

Minnesota High School Bowling Rules & Regulations (2023)

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Words or phrases that are highlighted in yellow indicate a rule change, clarification, or addition from the previous season.

Words or phrases that are highlighted in light blue indicate that a rule is (temporarily) in place due to COVID-19.

SECTION 1: DEFINING THE GOVERNANCE, TIMING, AND 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 commissioners of Minnesota High School Bowling. The commissions are a group of three volunteers appointed by the BPAM's board of directors to set forth policy and guidelines, and to make decisions regarding matters not covered by these rules. The league's commissioners are Shanna Salzman of Inver Grove Heights; Scott Koecheler of Prior Lake; and Jim O'Reilly of Wabasha. A simple majority of the commissioners 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 commissioners to make a ruling. The Bowling Proprietors Association of Minnesota and the commissioners of Minnesota High School Bowling reserve the right to change these rules at any time. Conference coordinators and coaches will receive an email notification of any rule changes as soon as they occur.

1.02 Captain's Practice

At their discretion, high school bowlers may participate in captain's practice. Captain's practice shall 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. Each violation will result in a team forfeiting five games (one match) in the upcoming season. Captain's practice is subject to the terms and conditions of a team's sponsoring bowling center. **If a school district disallows captain's practice, then a team shall abide by those restrictions set forth by its school district.**

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 may 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 Make-Up

A Minnesota High School Bowling conference is made up of at least four varsity teams representing no less than four high schools. One individual known as 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 shall 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.

1.05 Regular Season Schedules and Requirements

Each conference will begin its season no earlier than the first Thursday in September and complete its regular season and conference tournament by no later than two Sundays before Thanksgiving. Teams will bowl five-game matches, regardless of wins and losses (i.e. if a team wins the first three games the final games shall still be bowled). The sponsoring bowling centers in a conference are responsible for determining the best day(s) of the week (and starting times) to hold competitions. Bowling center managers, conference coordinators, and head coaches shall work together to determine the ideal schedule. Bowling centers shall not be obligated to host varsity and junior varsity meets simultaneously.

1.06 Postponements

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

1.07 Conference Coordinator Duties and Responsibilities

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

- Conduct a preseason coaches meeting and review all the changes and additions to the league rules and format with all coaches
- Send a conference schedule to the league's executive director
- Report conference activities to the league's executive director

- d. Ensure that the league's executive director is aware of all school pairings
- e. Schedule and administer conference meets
- f. Help with rule interpretations and enforce penalties where applicable, including but not limited to dress code violations.
- g. Report rule violations and penalties enforced to the league's executive director.
- h. Organize and run a varsity conference tournament and a JV conference tournament (where applicable)
- i. Keep statistics for all teams and bowlers, and upload statistics to GoBowlingMinnesota.com within four days of any competition.
- j. Make sure each team's sponsoring bowling center has paid all applicable participation fees by October 1 of the current season.
- k. Arrange for pictures to be taken of the All-Conference team(s) and All-Honors team(s) and have the pictures posted in the league's Facebook group.
- l. Communicate information to all coaches and sponsoring bowling centers in the conference, as well as distribute materials sent by the league administrator
- m. Ensure that rosters and other paperwork have been filled out and turned into the league's executive director by the due dates listed on each form
- n. Report the detailed results of the conference tournament to the league's executive director within 24 hours of completion of the event
- o. Make sure that the teams that earn the right to advance to postseason competition are aware of the uniform requirements for each tournament.
- p. Conduct an end of season meeting with all coaches and graduating seniors with the goal of keeping seniors bowling competitively after they graduate. (The league's executive director is willing to help find a league that suits any and all seniors.)

1.08 Conference Coordinator Compensation

The league's executive director will pay each conference coordinator \$50.00 for each team in his/her conference(s), if they complete the following:

- a. Make sure that all applicable fees for all teams are paid and sent to the league administrator (to be paid by the sponsoring bowling center) no later than October 1 of the current season.
- b. Turn all rosters and other required paperwork into the league's executive director 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 posted in the league's Facebook group.
- d. Statistics are uploaded to GoBowlingMinnesota.com within 4 days of each conference meet.
- e. Submit results of the conference tournament(s) to the league's executive director within 12 hours of completion.

1.09 Team Coaches/Managers

Coaches or team managers must be at least 18 years of age and out of high school. All coaches that work with bowlers during practices must complete Safesport training by no later than September 8th of the current season. [Safesport training is free for any member of the United States Bowling Congress (USBC)]. All coaches must read, understand, and agree to abide by the league's code of conduct policies and shall complete the online agreement at GoBowlingMinnesota.com. Head coaches/managers shall be selected by the owner/manager of a team's sponsoring bowling center. If the bowling center's owner/manager chooses to give up his right to name a head coach/manager then the head coach/manager will be voted in by the parents of the participating bowlers. A family shall get one vote for each child it has participating. A coach/manager can coach more than one team in the conference but **must appoint** another adult to represent one of the teams during competitions. Each team shall have an adult representative at every competition and may be made to forfeit any game in which an adult representative is/was not present. It is recommended that anyone that manages a team during competitions should be added to the team's information tracker. It is highly recommended that all coaches go through bowling coach training offered by the United States Bowling Academy or the United States Bowling Congress.

1.10 Proprietors fees, duties and responsibilities

Sponsoring bowling centers are required to pay a sponsorship fee for each varsity team it sponsors. Bowling centers that are members (in good standing) with the Bowling Proprietors Association of Minnesota will pay the following sponsorship fees to the BPAM:

- \$225.00 for each varsity team they sponsor
- \$125.00 for a school's first junior varsity team
- \$100.00 each for a school's second, third, fourth, fifth, sixth, and seventh junior varsity team

Bowling centers that are not members (in good standing) with the Bowling Proprietors Association of Minnesota will pay the following sponsorship fees to the BPAM:

- \$325.00 for each varsity team they sponsor
- \$150.00 for a school's first junior varsity team
- \$125.00 each for a school's second, third, fourth, fifth, sixth, and seventh junior varsity team

Checks should be made payable to BPAM and sent to the BPAM state office no later than October 1 of the current season. A sponsoring bowling center agrees to provide free practice lineage to the teams it sponsors. In most cases, where time and space permits, a sponsoring bowling center will host at least one regular season meet. Any team that does not have its sponsorship fees paid by October 1 and may be disallowed from competing in any matches. A team that bowls on or after October 1 that has not had its sponsorship fees paid may be forced to forfeit all games/matches. Forfeits are non-reversible. All sponsoring bowling centers must be in the state of Minnesota or be members in good standing of the Bowling Proprietors Association of Minnesota (BPAM). The BPAM reserves the right to disqualify any sponsoring bowling center and the team(s) it sponsors if the previously stated conditions are not met. The BPAM reserves the right to relocate a high school bowling team from one sponsoring bowling center to another if the league's Executive Director or commissions determine that the move is what is best for the team or league. A bowling center will maintain the right to host/sponsor a high school team unless the bowling center's

owner/manage chooses to give up that right or the league's commissioners or executive director decide it is in the best interest of a high school team to bowl out of another bowling center.

1.11 Athlete Fees

Sponsoring bowling centers may charge each bowler on each of the teams it sponsors a seasonal participation fee up to \$150.00. This fee does not include potential costs of a team jersey. This fee does not include any fee that a school (or Community Education Department) may choose to charge bowlers. **The BPAM reserves the right to suspend any bowler that has not paid their activity fee to their sponsoring bowling center, including when a check has been submitted, but has been returned due to non-sufficient funds (NSF). Teams may be forced to forfeit wins and statistics if a suspended bowler is allowed to compete.**

1.12 School Pairings

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 pairing request form to the BPAM state office, which is available for download on the league website. Even if the same (two or more) schools have been paired in the past, a pairing is not legal for the current season until the MHSB commissions have approved the request. 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. 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 MHSB commissioners reserve the right to reject any pairing request.

1.13a Team Rosters for the Regular Season

Rosters shall be made up of bowlers who are presently attending the school(s) that is sponsored by its sponsoring bowling center. All rosters must be established with at least five full-time bowlers. Each conference shall vote to determine if they want to offer competition for JJV bowlers. No JJV competition will be officially recognized by the league. Teams and conferences are encouraged to use caution when allowing students younger than 7th grade to participate with 7th - 12th graders, as some older high school bowlers may not appreciate a large difference in age and maturity.

The league has no limit to the number of students a school may roster. A school (or a pairing of schools) may only field one varsity team. All bowlers from a single public school must bowl for the same team/club (but not necessarily on the same roster). 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 their High School Bowling team, the commissioners may allow a bowler to bowl with a different team. All rosters must be established with at least four full-time bowlers. Each team is limited to a roster of eight bowlers for each match. A roster may be expanded at any time prior to the start of the last week of the conference schedule if written notice to the conference coordinator is made.

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).

A school (or pairing of schools) must field a varsity team before it can field a junior varsity team except in cases where a team's entire roster is filled with players that are in 7th – 9th grade (no students in 10th – 12th grade). In these instances, a school/team will be allowed to field a junior varsity team without first fielding a varsity team (if they so choose).

Teams are not required to be sponsored by or recognized by their high school or school district. All teams that are formed in accordance with the rules here within are welcome to participate in Minnesota High School Bowling, even in instances where a high school or school district chooses not to recognize bowling as a school sponsored activity or club or sport.

If a varsity team is missing players, that team has the right to forfeit a regular season competition. A varsity team shall not be required to bring up any number of players from their junior varsity team(s) in order to fill their roster.

1.13b Junior Varsity Emerging Teams

School/teams can elect to field a JV team with only 3 or 4 players on its roster without having to "skip" (i.e. take zeros) for any frames. These JV teams will be known as emerging teams (ET). A JV team with only 4 players does not have to compete as an emerging team. They can compete as a normal JV team while taking a 0 for two frames within a game.

A school/team can only field one emerging team at any given time. A school/team must get permission from its sponsoring bowling center to field an emerging team because the sponsorship fee for an emerging team will NOT be discounted by the BPAM. The sponsorship fee will be the same for an emerging team as a full JV team. Emerging teams must have 3 or 4 players for any given regular season competition. 2-person rosters or line-ups are not permitted. A team with only 2 players shall accept a forfeit. They cannot compete. Neither team nor individual statistics shall count if an emerging team has less than three players. Conference coordinators shall notify the league's executive director when an emerging team is established. Conference coordinators will put "(ET)" after an emerging team's name on High School Bowling stat tracker.

When an emerging team competes, not frames go un-bowled.

A 3-person line-up will look like this: A,B,C,A,B,C,A,B,C,A

A 4-person line-up will look like this: A,B,C,D,A,B,C,D,A,B

Individual stats only count for the first two frames that a bowler bowls in for each game.

An emerging team cannot earn a game against a complete JV team, even if the emerging team's score is higher than their opponent.

An emerging team can only earn a game against another emerging team. Emerging TEAMS are not eligible for a conference's JV conference tournament. At the conclusion of the regular season, a coach may place players from an emerging team onto a different school/team roster.

Emerging teams are not eligible to qualify for JV state.

An emerging team can be converted to a "normal/complete" JV team anytime during the season if more players are recruited. If an emerging team converts to a normal/complete team then the conference coordinator will change the "(ET)" after a school's name on the stat tracker to "(ET – Full)."

An emerging team that has gained enough players to become a normal/complete JV team IS eligible to compete in its conference's JV conference tournament. An emerging team that has gained enough players to become a normal/complete JV is not eligible for an at-large bid to a JV state tournament.

A full/complete JV team cannot be converted to an emerging team at any time for any reason.

1.13c Team Rosters For the Conference Tournament and Postseason

Prior to the start of the conference tournament, coaches must designate all players as either varsity bowlers or junior varsity bowlers. Any bowler may be named to a school's final varsity roster. In order to be eligible for a final junior varsity roster, a bowler must have bowled in at least one frame of junior varsity competition during 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(s) begins.

A coach cannot place either of their best two players on a final junior varsity roster. A coach may place their third OR fourth best bowler on final junior varsity roster, but not both. Final regular season composite fill percentage (of varsity and junior varsity frames bowled during the regular season) will determine each bowler's team ranking (e.g. A bowler bowled 100 frames of regular season varsity competition with a fill percentage of 85%. The same bowler bowled 10 frames of regular season junior varsity competition with a fill percentage of 20%. The bowler's composite end of season fill percentage is 79.09%.)

If any of a team's top two ranked bowlers compete in any JV conference tournament or JV state tournament competition, each ball thrown by that bowler(s) will be counted as a zero. If a team's third AND fourth ranked bowlers both compete in any JV conference tournament or JV state tournament competition, each ball thrown by those bowler(s) will be counted as a zero.

Head coaches may apply for roster exemptions from the league's executive director. The purpose of these roster restrictions is to prevent a school from putting their best bowlers on JV teams because they feel they have a better chance to win as a JV team than as a varsity team.

Bowlers listed on the final varsity roster will only be eligible to bowl in the varsity conference tournament, the All-Conference Tournament(s) and the varsity state tournament(s). Bowlers listed on the final junior varsity roster will only be eligible to bowl in the JV conference tournament and the JV state tournament (see exceptions below***). Bowlers can bowl on varsity and JV teams during the regular season, but at the conclusion of the regular season a player must be placed on a varsity or JV roster. An exception to this rule may be allowed in situations where a conference does not offer regular season JV competition, prior to its varsity conference tournament, a school/team that has a roster of ten or more players may designate players to both a final varsity and JV roster. Players designated to the final JV roster will not be eligible to compete in their conference's varsity tournament, but will be eligible to compete in a neighboring conference's JV conference tournament (and the JV state tournament, should they qualify).

*** If a school has named five or more players to its final varsity roster, but – due to unforeseen circumstances - less than five players can attend a varsity postseason competition, that school may bring up enough junior varsity players from their school to complete a five-person varsity team/roster IF 1) the replacement bowler has a regular season composite fill percentage that is less than the bowler that they are replacing OR 2) the junior varsity bowler that is being moved to a school's varsity roster is removed from the school's final JV roster, therefore making that bowler ineligible to compete at the current season's JV state tournament. If a JV player has already competed in the current season's JV state tournament then they can only be used as a replacement player on a varsity roster if their fill percentage is lower than the that of varsity player that they are replacing.

A varsity team with five rostered players may bring a sixth/emergency (junior varsity) player with them to postseason competitions. The sixth/emergency player may compete in the varsity postseason competition (only) if 1) one of varsity team's five rostered players is unable to compete due to injury, illness, or another unforeseen circumstance and 2) the previously mentioned stipulations are met. **ALL postseason roster changes must be approved by the league's executive director.**

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

2.01a Competition Format & Legal Line-ups

The baker-system shall be used during all Minnesota High School Bowling contests. A bowler that bowls in frame #1 of a game may only bowl again in frame #6 of the same game. A bowler that bowls in frame #2 of a game may only bowl again in frame #7 of the same game. A bowler that bowls in frame #3 of a game may only bowl again in frame #8 of the same game. A bowler that bowls in frame #4 of a game may only

bowl again in frame #9 of the same game. A bowler that bowls in frame #5 of a game may only bowl again in frame #10 of the same game. A ball will be counted as a zero if a bowler bowls in the wrong frame. Teams will bowl an entire game on one lane and will switch to their opponent's lane for the next game. The team on the left (or lower numbered) lane will throw the first ball of each game. Teams shall match each other frame for frame throughout an entire game. Moreover, teams shall remain in the same frame as their opponent at all times (e.g. a team is not allowed to throw a ball in frame #2 if its opponent is still bowling in frame #1). Once both teams have completed a frame then either team can begin bowling in the next frame. A team that bowls in a frame ahead of its opponent at any time can be forced to take a zero for each ball it throws. 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. In any frame, if both bowlers refuse to roll first, the bowler on the left (lower number) lane shall roll the first ball. If the bowler on the left refuses, he/she will take a zero for that frame. A team that only has four players will choose before any new game begins whether they will take a zero for frames 1 and 6 or 2 and 7 and they will report this decision to their opponent's head coach. A team that only has three players will take a zero for frames 1, 2, 6, and 7.

Scorekeepers shall indicate on competition match sheets what bowler bowled in each frame by writing the bowler's jersey number or their initials above the appropriate frame. If a scorekeeper fails to write down a jersey number or the initials for a bowler/frame the conference coordinator shall make a reasonable attempt at determining who the unidentified bowler was. If the unidentified bowler cannot be identified then the team will take a zero for that frame and no personal statistics will count for or against any player for that frame. A conference coordinator shall provide each team with at least two warnings when the team fails to write indicate what bowler bowled in any number of frames on a single match sheet. After the second warning, a conference coordinator has the right to assign a team a zero for any frame in which it is not indicated what bowler bowled in a frame.

2.01b Lane Conditioning

All MHSB competition shall take place on recreational oil patterns (commonly referred to as "house shots" or "modified house shots"). *Generally*, a house shot will feature an oil ratio of 5:1 or higher. No challenge or sport patterns shall be used for MHSB competition. For more information on lane conditions and ratios please visit www.bowlingball.com/info/lane-conditions.html.

2.02 Legal Line-ups & Scorekeeper Duties

A team shall begin with a starting line-up of five players. The player that bowls in frame #1 of any given game is only eligible to bowl in frame #6 of that same game. The player that bowls in frame #2 of any given game is only eligible to bowl in frame #7 of that same game. The player that bowls in frame #3 of any given game is only eligible to bowl in frame #8 of that same game. The player that bowls in frame #4 of any given game is only eligible to bowl in frame #9 of that same game. The player that bowls in frame #5 of any given game is only eligible to bowl in frame #10 of that same game. A 6th or 7th or 8th player may enter into a game at any time to replace a starter in the line-up.

For any game, if a team can only field a roster of four players then that team must take a 0 for the 1st and 6th frames OR the 2nd and 7th frames. For any game, if a team can only field a roster of three players then that team must take a 0 for the 1st, 2nd, 6th, and 7th frames.

Scorekeepers shall indicate on competition match sheets what bowler bowled in each frame by writing the bowler's jersey number or their initials above the appropriate frame. If a scorekeeper fails to write down a jersey number or the initials for a bowler/frame the conference coordinator shall make a reasonable attempt at determining who the unidentified bowler was. If the unidentified bowler cannot be identified then the team will take a zero for that frame and no personal statistics will count for or against any player for that frame. A conference coordinator shall provide each team with at least two warnings when the team fails to write indicate what bowler bowled in any number of frames on a single match sheet. After the second warning, a conference coordinator has the right to assign a team a zero for any frame in which it is not indicated what bowler bowled in a frame.

2.03 Substitutions

Unlimited substitutions are permitted; however, once a bowler has been removed from a game, they may not re-enter that game. A player's position in the line-up may not change within a game. A substitute bowler cannot enter a game to shoot a spare for any reason. A bowler must bowl a complete frame. Substitutions in the middle of any frame, including the tenth frame, are illegal and will result in a team taking a zero for any balls thrown by an illegal substitute. If a player cannot complete a frame, they will receive zero for the remaining balls. An opponent's coach and scorekeeper shall be notified of a substitution before a substitute bowler throws their first ball. Failure to notify the opponent's coach and scorekeeper of a substitution may result in a zero pinfall for those balls thrown by the illegal substitute. Prior to each match, it is the head coach/manager's responsibility to identify who the opponent's scorekeeper is.

2.04a Player Eligibility

Bowlers who are in grades 7 thru 12 are eligible to participate in competitions. Students in other grades (6th, 5th, 4th, etc.) are eligible to practice with 7th to 12th graders. These (younger) students shall be known as JJV bowlers (i.e. Junior junior varsity bowlers).

High school bowlers must not compete in any bowling leagues, competitions, or events where cash prizes are being awarded to any participant. An exception shall be allowed in the cases where a high school bowler wants to participate in an adults singles competition (not a league); the tournament director of the adult singles competition is willing to accept a signed a USBC Consent Form For Youth Bowling In Adult Competitions (formerly known as USBC Rule 400 Waiver Form); and the high school bowler submits a "USBC Consent Form For Youth Bowling In Adult Competitions" to the adults singles tournament director prior to competing in the adult singles event.

A bowler cannot legally or officially compete in any Minnesota High School Bowling competition until they and a guardian have completed the current season's athlete eligibility form; the league's waiver form; and agreed to the league's code of conduct policies. All of these

documents are available online (only) at GoBowlingMinnesota.com. For any bowler that has not completed the online documents, the Executive Director of Minnesota High School Bowling reserves the right to: 1) Suspend a bowler and/or 2) Disqualify a bowler's individual statistics and/or 3) Make a team take a zero for any frame in which a bowler that has not completed the online documents participates in.

An athlete shall be 19 years old or younger as of September 1st of the current season. 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 Minnesota High School Bowling while in grades 9 - 12 (e.g. A student participates in 9th and 10th grade and is then required to repeat their 10th grade year. That bowler would only be eligible to bowl in two more seasons). A bowler that does not meet these requirements and bowls will take a zero for every ball they throw.

2.04b Player Eligibility Relating To 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 shall 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. In order to be eligible for competition, homeschooled bowlers shall be at least 12 years old as of August 15th of the current bowling season (i.e. August through July). The conference coordinator and the commissioners of High School Bowling reserve the right to request to see birth certificates for any homeschooled bowlers.

2.04c Player Eligibility Relating To Bowlers That Attend Charter Schools And Private Schools

If a student attends a charter school or private school and his/her school fields a full bowling team then the student shall bowl for his/her school. If a student attends a charter school or private school and his/her school does not field a full bowling team then the student will bowl with a public school team (or a local charter or private school that fields a full team). The public high school boundary a charter/private school student resides in will determine what public high school a charter/private school student will bowl for. If there is no existing team in the district where a charter/private school student resides, then the MHSB commissioners will determine which existing team it is most appropriate for a charter/private school student to bowl with. Coaches may apply for exemptions if they feel that it is in the best interest of a team or student. Coaches wishing to apply for an exemption must do so by sending an email to the state office prior to September 1 of the current season. Commissioners will review and respond to all requests for exemptions.

2.04d Player Eligibility Relating To 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 student must be meeting his/her school's requirements toward graduation in order to be eligible to participate in Minnesota High School Bowling. 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.

If a player misses more than 50% of a school day, that player is ineligible to participate in any High School Bowling practice or competition that same day. A player that attends a practice after missing 50% or more of the school day shall be suspended for the next match of competition. A player that participates in any High School Bowling competition after missing 50% or of the school day shall be suspended for the next two matches of competition (plus the current match – if applicable).

2.04e Player Eligibility Relating To Amateur Status

A participant 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 youth or youth/adult bowling event and valued at \$500 or less. A student does not lose their amateur status because of reimbursement for officiating, instructing, teaching or coaching a sport.

2.04f Player Eligibility Relating To Transfer Students, Residency, and Foreign Exchange Students

A transfer student is eligible for varsity competition provided the student was in good standing on the date of withdrawal from the last school the student attended and one of the following provisions is met:

A. 9th Grade Option: the student is enrolling in 9th grade for the first time.

B. Family Residence Change: the student transfers from one public school district attendance area to another public school district attendance area at any time during the calendar year in which there is a change of residence and occupancy in Minnesota by the student's parents. If the student's parents move from one public school district attendance area to another public school district attendance area, the student will be eligible in the new public school attendance area or a non-public school if the student transfers at the same time the student's parents move. If the parents move from one public school district attendance area to another, the student shall continue to be fully eligible if the student continues enrollment in the prior school for the balance of the current marking period or for the balance of the academic school year. If the student elects either of the current enrollment options above, the student will be fully eligible upon transfer to the new school. A student who elects not to transfer upon a parent's change in residence shall continue to be eligible at the school in which the student is currently enrolled.

If neither of the provisions above are met, the student is ineligible for varsity competition for a period of one (1) calendar year beginning with the first day of attendance at the new school.

Foreign exchange students shall be limited to one calendar year of MHSB participation commencing with their first day of attendance.

DEFINITIONS: Transfer Student: A transfer student is one who discontinues enrollment and attendance in any high school, public or non-public, located in a public school district attendance area and enrolls and attends classes in any high school in Minnesota, or outside of Minnesota. Essentially, a transfer occurs anytime the school of record changes. **Residence:** For purposes of eligibility, a student may only have one residence. To determine residence for eligibility purposes, the public school district attendance area in which the home last occupied by both parents is located shall be considered as the family's residence. **Change of Residence:** A change of residence is the actual physical relocation by the parents or guardians of a student with the intent to reside indefinitely at a new residence in Minnesota and terminate all occupancy of a previous residence. The change in residence must be bona fide, include other minor siblings and involve a transfer from one school district attendance area to another school district attendance area.

2.05 Warm-ups (shadow balls)

When teams are provided the opportunity to throw practice balls before a match begins, a team shall always conclude practice on the lane in which it will begin competition. If a conference coordinator or tournament director offers time to warm-up on both lanes within a pair then time on each lane will be offered equally, with a team beginning warm-ups on the lane its opponent will begin competition on, and then switching to its own starting lane after half the time designated for warm-ups has elapsed. Coaches/managers may designate from their team who will participate in warm-ups and how many balls each player will throw.

Ahead of a conference match, no bowlers shall practice on the same lanes that will be used for a High School Bowling competition later in the same day. USBC junior league competition and warm-ups ahead of USBC junior league competition shall not constitute as practicing.

2.06 The Area For Coaches/Managers/Scorekeepers

During MHSB regular season competition, the maximum number of coaches/managers/scorekeepers that a team shall have in the settee area for any portion of a match 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 touch/keypad on the lane his/her team is bowling on only in between games and matches (or if a player injury occurs and physical assistance from a coach/manager is required). Only coaches/managers/scorekeepers that are dressed according to the guidelines in rule 2.13b shall be allowed in the settee area (behind the touch/keypad) while a match is taking place. Violations in either position or dress code will result in a team taking a zero for each frame in which a violation occurs.

2.07a Dress Code For Players During The Regular Season

It is each conference coordinator's duty to monitor and make rulings on uniform and dress code violations during regular season competition and at conference tournaments. A conference coordinator may also choose to assign these duties to another responsible adult or a small group of adults (i.e. a dress code committee) affiliated with their conference. The conference coordinator may name him or herself to the dress code committee.

During regular season competition, all bowlers must wear their school's high school bowling jersey or a collared shirt (commonly known as a polo shirt). Any player without a jersey or collared shirt will not be allowed to bowl. At a conference coordinator's discretion, uniform leniency may only be given to a brand new high school bowler for his/her first ever High School Bowling competition. Bowlers can be denied the opportunity to compete and/or can be given zeros for dress code violations. During conference matches the conference coordinator is responsible for deciding which uniforms are acceptable for competition. The MHSB commissioners and the league administrator reserve the right to make judgments and enforce penalties on all matters pertaining to uniforms and proper dress code.

Only jeans, slacks, skirts, and skorts (of a proper length) may be worn for warm-ups or conference competition. Bowlers are strongly encouraged to not wear jeans during regular season play. Skirts must be below a bowler's kneecap down to the top of a bowler's shoes. Skorts must be below a bowler's longest fingertip when she is standing and her arms are hanging loosely at her side. Pants shall not be cut-off, ripped, tattered or torn. Pants shall come down to the top of a bowler's shoes. Capri pants, cargo pants, and corduroy pants are not allowed. No hats shall be worn. Pants must be worn at a level so that no underwear is visible. Bowlers within a conference may be required to wear casual dress pants for regular season play if the coaches in the conference vote in favor of this policy.

If a bowler's skirt or skort is determined to be too short (e.g. a bowler's skort does not hang below her longest fingertip when she is standing and her arms are hanging loosely at her side) no leniency or second chance will be given and the bowler will NOT be given an opportunity to change into a longer skort, a longer skirt, or into pants. The bowler will be disallowed from competing in ALL conference competition scheduled for that day.

A team's head coach has the right to require that all team members wear pants. The commissioners of Minnesota High School reserve the right to revoke a bowler's right to wear a skirt or skort if doing so is deemed to be in the best interest of the bowler's team or conference.

2.07b Dress Code For Players at State and All-Star Competition

For state tournament and all-star competition, all bowlers must wear their school's high school bowling jersey or a collared shirt (commonly known as a polo shirt). Any player without a jersey or collared shirt will not be allowed to bowl. The MHSB commissioners and the league administrator reserve the right to make judgments and enforce penalties on all matters pertaining to uniforms and proper dress code.

If a bowler's skirt or skort is determined to be too short (e.g. a bowler's skort does not hang below her longest fingertip when she is standing and her arms are hanging loosely at her side) no leniency or second chance will be given and the bowler will NOT be given an opportunity to

change into a longer skort, a longer skirt, or into pants. The bowler will be disallowed from competing in ALL competition scheduled for that day.

2.07c Dress Code For Coaches, Team Managers, and Scorekeepers For All MHSB Competition

All head coaches (or team managers in absence of a head coach) and/or any coach or scorekeeper that will be in the settee area during competition must wear slacks or a skort (of proper length). No jeans or sweatpants or cargo pants or corduroy pants may be worn. A collared shirt or a sweater or a high school bowling jersey shall be worn. Female coaches/managers may wear knee-length to ankle-length skirts. 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 that same day. Coaches shall not wear hats. Closed toe shoes must be worn.

2.07d Player jerseys

REQUIRED: Player jerseys shall be shirts with collars (often called “polo” or “golf” shirts) or performance tees or jersey tees. Uniform numbers shall be on the back of all jerseys. Uniform numbers may 1) appear on the left or right shoulder, or in the middle under the neck line, and be three or four inches in size or 2) 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). The name of the high school(s) being represented shall appear on the front of the jersey. The name of the team’s sponsoring center shall appear somewhere on the jersey.

HIGHLY RECOMMENDED: The MHSB logo should appear on the sleeve of all High School Bowling jerseys.

NOT PERMITTED: Bowler nicknames on jerseys are not permitted. The names of sponsors (other than sponsoring bowling centers) are not permitted.

OPTIONAL: The name of the high school(s) being represented may appear on the back of the jersey. The name or a picture of a school’s mascot may appear on the front of a jersey. The name of the high school or its mascot may appear on the back of the jersey. Jersey numbers may appear on the front of jerseys. The back of jerseys may contain first and/or last names of bowlers. 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 her chest and below her left shoulder.

LOGOS OF JERSEY MANUFACTURERS: A single logo from the business that produced or sold the jerseys may appear on a high school bowling jersey. This logo shall be no more than two inches wide or two inches tall.

2.08a Penalties for misconduct

All bowlers, parents, and coaches are required to be aware of, agree to, and abide by Minnesota High School Bowling’s Code of Conduct. Anyone found to be in violation of the league’s Code of Conduct risk being penalized as outlined below. Abusive language, harassment of any kind, and unsportsmanlike conduct that takes place at any High School Bowling event will result in a bowler, coach, or spectator being penalized. Unsportsmanlike conduct includes, but may not be limited to, throwing bowling equipment; throwing apparel, throwing accessories; kicking or hitting ball returns or keypads; verbally or physically disrespecting teammates, opponents, coaches, bowling center staff, or other individuals. Athletes, coaches, parents, and fans can all be penalized for unsportsmanlike conduct. Conference coordinators shall deal with infractions that take place before, during, or following conference competition and report the details of all incidents to the league administrator as soon as possible. Coaches shall deal with infractions that occur at any other time and report the details of all incidents to the league administrator as soon as possible.. A conference coordinator and coach may work together to determine whether an individual is guilty of misconduct. Coaches and conference coordinators are encouraged to seek input from the league administrator. Penalties for misconduct are as follows:

1st **career** offense: Verbal warning

2nd **career** offense: A. Player or coach is suspended for the current match, plus the next 20 regular season and/or postseason games.
B. Parent/Spectator is disallowed from attending his or her child’s next 10 regular season and/or postseason games.

3rd **career** offense: A1: Player or coach is suspended for the current match, plus the next 30 regular season and/or postseason games.
A2: Player is not eligible for ANY of the following during the current season:
- To be named All-Conference
- To participate in the All-Conference Tournament
- To be named to an All-State team
B. Parent/Spectator is disallowed from attending the next 20 games.

4th **career** offense: Individual is banned from Minnesota High School Bowling permanently with no opportunity for appeal.

NOTE A: A parent/spectator that fails to abide by their suspension will result in the team the parent/spectator is affiliated with forfeiting all games that the suspended parent/spectator is present for.

NOTE B: Suspensions can carry over from the current season of High School Bowling to the next season of High School Bowling. For female bowlers, suspensions can carry over from the fall co-ed season of High School Bowling to the winter girls-only season of High School Bowling and vice versa.

NOTE C: For post-season play, there are no verbal warnings.

2.08b Penalties for severe misconduct (taunting or bullying)

Taunting is aggravation by deriding or mocking or criticizing. A player, coach, or parent that is deemed to be guilty of taunting or bullying a player, coach, or parent during any point of a bowling meet 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 **career** offense: A. Player, coach or spectator is suspended for the current match, plus the next 20 regular season or postseason games.

B. Player is not eligible for ANY of the following during the current season:

- To be named All-Conference
- To participate in the All-Conference Tournament
- To be named to an All-State team

2nd **career** offense: A. Player, coach, or spectator is expelled for the remainder of the season and all post-season play OR the next 30 regular season or postseason games, whichever is longer.

B. Player is not eligible for ANY of the following during the current season:

- To be named All-Conference
- To participate in the All-Conference Tournament
- To be named to an All-State team

3rd **career** offense: Player, coach, or spectator is banned from Minnesota High School Bowling permanently with no opportunity for appeal.

NOTE A: A parent/spectator that fails to abide by their suspension will result in the team the parent/spectator is affiliated with forfeiting all games that the suspended parent/spectator is present for.

NOTE B: Suspensions can carry over from the current season of High School Bowling to the next season of High School Bowling. For female bowlers, suspensions can carry over from the fall co-ed season of High School Bowling to the winter girls-only season of High School Bowling and vice versa.

2.08c Penalties for severe misconduct (alcohol, tobacco, vaping, and violent behavior)

At any time during a high school bowler's career - regardless of quantity, circumstance, or location - 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 use or possession of alcoholic beverages; vaping of any substance; smoking or chewing tobacco will be permitted at any time or location during a high school bowler's career (even if the bowler is 18 years old or older). Bowlers shall not have possession of a vaping pipe or e-cigarette. Bowlers shall not cause physical harm to other individuals or to any person or entity's property. Violations will result in the following penalties:

1st **career** offense: A. Player or coach is suspended for the current match, plus the next 20 regular season or postseason games.

B. Player is not eligible for ANY of the following during the current season:

- To be named All-Conference
- To participate in the All-Conference Tournament
- To be named to an All-State team

2nd **career** offense: A. Player or coach is expelled for the remainder of the current season and all of post-season play or the next 30 regular season or postseason games, whichever is longer.

B. Player is not eligible for ANY of the following during the current season:

- To be named All-Conference
- To participate in the All-Conference Tournament
- To be named to an All-State team

3rd **career** offense: Player or coach is banned from Minnesota High School Bowling permanently with no opportunity for appeal.

NOTE A: Suspensions can carry over from the current season of High School Bowling to the next season of High School Bowling. For female bowlers, suspensions can carry over from the fall co-ed season of High School Bowling to the winter girls-only season of High School Bowling and vice versa.

2.08d 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 and 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.

2.08e Malicious behavior

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

2.09 Penalties During Post Season Play

For all post season competition, there are no warnings for players or coaches for any kind of misconduct. Misconduct at a post season event will result in an immediate suspension of at least 8 games. **If a player is suspended for misconduct during a postseason competition, that player's head coach will also be suspended for 8 games.** If there is no assistant coach available to take the place of the suspended head coach then the team will be disqualified from the remainder of the current competition.

2.10 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. Head to head competition
3. Total pin-fall (throughout the season)

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 a 9th and 10th frame will be bowled. If a tie still exists, additional 9th and 10th frame roll-offs will be bowled as many times as necessary to determine a winner. A coach may select any two of his/her eight rostered players to bowl in any 9th and 10th frame roll-off.

2.11 Bowling Blinds

When a conference has an odd number of varsity or JV teams, the team that does not have an assigned opponent (i.e. the team bowling against the blind) will bowl a five game *match* unopposed. In order to earn a game win, a team bowling the blind must outscore the conference's average score for the day. To win a match, a team bowling the blind must outscore the conference's average score for the day three out of five times/games. The team with an unassigned opponent will bowl unopposed, but shall pace itself with teams on the lanes to its right or left. A JV team and varsity team that are both competing against blinds may bowl on the same pair of lanes (but will not be competing against each other). Unused players from any team shall not be used to pace any team. Individual and team statistics will count when bowling a blind.

2.12 Conference Tournaments

A conference tournament must be completed no later than two Sundays before Thanksgiving. Separate conference tournaments shall be held for varsity and junior varsity teams. 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).

All teams participating in a conference tournament will bowl an 8-game qualifier, switching lanes after each game. All teams will draw for their starting lane assignment or a conference can vote to let the conference coordinator determine lane assignments. The four teams with the highest pinfall after the 8-game qualifier will move onto a 4-team single elimination bracket tournament. All other teams will be eliminated. The remaining four teams will be seeded 1 – 4 in a bracket according to their 8-game total pinfall. In the case of a tie after the 8-game qualifier, the team had the highest 8th game score will get the better seed. If both teams had the same 8th game score then the teams' 7th game scores will be used to determine the higher seed, and so on. A team shall not begin the bracket tournament on the same lane as they bowled the 8th game of the 8-game qualifier on. All matches in bracket play will be two games in length.

All matches in bracket play will be two games in length. Both games in a match will be bowled on the same pair of lanes. Each team will have turn bowl a game on each lane withing a pair. The team with highest pinfall after the two games will win the match. If there is a tie in two-game total pinfall, a 9th and 10th frame roll-off will be held (and repeated if necessary until a winner is determined). The winners of matches 1 and 2 shall bowl for the conference tournament championship using the same two-game total pinfall format.

2.13 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.

2.14 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 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.

2.15 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 (within a regular season match). 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 conference coordinator or a tournament director. Violation of these rules may also result in a ball being removed from competition.

2.16 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 her own power, or when a coach believes that a mistake or foul has been committed.

2.17 All matters not covered by these rules

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

2.18 COVID-19 Safety Guidelines and Protocols

This section of the rules may be updated multiple times throughout the current season. When updates are made, emails will be sent out to coaches and conference coordinators.

A bowling team's school's rules and policies regarding COVID-19 will help a conference coordinator and the league's executive director determine the eligibility of coaches, bowlers, and teammates, especially in the instances of a positive COVID-19 test.

Any staff, volunteers, participants, coaches, managers, spectators, or bowlers affiliated with Minnesota High School Bowling who are sick with any flu or Covid-19 like symptoms must stay home and shall not attend any practice or competition. Any bowler that becomes ill while participating in a practice or competition shall report their change in health to their coach or team manager immediately. Any coach, manager, or scorekeeper that becomes ill while attending a competition or practice shall report this to another adult and then leave the premises immediately after gathering their belongings. A high school team's manager or head coach will work with the bowling center, the bowlers, and the bowler's guardian to determine the best course of action based on symptoms, testing and exposure. Each school/team shall follow the protocol provided by the CDC, the Minnesota Department of Health, and their school (if different or applicable). Any host bowling center will have the right to limit the number of spectators at any time.

Positive COVID-19 Test

If a participant in any activity learns that he/she has tested positive for COVID-19, been exposed to the virus or has symptoms, the participant or the participant's parent/guardian should notify their team's head coach or team manager as soon as possible. The head coach or team manager will contact the participant/guardian to obtain detailed information.

SECTION 3: POSTSEASON COMPETITIONS, INDIVIDUAL HONORS, AND FURTHER INFORMATION

3.01 Four classes of competition

All schools/teams within the league will be classified as Class AAAA, AAA, AA or A. By October 15 of the current season, the league's Executive Director and the MHSB commissioners will designate what class each school/team will be. Any school that wants to move up to a higher class may do so by sending an email to the league's executive director. All varsity and JV teams from the same school/team shall be in the same class. If a school/team requests that it be reclassified to a higher class, then all of that's school/team's will be reclassified to the same higher class. Classification has no impact on regular season competition or results. Classification will only impact what state tournament a school/team is eligible to qualify for.

3.02 Postseason Tournament Rosters

An unlimited number of players may be named to a final roster. No more than eight players are allowed in the settee area during any part of any competition. Rules for substituting are the same as for regular season play. Each postseason tournament will have its own rules regarding the number of players from a team's roster that are eligible for competition at specified times.

3.03a Post Season Tournaments – Class AAAA and Class AAA Varsity State Tournaments

The class AAAA and class AAA varsity state tournaments will be held two weekends following Thanksgiving (see the season calendar at GoBowlingMinnesota.com for more precise dates and locations). There may be a participation fee for all state tournament teams/bowlers to pay. Ample notice will be given as to what this fee will be. Twenty-four teams will qualify for each tournament. Class AAAA and Class AAA teams that win their conference tournament will qualify for their varsity state tournament. 50%+ of remaining spots will be awarded to the schools/teams that have the highest regular season match winning percentages. The remaining spots will be awarded to the schools/teams that have the highest regular season averages.

3.03b Post Season Tournaments – Class AA and Class A Varsity State Tournaments

The class AA and class A varsity state tournaments will be held the Saturday prior to Thanksgiving (see the season calendar at GoBowlingMinnesota.com for more precise dates and locations). There may be a participation fee for all state tournament teams/bowlers to

pay. Ample notice will be given as to what this fee will be. Sixteen teams will qualify for each tournament. Class AA and Class A teams that win their conference tournament will qualify for their varsity state tournament. 50%+ of remaining spots will be awarded to the schools/teams that have the highest regular season match winning percentages. The remaining spots will be awarded to the schools/teams that have the highest regular season averages.

3.03c Post Season Tournaments – JV State Tournaments

The Division I JV state tournament and the Division II JV state tournament will take place the Sunday before Thanksgiving (see the season calendar at GoBowlingMinnesota.com for more precise dates and locations). Class AAAA and Class AAA schools/teams are eligible for the Division I state tournament. Class AA and Class A schools/teams are eligible for the Division II JV State Tournament. There may be a participation fee for all state tournament teams/bowlers to pay. Ample notice will be given as to what this fee will be.

JV teams that win their conference tournament will qualify for their JV state tournament***. 50%+ of remaining spots will be awarded to the schools/teams that have the highest regular season match winning percentages. The remaining spots will be awarded to the schools/teams that have the highest regular season averages.

*** Only junior varsity teams that win a junior varsity conference tournament featuring four or more junior varsity teams will win a spot at a JV state tournament. JV teams that are in conferences with three or less JV teams may only earn an at large bid/spot into their JV state tournament, based on their regular season final team average.

3.03g Post Season Tournaments – The All-Conference Tournament

Two all-conference tournaments will be held in November (see the season calendar at GoBowlingMinnesota.com for more precise dates and locations). One tournament will be for varsity bowlers that were named first team all-conference for the current season. The second tournament will be for varsity bowlers that were named second (or third) team all-conference for the current season. The cost for each bowler to participate is \$15.00. This fee will cover the cost of lineage and awards. Each conference shall select one or two coaches to coach each of their all-conference teams. Bowlers shall wear the same jersey at the All-Conference Tournament that they wore during the regular season. No teams shall wear special “all-conference team jerseys.”

The players who are named to a conference’s All-Conference teams will be eligible to compete in the all-conference tournaments. Alternates can be utilized when or if one or more of the players named to an all-conference team cannot attend an all-conference tournament. If alternates are utilized, an all-conference team shall not carry a roster of more than six players into the tournament. The first alternate shall be the bowler with the 13th highest fill percentage in the conference. The second alternate shall be the bowler with the 14th highest fill percentage in the conference, and so on. Once the format for the tournament has been determined, the league’s administrator 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.

3.03h Post Season Tournaments – The Rising Stars Tournament

The Rising Stars Tournament will be held in November (see the season calendar at GoBowlingMinnesota.com for more precise dates and locations). This competition is for the top six to eighteen 7th/8th graders in each conference. Fill percentage from varsity and/or JV regular season competition will determine who the top 7th/8th bowlers are from each conference. Each conference will be able to send at least one team to the tournament. Some conferences may be allowed to send a second or third team to the tournament, at the discretion of the league administrator.

The cost for each bowler to participate in the tournament is \$15.00. This fee will cover the cost of lineage and awards. Each conference shall select one or two coaches to coach each of their teams. Bowlers must wear the same jersey at the Rising Stars Tournament that they wore during the regular season.

The players who are named to a conference’s Rising Stars team(s) will be eligible to compete in the Rising Stars Tournament. Alternates can be utilized when or if one or more of the players named to a Rising Stars team cannot attend the Rising Stars Tournament. If alternates are utilized, a Rising Stars team shall not carry a roster of more than six players into the tournament. Once the format for the tournament has been determined, the league administrator 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.

3.03i Post Season Tournaments – The Singles State Tournaments

Two singles state tournaments will be held on the Saturday that follows the last varsity state tournament of the season. One singles tournament will be for up to 88 boys, and one will be for up to 32 girls. Both state singles tournaments may feature a challenge oil pattern. Bowlers must qualify for the tournaments to be eligible to compete. Each conference will get to send at least one boy and one girl to the singles state tournaments. The number of male and female bowlers that each conference be based on the total number of boys and girls that are in each conference. A conference that has 10% of all of the boys in the state will get to send (approximately) 10% of the boys that will compete in the boys singles state tournament. A conference that has 10% of all of the girls in the state will get to send (approximately) 10% of the girls that will compete in the girls singles state tournament. Regular season fill percentage will be used to determine the top boys and girls from each conference that will be eligible for the singles state tournaments. If a bowler notifies the tournament director that they will not be participating in the tournament, then the tournament director will select an alternate of the same gender from the same conference to take the missing bowler’s spot. The tournament director will seek replacement bowlers up to 60 hours prior to the start of the tournaments’ start. No unpaid walk-in bowlers will be allowed to participate. Girls may participate in the boys tournament if they 1) Notify the tournament director by

October 15th of the current season that they would like to participate in the boys tournament and 2) their fill percentage is high enough to qualify them for the boys state singles tournament.

3.03j Post Season Tournaments – Ties in bracket play

If a head-to-head bracket play match ends in a tie, there will be a 5th to 10th frame roll-off. A coach may select any five rostered bowlers to participate and put them in an order of the coach's choosing. If there is a tie after the 5th to 10th frame roll-off then a 9th and 10th frame roll-off will be held with coaches selecting two bowlers in an order of their choice.

3.04 All-Conference Teams

The six varsity bowlers with the highest fill percentage at the end of the regular season will be named to each conference's all-conference first team. A minimum of sixty percent of all possible varsity frames during regular season (in-conference) competition must have been achieved for a player to be eligible for to be named all-conference. A bowler must have a regular season participation percentage of 70% or higher in order to be eligible to be named conference most outstanding player (MOP). If a bowler finishes with the highest fill percentage in their conference, but does not have a participation percentage of 70% or higher then the next bowler in line that does have a participation percentage of 70% or higher will be named conference MOP. **Any bowler that has participated in more than four junior varsity matches during the regular season shall be ineligible to be named to an all-conference team.** Bowlers that are named all-conference will receive a plaque from the league office. If a MHSB coach has reason to believe that a (potential) all-conference member is not worthy of the honor, a complaint (kept anonymous unless permission is granted otherwise) may be filed with the league office. The MHSB commissioners 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 prior to the conclusion of the all-conference tournament 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 next highest fill percentage during the regular season shall be named to the conference's All-Conference team.

3.05 All-Honors Team

Each conference shall select an all-honors team. One out every six bowlers from each school/team can be named all-honors. Conference coordinators or coaches may round up when there is a minor or major fraction. At least one bowler from each team shall be named to the all-honors team. Each conference may determine its own system for selecting their all-honors team. Coaches can name or nominate bowlers from their team for exemplifying any/all of the following characteristics of leadership and/or sportsmanship and/or dedication during the current season or their high school bowling career. A bowler may earn all-conference and all-honors honors in the same season.

Conference coordinators may choose to present certificates to all-honors award winners. The league administrator will print out these certificates at the request of any conference coordinator. Conference coordinators should post a picture and names of all-honors award winners in the league's Facebook group.

3.06 All-State Teams

The top 18 bowlers in the state, according to fill percentage, will be named First, Second, and Third Team All-State. From this group of eighteen bowlers, the six bowlers with the highest strike percentage during the regular season will be named First Team All-State; the six bowlers who rank 7th – 12th in strike percentage during the regular season will be named Second Team All-State; and the six bowlers who rank 13th – 18th in strike percentage during the regular season will be named Third Team All-State. A bowler must have a regular season **participation** percentage of 70% or higher to be eligible for all-state recognition. Players that have missed any amount of competition during the regular season or the conference tournament due to misconduct will not be eligible to be named All-State for the season in which the misconduct took place.

3.07 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.

3.08 Whistleblower Protection

No bowler or guardian of any bowler shall be punished (by a coach, a conference coordinator, or a league administrator) for making a valid verbal or written complaint about a coach; a conference coordinator; league administrator; teammate; guardian of a teammate; or family member of a teammate. No bowlers shall be harassed or suspended or expelled or see a significant decrease in playing time due to whistleblowing. Any person(s) in a position of authority that is found to be in violation of this rule will be suspended for a minimum of eight weeks of the season for both practices and competitions. Suspensions may carry over to future seasons of High School Bowling. The league's commissioners reserve the right to extend a suspension past eight weeks if the violation is found to be overly egregious. Anyone who intentionally makes a false verbal or written complaint risks suspension or expulsion from the league.

3.09 Minnesota High School Bowling's Code of Conduct & Social Media Policy

The board of directors of the Bowling Proprietors Association of Minnesota (BPAM) and the commissioners of Minnesota High School Bowling (MHSB) believe that all students and their guardians should consider participation in MHSB as both a privilege and a responsibility.

The privilege is the opportunity to take part in the league provided by the BPAM and its participating bowling centers. This privilege may be revoked when a student, coach, guardian, or spectator fails or refuses to comply with league rules or when it is clear, according to common sense, that an individual is causing unnecessary disruption or stress to coaches, teammates, opponents, bowling center employees, and others.

The responsibility involves maintaining high standards of citizenship and sportsmanship at all times. Respect for and compliance with the league's rules and code of conduct is expected and required of every student who participates; every coach that coaches; and every spectator.

All individuals involved with MHSB, including, but not limited to, athletes, guardians and coaches must understand that if the commissioners of MHSB determine that any person(s) has abused their privilege or not acted responsibly, that person(s) can be suspended or dismissed from any and all MHSB events, including practices and competitions. Failure by a guardian to abide by a suspension or dismissal will likely result in the guardian's bowler being suspended or dismissed from MHSB practices and/or competitions.

Grievance Procedure: The grievance process is intended to be a process whereby concerns of alleged unfair treatment of any individual can be addressed in a timely manner. The list below of legitimate and non-legitimate grievances is intended to be a guideline, not an all inclusive list.

Legitimate grievances:

- Failure to provide due process in disciplinary action
- Mistreatment of any individual
- Any violation of an adopted code: ethics, conduct, and expectations

Non-legitimate grievances:

- Athlete not given enough playing time
- Athlete not playing the right position
- Strategies used by the coach
- Win/Loss record of the team or coach

Legitimate grievances should be addressed first with the coach at a scheduled time (not before, during, after practice or contests). If this meeting does not bring about a satisfactory resolution, the league's executive director should be contacted (preferably by email).

Social Media Policy:

Athletes, guardians, and coaches are responsible for good behavior on the Internet just as they are in a school building or in a bowling center. If an individual's use of the Internet creates a disruption to a school, bowling team, or bowling center, the individual will be held responsible and will face consequences as determined by the commissioners of MHSB, including but not limited to:

- Suspension from the team or team events
- Dismissal from the team or team events

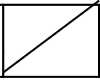
3.10a Statistics

Each conference coordinator will upload his/her conference and statistics to the league's website. Minnesota High School Bowling recognizes only one way of keeping statistics for regular season play. A bowler / team either fills a frame or leaves it open. Strikes and spares are worth equal amounts. Strike percentage will be considered when determining the league's all-state teams. As relating to an individual's individual statistics, the tenth frame shall count toward a maximum of one frame or attempt or fill. Even if a bowler achieves two or three marks in that frame. For further clarification, please refer to the charts below. Results from 9th and 10th frame roll-offs shall not count toward official statistics for any bowler or team.

Chart 3.10b

A	B	C	D	E	F
<u>Team XYZ</u>	<u>X</u>	<u>I</u>	<u>O</u>	<u>Total</u>	<u>Fill %</u>
Julie Smith	28	31	20	79	74.68%
Beth Smith	20	20	38	78	51.28%
Emily Johnson	25	23	42	90	53.33%
Sara Johnson	42	31	50	123	59.34%
Beth Frank	23	39	43	105	59.04%

Chart 3.10c

9		10			Details on the tenth frame
7	2	X	X	X	The bowler gets credit for bowling 1 strike (i.e. one fill). (Fill percentage of 100% for the 10 th frame)
9		10			Details on the tenth frame
7	2	8		X	The bowler gets credit for bowling 1 spare (i.e. one fill). (Fill percentage of 100% for the 10 th frame)
9		10			Details on the tenth frame
7	2	X	8	1	The bowler gets credit for bowling 1 strike (i.e. one fill). (Fill percentage of 100% for the 10 th frame)
9		10			Details on the tenth frame
7	2	X	X	8	The bowler gets credit for bowling 1 strike (i.e. one fill). (Fill percentage of 100% for the 10 th frame)
9		10			Details on the tenth frame
7	2	8	1		The bowler gets credit for bowling 1 open. (Fill percentage of 0% for the 10 th frame)