



Official Rules

Inaugural Minnesota Grade State Bowling Championships

Last Updated on March 25, 2022

1) ADMINISTRATION

The Inaugural Minnesota Grade State Bowling Championships shall be administered by the Bowling Proprietors Association of Minnesota (BPAM). The tournament director is BPAM Executive Director Josh Hodney. Josh can be contacted at josh@mhsb.org or 763-755-2552 or 1-800-622-7769.

2) RULES

The tournament director reserves the right to update the rules for this event through April 22, 2022. Rule changes will be made aware to participants who have registered via email.

3) DATE & LOCATION

The Inaugural Minnesota Grade State Bowling Championships will be hosted by Drkula's 32 Bowl, located in Inver Grove Heights, MN. Four competition shifts will be offered: April 23, 2022 at 11:00 a.m. and 2:00 p.m.; and April 24, 2022 at 11:00 a.m. and 2:00 p.m.

4) REGISTRATION

Registrations must be completed through the Spring Lake Park School District Eleyeo account. (This is the school district in which the Grade State Bowling Championships tournament director, Josh Hodney, resides within.) Each team will be comprised of four to six players. Each team member must register separately.

Four shifts are being offered for this event. A maximum of 24 teams for each shift will be accepted. A maximum of 92 teams will be accepted for this inaugural event. Spots are available on a first come, first served basis. There is no limit to the number of teams from each grade level may compete.

Emails will be sent out by the tournament director to all registrants to confirm rosters, as well as what day and time each team is scheduled to compete.

5) ENTRY FEE

The cost for each participant is \$10.00, regardless of whether a team will have four, five, or six team members. This fee covers bowling, use of bowling shoes, use of bowling balls, the opportunity to prizes, and event administration. Bowlers who do not need to borrow shoes or a bowling ball shall still pay the full entry fee of \$10.00. [Entry fees are non-refundable](#). If a bowler is unable to attend the competition, a team will be able to add a substitute to their roster with written notice via email to the tournament director (josh@mhsb.org).

6) ELIGIBILITY

This event is for male and female students at Minnesota schools (public, private, or charter schools) that are in 4th, 5th, or 6th grade during the 2021-22 school year. A bowler may only compete in the 2022 event one time (and on one team).

7) TEAM ROSTERS

Teams can be comprised of all boys, all girls, or any combination of boys and girls. All bowlers shall be in 4th, 5th, or 6th grade for the current school year. Rosters shall be comprised of 4 to 6 players. A minimum of 5 bowlers is recommended (but not required). **All bowlers on a roster shall be enrolled in the same school.**

It is strongly recommended that all competitors on a roster be in the same grade. If a team is comprised of students from multiple grades, then the division a team will compete in will be based on the student in the highest grade. For example: If a team has five players on its roster, including four 5th graders and one 6th grader, the team will compete in the 6th grade division.

8) LINEUPS & IN-GAME SUBSTITUTIONS

Each team will bowl ten team baker games using a 4-person baker system line-up.

Starting line-ups for each will look like this:

Frame 1	Frame 2	Frame 3	Frame 4	Frame 5	Frame 6	Frame 7	Frame 8	Frame 9	Frame 10
Player A	Player B	Player C	Player D	Player A	Player B	Player C	Player D	Player A	Player B

“Player A” will be scheduled to bowl in frames 1, 5, and 9.

“Player B” will be scheduled to bowl in frames 2, 6, and 10.

“Player C” will be scheduled to bowl in frames 3 and 7.

“Player D” will be scheduled to bowl in frames 4 and 8.

If a team has 5 or 6 players, then the 5th bowler would be “Player E” and a 6th bowler would be “Player F.” Player E & F do NOT have to be used in any game.

“Player E” and/or “Player F” can come in as a substitute at any time during a game and assume the position of Player A or Player B or Player C or Player D. Once a player is removed from (i.e. substituted for) a game, that player cannot return to the line-up in that same game for any reason.

A team may bowl a game with three players, but the team would need to take a zero for frames 3 & 7.

Scorekeepers shall indicate on competition match sheets what bowler bowled in each frame by writing a bowler’s initials above the appropriate frame. If a bowler bowls out of turn or in the wrong frame then a team will take a zero for that frame.

9) LANE CONDITIONING

Fresh lane conditioner (i.e. oil) will be put down on the competition lanes prior to the 11:00 a.m. shifts on both April 23rd and 24th. Fresh oil is NOT guaranteed to be put down on competition lanes prior to the 2:00 p.m. shifts on both April 23rd and 24th.

10) COMPETITION FORMAT & DIVISIONS

Each team will bowl 10 games of bowling (i.e. 100 frames). Each game will be bowled on a single lane. Teams will bowl games on four different lanes throughout the competition. Teams will bowl games 1 - 5 on the same pair of lanes. Teams will bowl games 6 - 10 on a different pair of lanes.

A team's summation of all ten of its games will determine its final score.

There will be a 4th grade division; a 5th grade division; and a 6th grade division.

11) THREE WAYS TO WIN PRIZES

11A) SPIRIT AWARDS

Teams can win prizes if all teammates are dressed alike. Teams can also win prizes for cheering loudly and showing excitement throughout the competition. Prize types for spirit awards are yet to be determined.

11B) TOP THREE PLACERS

The three teams in each division (4th grade division; 5th grade division; and 6th grade division) with the highest 10-game total scores will receive scholarship money that can be used for education after high school. All players on all of the top placing teams will each earn a \$50.00 college scholarship. All scholarship recipients will receive an email from the tournament director with details about their award. Moreover, each team member on each first place team (in all three divisions) will win a state championship plaque that will be shipped to the team's school by mid-May.

11C) PREDICT YOUR TOTAL SCORE PRIZES

Upon checking in, the manager of each team will make a prediction of what their team's 1-game total score will be. Team managers must name a 10-game total of at least 500. The ten teams (from all grade divisions) that score the closest to their predicted scores will win gift card prizes. Each player on an (predict your score) award winning team will win a \$5.00 gift card for Target stores. Gift cards will be mailed to the team's school by mid-May.

12) TEAM MANAGER/SCOREKEEPER

Each team shall have one or two individuals to act as a team manager. Each team shall also supply a scorekeeper. A team's manager CAN also be the team's scorekeeper. Team managers and scorekeepers must be 16 years of age or older as of April 23, 2022. **The tournament director will host an informational meeting for all team managers and scorekeepers ahead of each of the four competition shifts.**

The maximum number of managers/scorekeepers that a team shall have in the bowling settee area for any portion of the competition is two. A team's coach/manager may also stand or sit on the concourse behind his/her team. Coaches may move in front of the scoring keypad on the lane his/her team is bowling on only in between games and matches.

13) DRESS CODE

Teams are encouraged to wear the same color shirt, but it is not required. Bowlers and managers may wear athletic pants, jeans, slacks, athletic shorts, or dress shorts. No hats shall be worn by any bowler, manager or scorekeeper. No skirts or skorts shall be worn by any player.

14) USE OF ELECTRONIC DEVICES DURING BOWLING

The use of audio players, cellular phones, or computer tablets by bowlers or coaches is not allowed during warm-ups or competition. Players may not wear AirPods, ear buds, or headphones during warm-ups or competition. Exceptions can be made by the tournament director for bowlers with autism or other special needs.

15) SWITCHING HANDS DURING COMPETITION

A bowler is not allowed to switch bowling hands in the middle of a frame or 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 bowler that throws a ball with a different (dominant) hand during a game will take a zero for the illegal ball(s) thrown.

16) CHANGING THE SURFACE OF BOWLING BALLS

A bowler can alter the surface of a ball (using steel wool, sandpaper, or chemicals) before competition scoring begins. Once competition scoring begins, the surface of any bowling ball shall not be altered by any player, manager, or spectator. Wiping a ball off with a dry towel is allowed at any time. A pin-count that is achieved during competition by a ball that's surface was altered during a match may be counted as a 0 by the tournament director.

17) PENALTIES FOR MISCONDUCT

Abusive language; harassment of any kind; hitting, kicking, or throwing property; bullying; and all other forms of unsportsmanlike conduct will not be tolerated. Depending on the severity of an infraction, the tournament director may issue a warning for misconduct. The tournament director may also suspend a player for a game or multiple games. If a player is suspended from competition for any length of time, the player's entry fee will be forfeited.

18) WARM-UPS

Each team will receive 10 minutes of (complimentary) practice right before their competition shift begins.

19) RESULTS

The results of this event will be posted at GoBowlingMinnesota.com within 48 hours of the event's completion.

20) ALL MATTERS NOT COVERED BY THESE RULES

The state laws in Minnesota, the rules of bowling (by the United States Bowling Congress), and the use of common sense will guide the tournament director in making any decisions on matters not covered by these rules.

