation and best 2 of 3 Baker). Half points will be used in the case of tie situations with specific exceptions. In the event of a split decision (team points are equal after the baker round), a 'sudden death' one-ball roll off will be conducted. The lane assignment will be the lane the team finished the regular baker game on. In the event of a tie after sudden death, the teams will repeat sudden death until a winner is decided, alternating lanes each round of sudden death.

The 21 Point System – 8 points per team game (5 individual and 3 team – 16 points maximum) and 5 points for the baker match.

Home Team			Away Team		
Bowlers Name	Score	Points	Bowlers Name	Score	Points
Bowler 1	185		Bowler 1	192	1
Bowler 2	162		Bowler 2	170	1
Bowler 3	210	1	Bowler 3	201	
Bowler 4	202	1	Bowler 4	195	
Bowler 5	224	1	Bowler 5	213	
Team Total Pinfall	983			971	
Game Points					
Individual Game Points	3		Individual Game Points	2	
Points for Total Pinfall	3		Points for Total Pinfall	0	
Team Game Points	6		Team Game Points	2	

Bowlers Name	Score	Points	Bowlers Name	Score	Points
Bowler 1	192	1	Bowler 1	185	
Bowler 2	170	1	Bowler 2	162	
Bowler 3	201	1	Bowler 3	200	
Bowler 4	195		Bowler 4	202	1
Bowler 5	213		Bowler 5	224	1
	971		Team Total Pinfall	973	
Game Points					
Individual Game Points	3		Individual Game Points	2	
Points for Total Pinfall			Points for Total Pinfall	3	
Team Game Points	3		Team Game Points	5	

Baker Game (Best 2 of 3)					
Home Team			Away Team		
Game 1 Score	205	X	Game 1 Score	190	
Game 2 Score	180		Game 2 Score	185	X
Game 3 Score	199		Game 3 Score	201	X
Baker Points	0		Baker Points	5	

HOME	9	Total Match Points	AWAY	12
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Mercy Rule:

If the outcome of the match is determined after the initial two games, there will be one Baker game bowled to determine the awarding of five points.

Accommodations for Students with Disabilities:

Each state association may, in keeping with applicable laws, authorize exceptions to USBC/NSAA playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating circumstances. In order to determine if the NSAA can authorize such an accommodation, the school administration should contact the NSAA to request an accommodation hearing ([Request for Accommodation](#)).

Supervision:

The superintendent, principal or an authorized representative of the faculty shall accompany and supervise the team for its competition. NSAA Bylaw 3.3.10 pertains to all competition during the season, as well as throughout the entire district and state championship series.

The host school should appoint a site supervisor/tournament director to assist as the event official. If possible, coaches should not be appointed.

Administrative Responsibility, Bylaw 2.1.2:

The superintendent or his/her designate of each member school shall be responsible for the activities program of the school and accountable to the Association for the conduct of such programs. It shall be the duty of this person to administer and enforce all eligibility rules.

Included in these responsibilities are the following:

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

Approved Ruling 2.1.2 (Medical Personnel at Regular Season Games)

Severe injuries, sudden illnesses and other critical incidents do not often occur during school activities, but it is important for every school to have an emergency action plan (EAP) for administrators, faculty, coaches and staff members to follow should emergencies occur. Due to lack of universal availability of medical coverage and other logistical reasons, NSAA does not require that schools have a physician, trainer or ambulance on-site at regular season activities; however, each school should have a plan in place should there be an emergency involving athletes, coaches, officials or spectators requiring medical attention.

Playing Rules:

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

Tie-Breaking Procedure:

Ties – There are no “ties” when determining the winner of a regular season dual, head-to-head tournament, district event or state championship. In the event of a tie, a “sudden death” one-ball roll-off will be used to break the tie.

1. The higher qualifying seed picks the lane for sudden death, with the opponent bowling on the opposite lane of the pair. The higher seed also picks if they will go first or go second. If the event does not have a higher seed, the teams will compete on the lane that they finished their last ball of regular competition on.
2. In the event of a tie after sudden death, a new player, from the game played immediately prior to the tie, must be used.
3. In the event of multiple ties, all players from the previous game must be rotated until the tie is broken. In the event a substitution was made during the game, all the bowlers that played in the game are required to be in the rotation for sudden death.
4. No player may repeat in sudden death until all eligible players have competed in sudden death.

Lane Conditions:

The NSAA will not require the use of specific lane patterns during regular season competition. During district and/or state competition, the NSAA Bowling technical advisor will determine what specific lane patterns will be used and when it will be communicated. As a condition of hosting a district or state event, the host centers will be required to keep the lane patterns confidential per the NSAA instructions.

Practice at the Bowling Center:

Bowling (practicing) in the center the day of competition is not permitted.

Uniforms:

It is required that players wear school uniforms during play. The following shall apply during all competitions:

All bowlers must wear similar uniforms of the same color and style. Consideration should be made to include a number or name on the back of the shirts. Bowlers should wear slacks, skirts or skorts. These slacks/skirts/skorts may be of any color as long as they are similar to that of the rest of the team and do not have any tears or holes in them. Bowlers may NOT wear shorts, jeans, leggings/yoga pants or hats. Bowlers out of uniform will not be allowed to bowl until they are able to comply with the rules. Proper shoes are required.

Participants must keep their uniforms on while in the competition area. Coaches should wear either a team uniform or appropriate coaching apparel in school colors or the colors of black, white, gray or khaki.

Mobile/Electronic Devices:

The use of all mobile/electronic devices by athletes during competition will be prohibited. This includes cell phones, tablets, laptops, iPods and any electronic device of any kind.

Music Licenses:

Generally, music used for contests (warm-up, half-time, “walk-up” music, etc.) needs to be licensed. Some music may be in public domain; however, most music is not and will require a license. This season take the necessary time to verify your music is licensed through the proper entities. Visit www.nfhsllearn.com for additional resources.

MEDIA-RADIO, TELEVISION & PHOTOGRAPHY

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

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

The Media Manual is posted on the NSAA website's Media Page. <http://nsaahome.org/media-info/>

DISTRICT & STATE CHAMPIONSHIPS (Boys & Girls)

Classification of Schools:

All registered bowling teams will be placed into one class for competition.

District Assignments:

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

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

Band & Artificial Noisemakers:

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

Cheerleaders:

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

Media – Student Media, Media Credentials & Broadcasting:

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

DISTRICT TOURNAMENT INFORMATION

District Dates:

District tournaments will take place during week 31 of the standardized calendar, January 31, February 1 or 2.

District Entry Deadline:

NSAA Entry Forms are now accessed and submitted online. The Athletic/Activities director will give the certified coach the login to this activity. Go to the NSAA website (www.nsaahome.org) and click on "Login" and select your school and enter your login code/password. On the subsequent page, click on "District Entry Form" and complete your roster form (detailed instructions can also be obtained from the website). You will need to print this form for your files and email a copy to the district director. You do NOT need to email or fax the form to the NSAA office. Once the form has been completed and submitted by the school, the NSAA office will automatically receive an electronic version of this form. Schools may make changes to this form up until the due date, which is January 24th. After that, you will need to contact the NSAA.

Eligible Players:

Players listed on the District Entry Form will be eligible to play in district and state tournament competition. Substitutions to this list can be made, but no more than 7 players may suit up for district or state championship competition. Once the district competition begins changes to the roster are not permitted. If substitutions are made, inform the district tournament director and NSAA office as soon as possible. Anyone substituted must be eligible according to all NSAA rules.

District Format:

All teams will compete for 3 games of traditional bowling, followed by 5 games of Baker competition. All scores will be cumulative.

State Qualifiers:

The team with the highest score from each individual district tournament will advance to the state championship (six district champions).

Individuals will advance to the State Singles Championship based on their 3-game score. The top XX individuals in districts with 6 teams, the top XX individuals in districts with 5 teams, and the top XX individuals in districts with 4 teams will qualify for the State Singles Championship. The state qualifiers include the top "x" plus ties, if there are ties for the last qualifying position.

Bowling Balls:

Only USBC certified equipment may be used during competition. Altering the surface of a ball after the completion of practice will result in player disqualification. A disqualified player will not be allowed to compete at the state championships, and the player will receive 0 for all frames bowled since the start of competition. A player will be

limited to one bowling ball on the ball return, except for immediately before and after a spare conversion. If a second ball is used, the ball must be removed prior to the next team member delivery.

Awards:

The winner and runner-up of each district tournament will receive plaques. Wild card qualifiers to the state championships will receive plaques.

Suspension of Play:

In the event of an equipment malfunction, the host center will determine if the issue may be corrected in a reasonable amount of time. If the delay will be lengthy and estimated to be longer than 15 minutes, an alternate pair of lanes, if available, may be used. If the delay is longer than 15 minutes, a practice ball will be given to each player for each 15 minutes of delay. Players will practice only on the "non starting" lane of the competition. If possible, scores will be transferred from the time of interruption, with competition continuing from that point, per USBC rules.

Postponement of Play:

If the event is postponed due to unforeseen circumstance, the NSAA, at its discretion, will attempt to reschedule the event. If a host center is unavailable to host the district event, the team with the highest seed assigned to the district will be deemed the winner of the district event and will advance to the state championship. No individuals will advance from said district.

Wild Card Criteria:

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

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

Two additional teams which fail to qualify through district tournament competition, will be chosen to complete the eight-team tournament field.

These teams will be selected in the following manner:

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

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

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

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

A team's point average will be determined by dividing its total number of points by the number of matches played. Matches consist of all head-to-head competition whether in a dual, double dual or tournament.

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

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

- a. If only two teams have identical point averages and are tied for one of the qualifying spots and the teams have played each other, the team that won the contest or the majority of contests between the two teams in question will qualify for the state tournament and/or earn the higher seed.
- b. If the two teams have not played each other or if more than two teams are tied, step C will be used to determine which team qualifies for the state tournament and/or earn the higher seed.
- c. If two or more teams have identical point averages and are tied for one or both of the remaining qualifying spots, the team or teams playing the greatest number of first division teams will be selected. If only two teams remain after this step and the two teams tied have played each other, step A will be used to determine the qualifier for the state tournament.
- d. If a tie still exists, the team's opponents' wins and losses will be totaled and the winning percentages calculated. The team whose opponents have the highest percentage based on this calculation will be chosen.

- e. If a tie still exists, the representative will be decided by a coin flip in the NSAA office.

Reporting Scores/Results:

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

STATE CHAMPIONSHIP INFORMATION

Dates:

The State Championships will take place during week 32 of the standardized calendar, February 7-8, 2022.

Format:

Singles Championship:

The Singles Championships will take place on Day 1 of the State Championship event. All participants will bowl 4 games of qualifying. The top eight players in each division (boys/girls) will advance to a bracket final and be seeded by qualifying position. The bracket will consist of a 2-game series total, with the higher score advancing in the bracket. The state champion will be the player that wins the bracket, with final positions of all 8 players determined by ranking of score at the time of elimination.

Team Championship:

The Team Championships will take place on Day 2 of the State Championship event. All teams will be seeded into a double-elimination bracket based on their season wild card ranking. Each round will consist of a best 3 of 5 Baker competition. The team that wins 3 games first will advance in the round. A team must lose twice to be eliminated from the competition.

Team Championship Seeding:

Teams in the state championships will be seeded according to the wild card point average and the first-round pairings will match the following seeded teams: 1 vs. 8, 2 vs. 7, 3 vs. 6, and 4 vs. 5. If teams are tied via the point average, the wild card tiebreaker will be used to break the tie.

Suspension of Play:

In the event of an equipment malfunction, the host center will determine if the issue may be corrected in a reasonable amount of time. If the delay will be lengthy and estimated to be longer than 15 minutes, an alternate pair of lanes, if available, may be used. If the delay is longer than 15 minutes, a practice ball will be given to each player for each 15 minutes of delay. Players will practice only on the “non starting” lane of the competition. If possible, scores will be transferred from the time of interruption, with competition continuing from that point, per USBC rules.

Postponement of Play:

If the event is postponed due to unforeseen circumstance, the NSAA, at its discretion, will attempt to reschedule the event.

Team Pass Gate:

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

Awards:

The winner and runner-up in the state championships will receive trophies. Members of the state championship winning team will receive gold medals and the championship team coach will receive a plaque. Members of the state runner-up team will receive silver medals.

The top 8 individuals in the Singles Championship will receive medals.

Expected Behaviors at Awards Ceremonies:

Education-based activities give students the ability to train, participate and compete in a structured setting. With that, students often learn lessons that are sometimes not taught in the traditional academic classroom. Some of those lessons include learning to win and lose with dignity and grace. As such, the following guidelines have been developed for awards ceremonies at the conclusion of sub-district, district and state contests.

Only one team can win a district or state championship, yet the NSAA provides trophies, plaques and medals to the losing teams in many of the postseason activities. It shall be the expectation that both teams shall accept their medals and trophies in a sporting and willing manner. Some losing teams have been reluctant to step forward and accept their awards, and coaches and administrators need to assure sporting behaviors for their student athletes. It is natural to be disappointed in losing the contest but stepping forward at this time of disappointment is a life lesson that helps mold proper and sporting behaviors. It is the expectation!

The executive director or the NSAA Board of Directors shall determine the type and severity of sanctions to schools that do not comply with these expectations.

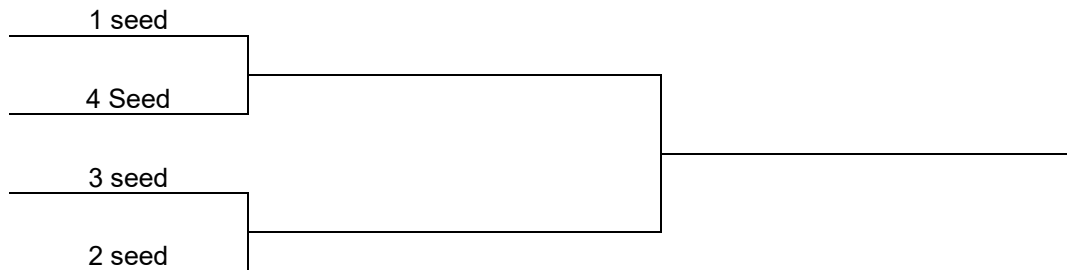
Tournament Formats

4-Team Tournament (Appx. 5.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 6 - Practice between qualifying and baker games (10 minutes).
- 7 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane 1 - 2	1 v. 2	3 v. 1	2 v. 3
Lane 3 - 4	3 v. 4	4 v. 2	1 v. 4

Baker Head-To-Head Bracket



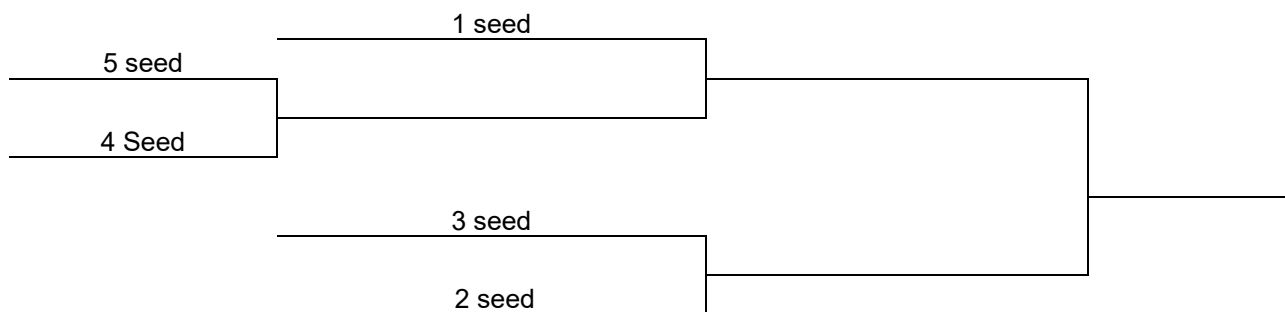
5-Team Tournament (Appx. 6.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - Due to uneven number of teams, team #6 will be the "Ghost Team".
- 6 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points (2nd division team).
- 7 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 8 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games. (Not including the "Ghost Team")
- 9 - Practice between qualifying and baker games (10 minutes).
- 10 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 11 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane 1 - 2	1 v. 2	5 v. 4	3 v. 6
Lane 3 - 4	3 v. 4	1 v. 6	5 v. 2
Lane 5 - 6	5 v. 6	3 v. 2	1 v. 4

Baker Head-To-Head Bracket



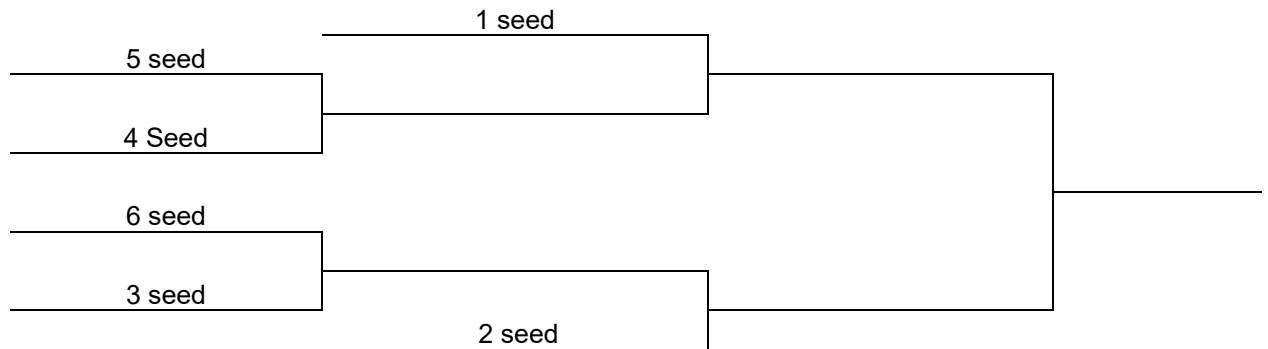
6-Team Tournament

(Appx. 6.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 3 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 4 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 5 - After 3 game qualifying, all teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 6 - Practice between qualifying and baker games (10 minutes).
- 7 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 8 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane 1 - 2	1 v. 2	5 v. 4	3 v. 6
Lane 3 - 4	3 v. 4	1 v. 6	5 v. 2
Lane 5 - 6	5 v. 6	3 v. 2	1 v. 4

Baker Head-To-Head Bracket



7-Team Tournament

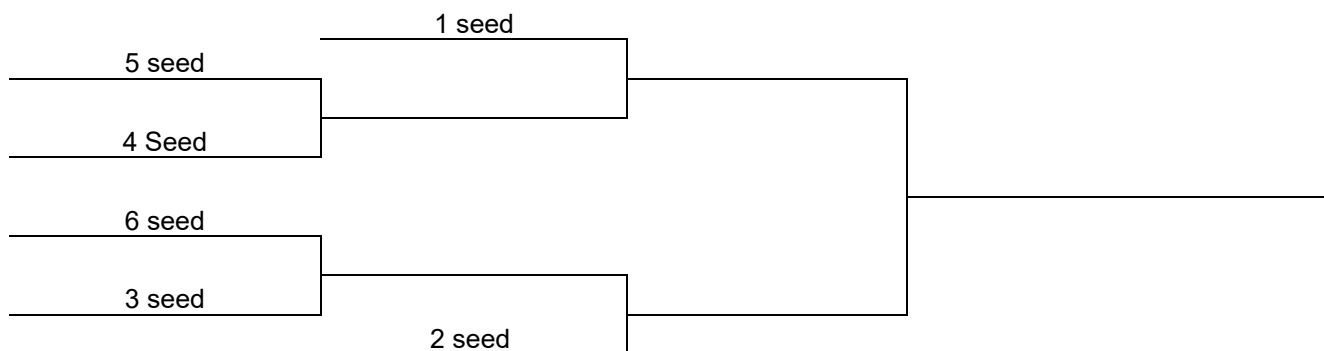
(Appx. 6.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8 Pool B = #2, #3, #6, #7
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, Team #8 will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 6 teams based on total pinfall (not including the "Ghost Team"), move to a best 3-of-5 bracket shown below.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		Rnd 1	Rnd 2	Rnd 3
Pool A	Lane XX	A1 v. A2	A1 v. A3	A2 v. A3
	Lane XX	A3 v. A4	A2 v. A4	A1 v. A4
Pool B	Lane XX	B1 v. B2	B1 v. B3	B2 v. B3
	Lane XX	B3 v. B4	B3 v. B4	B1 v. B4

Baker Head-To-Head Bracket



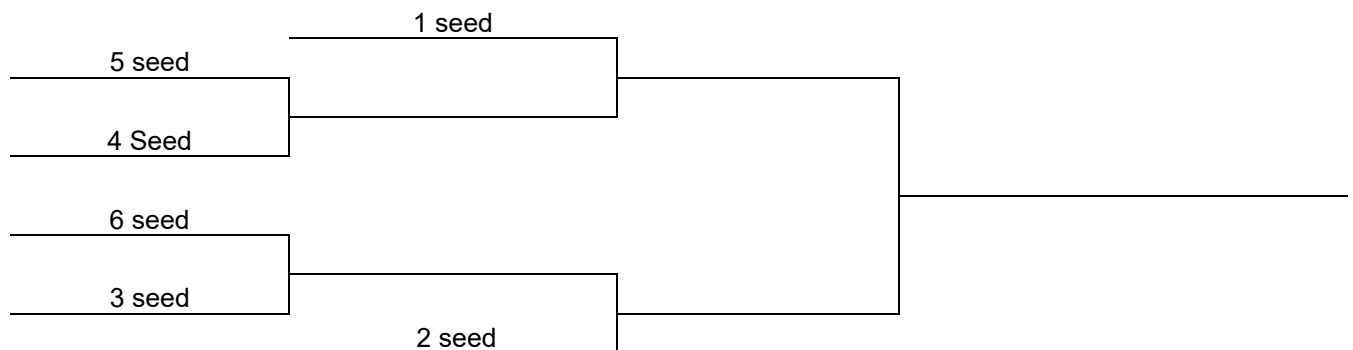
8-Team Tournament

(Appx. 6.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8 Pool B = #2, #3, #6, #7
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 6 teams move to a best 3-of-5 bracket seeded by total pinfall of the three qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		Rnd 1	Rnd 2	Rnd 3
Pool A	Lane	A1 v. A2	A1 v. A3	A2 v. A3
	Lane	A3 v. A4	A2 v. A4	A1 v. A4
Pool B	Lane	B1 v. B2	B1 v. B3	B2 v. B3
	Lane	B3 v. B4	B3 v. B4	B1 v. B4

Baker Head-To-Head Bracket



9-Team Tournament

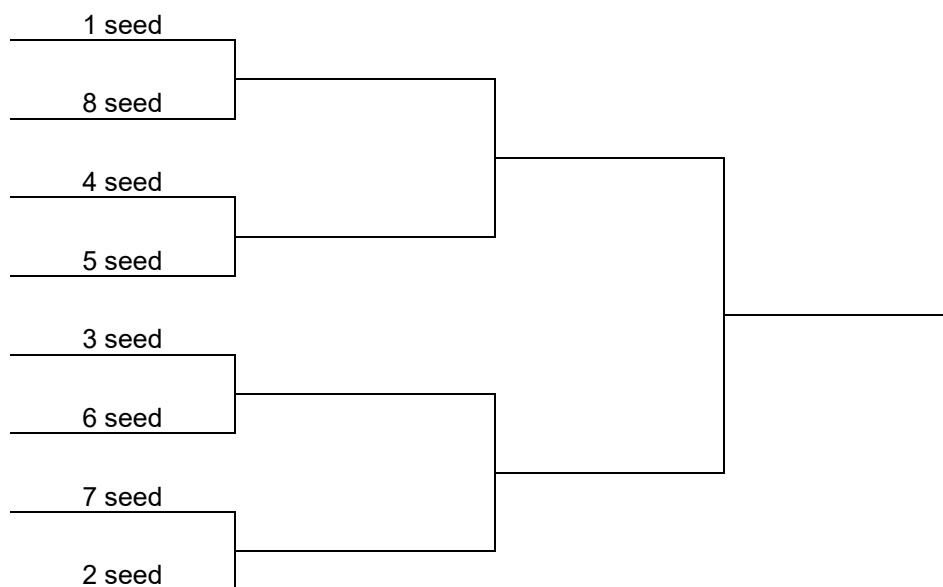
(Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8, #9 Pool B = #2, #3, #6, #7, #10
- 3 - Rounds 1 through 4 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #10 (B5) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 4 game qualifying, the top 8 teams move to a best 3-of-5 bracket seeded by total pinfall of the four qualifying games. (Not including the "Ghost Team")
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

		Rnd 1	Rnd 2	Rnd 3	Rnd 4
Pool A	Lane	A2 v B5	A3 v B4	A4 v B3	A5 v B2
	Lane	A3 v B1	A4 v B5	A5 v B4	A1 v B3
	Lane	A4 v B2	A5 v B1	A1 v B5	A2 v B4
Pool B	Lane	A5 v B3	A1 v B2	A2 v B1	A3 v B5
	Lane	A1 v B4	A2 v B3	A3 v B2	A4 v B1

Baker Head-To-Head Bracket

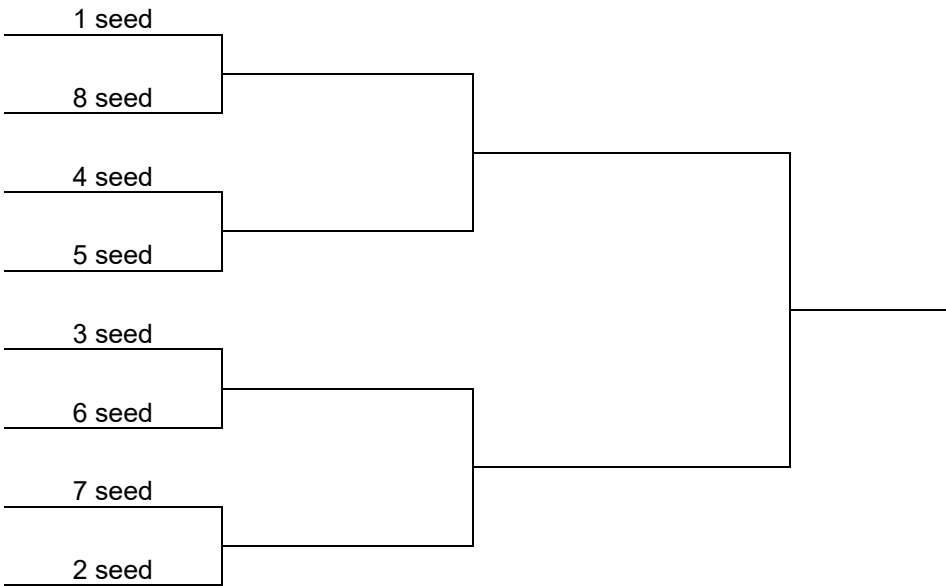


10-Team Tournament (Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #4, #5, #8, #9 Pool B = #2, #3, #6, #7, #10
- 3 - Rounds 1 through 4 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 4 game qualifying, the top 8 teams move to a best 3-of-5 bracket seeded by total pinfall of the four qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Lane	A2 v B5	A3 v B4	A4 v B3	A5 v B2
Lane	A3 v B1	A4 v B5	A5 v B4	A1 v B3
Lane	A4 v B2	A5 v B1	A1 v B5	A2 v B4
Lane	A5 v B3	A1 v B2	A2 v B1	A3 v B5
Lane	A1 v B4	A2 v B3	A3 v B2	A4 v B1

Baker Head-To-Head Bracket



11-Team Tournament (Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #6, #7, #12 | Pool B = #2, #5, #8, #11 | Pool C = #3, #4, #9, #10
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #12 (A4) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool and 1 wild card team (total pinfall, not including the "Ghost Team"), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v A3	A1 v A4
Lane	A3 v. A4	A2 v A4	A2 v A3
Lane	B1 v. B2	B1 v B3	B1 v B4
Lane	B3 v. B4	B2 v B4	B2 v B3
Lane	C1 v. C2	C1 v C3	C1 v C4
Lane	C3 v. C4	C2 v C4	C2 v C3

Baker Head-To-Head Bracket



12-Team Tournament (Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #6, #7, #12 | Pool B = #2, #5, #8, #11 | Pool C = #3, #4, #9, #10
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 3 teams from each pool and 1 wild card team (total pinfall) move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v A3	A1 v A4
Lane	A3 v. A4	A2 v A4	A2 v A3
Lane	B1 v. B2	B1 v B3	B1 v B4
Lane	B3 v. B4	B2 v B4	B2 v B3
Lane	C1 v. C2	C1 v C3	C1 v C4
Lane	C3 v. C4	C2 v C4	C2 v C3

Baker Head-To-Head Bracket



13-Team Tournament

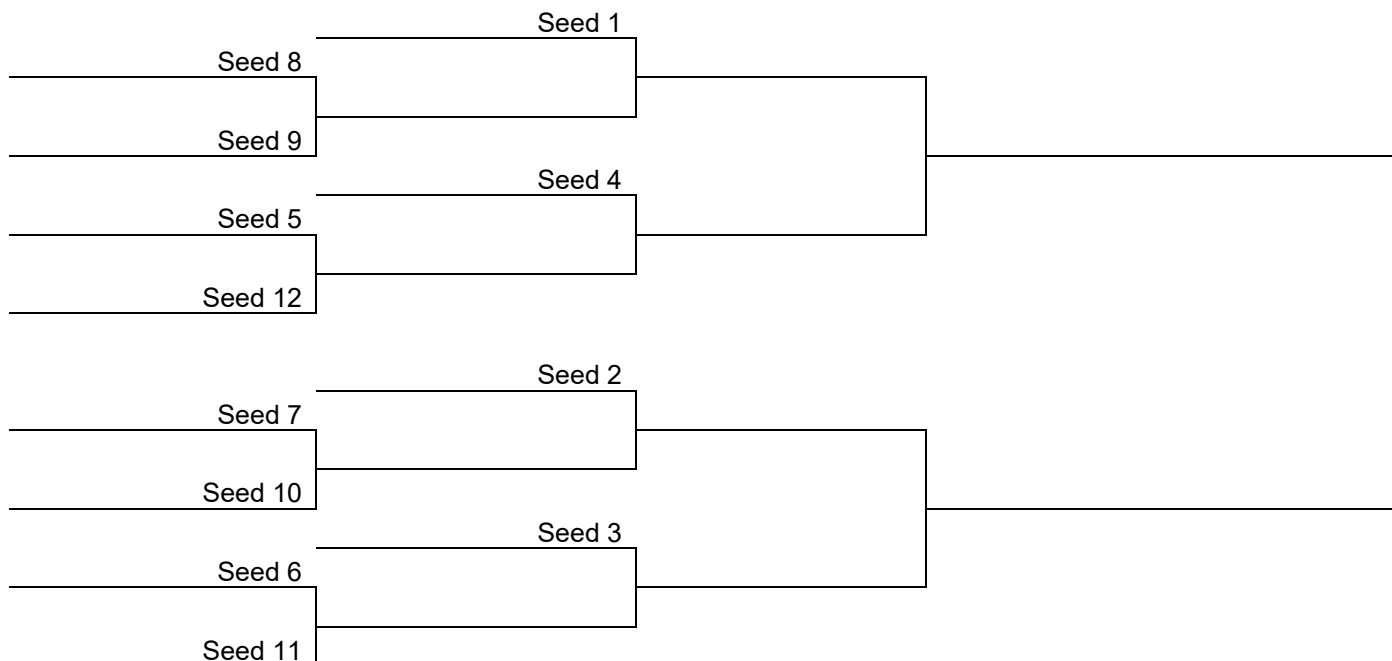
(Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #14 | Pool B = #2, #7, #10, #13 | Pool C = #3, #6, #11 | Pool D #4, #5, #12
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #14 (A4) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool (total pinfall, not including the "Ghost Team"), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D2 v. D3
Lane	C3 v. D3	C2 v. D2	C1 v. D1

Baker Head-To-Head Bracket



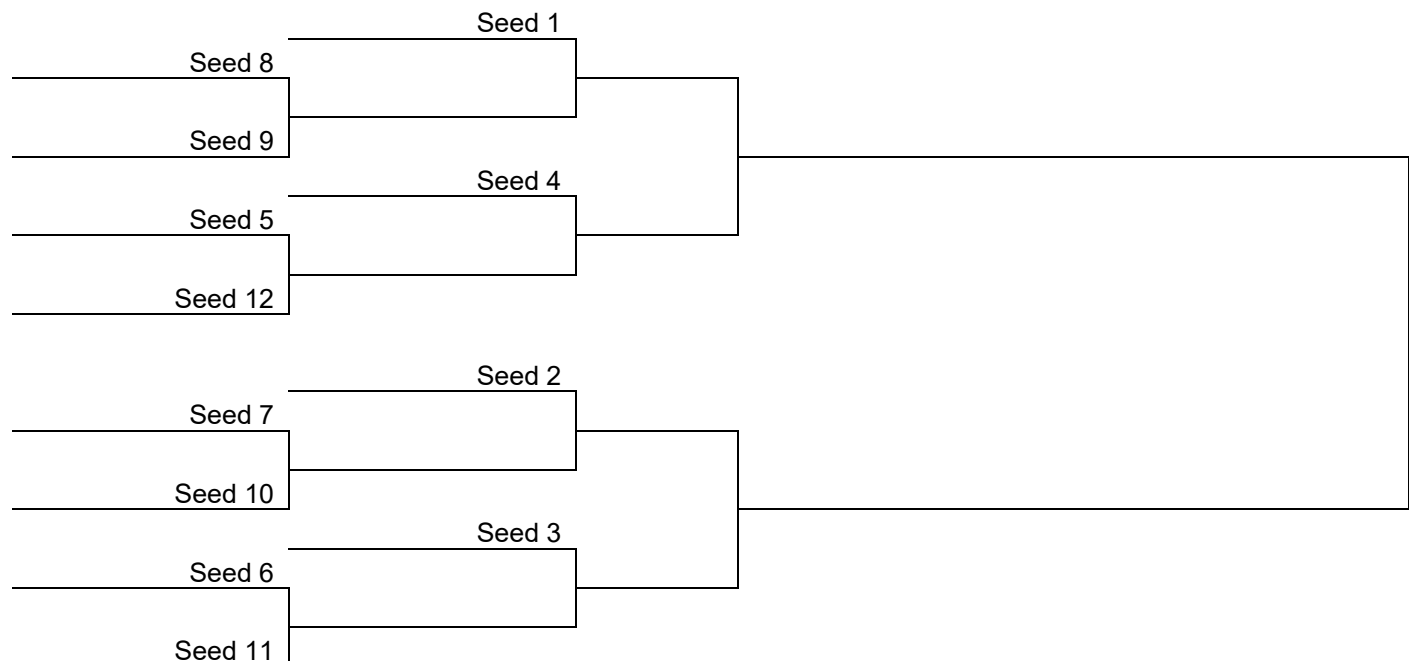
14-Team Tournament

(Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #14 | Pool B = #2, #7, #10, #13 | Pool C = #3, #6, #11 | Pool D #4, #5, #12
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 3 teams from each pool (total pinfall) move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D2 v. D3
Lane	C3 v. D3	C2 v. D2	C1 v. D1

Baker Head-To-Head Bracket



15-Team Tournament

(Appx. 7.5 hours)

Due to teams bowling unopposed, the NSAA Bowling committee recommends that any format using an odd number of teams only be used as a last resort, typically due to a team being unable to attend due to snow, illness, or other last minute circumstance.

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #16 | Pool B = #2, #7, #10, #15 | Pool C = #3, #6, #11, #14 | Pool D #4, #5, #12, #13
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - Due to uneven number of teams, team #16 (A4) will be the "Ghost Team".
- 7 - Teams bowling the "Ghost Team" will need to beat the current game average of all teams to be awarded the win and 47 wild card points.
- 8 - A loss to the "Ghost Team" will equate to a loss to a 2nd division team (36 points).
- 9 - After 3 game qualifying, the top 3 teams from each pool and 2 wild card teams (total pinfall, not including the "Ghost Team"), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 10 - Practice between qualifying and baker games (10 minutes).
- 11 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 12 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

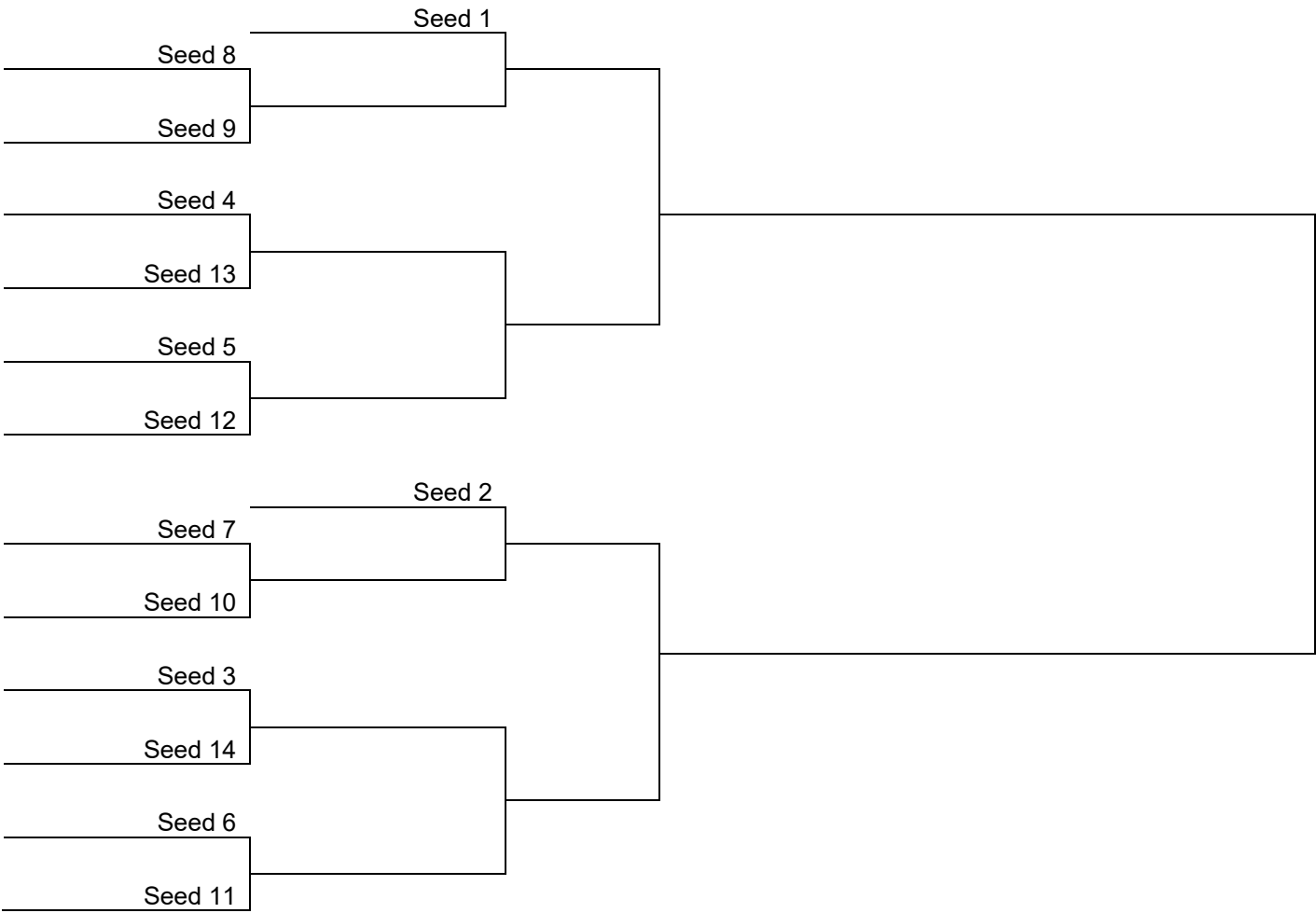
	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C1 v. C4
Lane	C3 v. C4	C2 v. C4	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D1 v. D4
Lane	D3 v. D4	D2 v. D4	D2 v. D3

15-Team Tournament Bracket on page 29

15-Team Tournament Bracket

(Appx. 7.5 hours)

Baker Head-To-Head Bracket



16-Team Tournament

(Appx. 7.5 hours)

- 1 - Assign teams based upon pre-seeding system or random draw.
- 2 - Pool A = #1, #8, #9, #16 | Pool B = #2, #7, #10, #15 | Pool C = #3, #6, #11, #14 | Pool D #4, #5, #12, #13
- 3 - Rounds 1 through 3 will consist of head-to-head play (qualifying games).
- 4 - Each qualifying game will be scored as one individual game with 1 point per match-up (bowlers 1 through 5) and 3 points for total pinfall (8 points possible).
- 5 - Wild card points will be awarded for head-to-head play in both qualifying and bracket competition.
- 6 - After 3 game qualifying, the top 3 teams from each pool and 2 wild card teams (total pinfall), move to a best 3-of-5 bracket seeded by total pinfall of the 3 qualifying games.
- 7 - Practice between qualifying and baker games (10 minutes).
- 8 - Teams with a bye will be allowed to practice on an open pair but must stop when their next opponents match is completed.
- 9 - In the event of a tie in any head-to-head match, refer to tie-breaking procedure in the NSAA Bowling Manual.

	Rnd 1	Rnd 2	Rnd 3
Lane	A1 v. A2	A1 v. A3	A1 v. A4
Lane	A3 v. A4	A2 v. A4	A2 v. A3
Lane	B1 v. B2	B1 v. B3	B1 v. B4
Lane	B3 v. B4	B2 v. B4	B2 v. B3
Lane	C1 v. C2	C1 v. C3	C1 v. C4
Lane	C3 v. C4	C2 v. C4	C2 v. C3
Lane	D1 v. D2	D1 v. D3	D1 v. D4
Lane	D3 v. D4	D2 v. D4	D2 v. D3

16-Team Tournament Bracket on page 31

16-Team Tournament

(Appx. 7.5 hours)

Baker Head-To-Head Bracket

