

1. **TEAM ELIGIBILITY:** Players must be enrolled in grades 9 - 12 from the same High School

**Exceptions:** 1. In the case of a High School having grades 10-12 only, a player in grade 9, in a middle school may bowl on the team from the school where they will attend grade 10.

 2. In the event a player attends home school or a private school that does not have its own bowling team, they may bowl for the public school within whose attendance boundaries they reside. In a school district that does not have specific attendance boundaries, the player must bowl for the high school closest in proximity to their residence.

Entry is open to all players that qualify for a spot on the school team.

2. **TEAM ROSTER:** Teams shall have a playing strength of five (5) with a maximum of eight (8) players on the roster. There will be an Open Division (Boys and Co-ed teams) and a Girls Division. Co-ed teams consist of a at least 1 member of the opposite gender bowling on the team. Co-ed teams cannot be co-opted. Legal lineup is one (1). If a team is short one or more players, it may still compete, though the coach must declare before competition, which frames will be bowled by the players for the duration of the tournament. Absentee players will receive zero for all frames. All rules applicable to full teams also apply to teams with less than five (5) players.

3. **TEAM MEMBER SELECTION:** A fair and impartial method will be used to select team players. No one may be excluded from the team except for the following reason(s):

 **1. Bowling ability**

 **2. Sportsmanship**

 **3. Academic deficiency P**layer participation is based on the following guidelines: a) 2.0 GPA or b) Player must be eligible for other sports and activities at the high school. Bowlers must be enrolled at their school to participate, and 5th year seniors are not eligible for competition. Schools will no longer be required to sign off the entry form to show eligibility. Players attending an alternative school recognized by the high school he/she would otherwise attend must be seeking their high school diploma. No other criteria may be used. Where outside sponsorship is obtained, sponsorship cannot affect team membership. For example, if a bowling center sponsors a team, the team cannot be limited to bowlers from the sponsor center.

 Only one (1) boys’/co-eds’ team and one (1) girls' team from the same high school will be allowed at the State Finals.

4. **LINEUP & TOURNAMENT PACE:**  After a block has started, no lineup changes shall be made until the next block. A block is four (4) Baker games. Team must keep pace with opposing team player by player; player 1 may not start his/her frame until player 1 of the opposing team is up to bowl; player 2 may not start his/her frame until player 2 of the opposing team is up to bowl, etc. NO "RACEHORSE" BOWLING. Violations during a game may result in zero score received for the entire game during which the violation occurred.

5. **SUBSTITUTIONS:** A team may substitute a player at any time during the competition, but the player removed may not return to the lineup until the next Baker block (4 games per block). Scores bowled through the efforts of more than one player shall not qualify for USBC awards or tournament individual records.

6. **HANDICAP:** All scores will be scratch; no handicap will be used.

7. **TOURNAMENT FORMAT:** This is a team tournament only - all baker style.

 **Qualifying**: Twenty (20) Baker games with total pin fall determining position standings. The top six (6) boys and the top six (6) girls’ teams will advance to the semi-finals. No more than three (3) boys/co-eds / girls’ teams from a school may advance to the semi-finals. There is no pin fall carryover to the semi-finals.

 **Semi-finals:** One practice ball per player on each lane of your starting pair will be allowed. Ten (10) games of baker. The top three (3) boys/co-ed and girls’ teams will advance to the finals. Teams will be assigned starting lanes from their position standing after the qualifying round.

 **Finals:** One practice ball on each lane. Stepladder style using Baker game format, two (2) games per match. Advancement to the State Finals will be determined for each district will be determined once the District Entries close on January 15th and announced before each District competition begins. Each District Champion is guaranteed a spot at the State Finals Tournament. Total of 32 teams to compete at state.

 **Ties:** All ties will be decided by a one game Baker roll-off. If a tie still exists, a 9th & 10th frame roll-off with Coach deciding who will be their two players.

8. **COACHES & SCOREKEEPERS:** **ALL COACHES MUST SHOW PROOF OF BACKGROUND CHECK THROUGH USBC REGISTERED VOLUNTEER PROGRAM OR BY THE HIGH SCHOOL FOR WHICH THEY COACH.** Each team may have the immediate 5 players and one coach in the settee area with them, and subs allowed if area permits. Scorekeepers will have a designated chair on the concourse and may be allowed in the settee area at the tournament manager's discretion. Scorekeepers may not intimidate players.

9. **ENTRY FEE:** $200.00 per team ($170 expense, $30 scholarship). Checks to OSUSBC High School Program. No Cash

10. **AWARDS:** Team awards for 1st, 2nd, 3rd and 4th in Open and Girls' divisions. Individual medals and certificates for all finalists. Scholarships returned100% and managed by SMART, OSUSBC SMART ACCOUNT #9453.

11. **ATTIRE:** Players must wear a clean and pressed shirt / blouse with collar. Non-collared shirts are not permitted. Girls are to wear slacks, leggings (solid black or tan color and not made of a see-through material), skirts or shorts provided the inner seam length of the shorts are at least six (6) inches. Boys are to wear slacks or dress shorts (no cargo shorts). No undergarments showing. Absolutely no holes, patches or frayed hems will be allowed. HATS, OVERALLS and JEANS OF ANY TYPE WILL NOT BE ALLOWED! Tournament committee reserves the right to determine appropriate attire. DRESS CODE ALSO APPLIES TO COACHES AND SCOREKEEPERS. **SHIRT LETTERING;** The name of the school is to be on the back of the shirt / blouse. Co-opt schools can have the name of each student’s own school on it if so desired. Sponsor identification is limited to the upper sleeve or over the pocket. Student’s are allowed to have the mascot/logo of school on shirt. The logo of the company creating the shirts such as IAMBOWLING is acceptable on the back.

12. **TARDY PLAYERS:** Tardy players will take a ZERO for missed frames. Players absent when it is their turn to bowl will receive ZERO for missed frames, unless they have received permission from a tournament official.

13. **PROTESTS:** Protests must be filed with a tournament official prior to the next step of competition.

14. **TOURNAMENT MANAGEMENT:** Tournament committee and tournament manager will make decisions on matters not covered by USBC or tournament rules and policies.

15. **SPORTSMANSHIP:** Foul language (verbal or written, including electronic communications), inappropriate gestures, intentional fouls, and abusive behavior toward equipment or people will not be allowed by any participating player, coach or scorekeeper for the duration of the tournament. This ruling will be announced prior to each round. No other warnings will be given. Violators will be dismissed from tournament competition and will not be eligible for any awards. In addition, teams must not move into the playing area of other teams until those teams have finished their match. Cheering is strongly encouraged provided it is not done with the intent to distract others while they are up to bowl. No artificial noisemakers allowed. Only the player currently up to bowl will be allowed on the approach. Players are not required to sit down while competing.

16. **ALL STAR TEAM MEMBERS, MVP:** The top six (6) boys and six (6) girls, based upon All-Star point total through the qualifying games at the District tournament will earn first right to participate in the State All-Star Tournament. The top boy and girl in each district will be named the most valuable player and earn a $100 scholarship; runner-up in each division will receive a $75 Scholarship. To qualify for the All-Star Tournament or MVP, players must have completed at least **32** frames in the qualifying round. Each district's All-Star Teams will receive District All Start Team Certificates at the tournament and be given their All-Star Tournament entries.