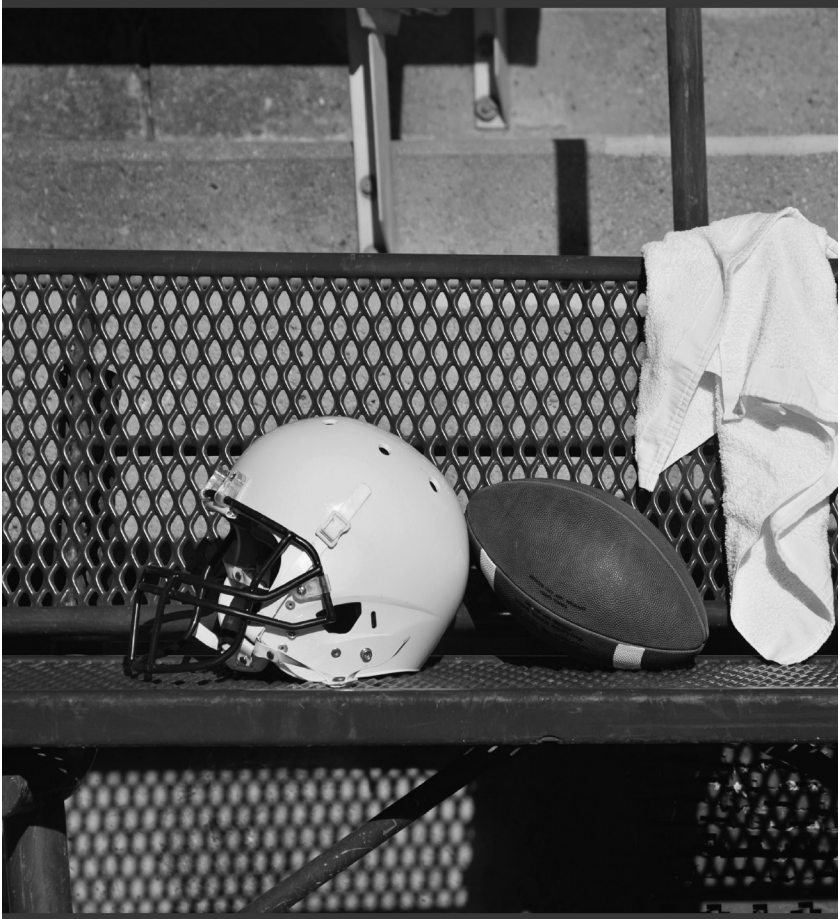
BOWLING

2026-27 AND 2027-28
RULES BOOK

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A

CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.

WHEN IN DOUBT, GET CHECKED OUT.

For more information and resources, visit www.CDC.gov/headsup.

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2026-27 AND 2027-28 NCAA WOMEN'S BOWLING RULES

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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AUGUST 2026

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Special Thanks: The committee expresses its appreciation to the United States Bowling Congress, the National Tenpin Coaches Association and the World Tenpin Bowling Association for their support of collegiate bowling.

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Preface

For ease of reference, rules are divided into sections and articles. The NCAA Women's Bowling Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for competition. The conduct rules are those that deal directly with the competition itself. No rules are to be altered, unless flexibility is indicated in a specific rule. Per NCAA Bylaws, all NCAA member institutions are required to conduct their intercollegiate contests according to these rules. The NCAA follows the United States Bowling Congress (USBC) rules for bowling balls, unless otherwise noted.

For lane maintenance technical questions specifically related to any of the Kegel lane machines, please contact:

John Janawicz
Kegel Industries
Phone: 800-280-2695
www.kegel.net

For lane maintenance technical questions specifically related to any of the Brunswick lane machines (for example, Authority 22), please contact:

Trey Brown
Brunswick Bowling Products
Phone: 231-725-3208
trey.brown@brunswickbowling.com

NCAA Women's Bowling Committee

The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

Name	Institution	Term Expiration
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Michael Fine*	Secretary-Rules Editor	8-31-27
Ian Parisi	Molloy University	8-31-26
Adeanah Pooler	Southwestern Athletic Conference	8-31-29
Kimberly Sorenesen	Marian University (Wisconsin)	8-31-28
John Williamson, chair	Vanderbilt University	8-31-26

*Non-voting member

For a complete and current listing of the NCAA Women's Bowling Committee, please go to **ncaa.org/championships**.

The secretary-rules editor is the sole interpreter of the NCAA women's bowling playing rules. Those seeking requests for documentation of disability (see Appendix I) or religious accommodations, rule exceptions, interpretations or clarifications of the women's bowling rules may contact:

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Major Changes for 2026-27 and 2027-28

Each changed or altered segment is identified in the rules by a shaded background.

Inappropriate Use of Warmup Area (Rules 1.1.d.2.c and 4.6.b). Clarifies use of the warmup area is permitted during a match, however, it renders a student-athlete ineligible to re-enter the current match without penalty.

Bowling Balls for Competition (Rule 2.1.a.1). Clarifies bowling balls approved by the USBC may be used following their approval date.

Altering Surface of Bowling Ball (Rules 2.2 and 7.5). Defines when surface alterations are permitted.

Mega Match Format (Rule 7.7.g). Changes the order of the best-of-three match format to determine a winner (Baker total pinfall, five-person team match, and a best-of-seven Baker match play).

Start of a Match (Rule 7.8). Permits either lane (left or right) to roll the first ball of each game.

Illegal Pinfall (Rule 7.9.a.4). Clarifies dead wood must be removed before the next delivery and the penalty for bowling with dead wood (a zero).

Video Review (Rule 7.14). Clarifies the use of lane-side video review.

PREVIOUSLY APPROVED RULES/EDITORIAL CHANGES

Bowling Balls for Competition (Rule 2.1.a.2). Prohibited the use of slow oil-absorbing, high-performance balls.

Bowling Balls for Competition (Rule 2.1.a.5). Aligned with USBC restrictions for bowling balls with re-engraved or unidentifiable series numbers beginning January 1, 2027.

Bowling Balls for Competition (Rule 2.1.a.6 PENALTY and Rule 7.10.a Exception). Removed the initial warning for instances of possession of more than six balls during competition. An initial warning will be issued during the pre-event coaches' meeting.

Apparel Logo Restrictions (Rule 3.3.b.6). Outlined the placement of commercial and nonprofit trademarks/logos on the uniform and apparel.

Points of Emphasis

In each edition of the NCAA Women's Bowling Rules, there are several areas that are given special attention. These are identified as points of emphasis. While they may not represent rules changes as such, their importance must not be overlooked. In some cases, the points of emphasis are more important than some of the rules changes. When a topic is included in the points of emphasis, there has been evidence during the previous seasons that there has been inconsistency in administering the rule.

The figures below refer to the rule and section of those points the committee has decided to emphasize for the 2026-27 and 2027-28 seasons.

Excessive Number of Warmup Shots (Rule 1.1.d.2.c). A student-athlete is limited to eight warmup deliveries during any warmup session. If a student-athlete uses all eight warmup deliveries before entering a match, no additional warmup deliveries shall be granted if the student-athlete is removed from the lineup and subsequently re-enters play during the same match.

Re-Engraving Restrictions (Rule 2.1.a.5). Effective January 1, 2027 per USBC regulations, ball markings required for identification purposes may not be re-engraved. Balls with re-engraved or unidentifiable serial numbers are not allowed in certified competitions.

Surface Alterations (Rule 2.2). All surface alterations must be completed before the conclusion of the first daily warmup session of the day. If the tournament includes a break in play for reoiling and a second daily warmup session is held, surface alterations will again be permitted. All alterations must be completed before the end of that daily warmup session. Surface alterations are not permitted during any other warmup session.

Event Certification Form (Rules 7.1, 7.2 and 10.2). The event certification form must be submitted to all competing teams and the SRE at least 10 days before the start of the event.

STATEMENT OF SPORTSMANSHIP

The NCAA promotes good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the site of competition.

RULE 1

Competition Facilities and Lane Maintenance

1.1 COMPETITION AREA

The competition area is defined as the portion of the facility where student-athlete and team competition is played. The playing area shall be clearly identified and will need to allow for multiple matches to be conducted simultaneously. (See Diagram on page 10.)

a. **Playing Area.** The playing area includes the bowling lanes, approach, bowling ball return equipment, the players bowling area (or settee) and a team/coach area. (See Diagram on page 10.)

   The playing area shall meet minimum standards established for the game of tenpin bowling, including standards for the facility, pins and bowling equipment. A certified (USBC sanctioned) playing facility should be used for all competitions. If a certified facility is not available for regular-season competition, a facility that has been agreed upon by all competing institutions before the event may be used. A certified facility shall be used for conference championships or postseason competitions.

   1) *Minimum Distance.* Additional space within the competition area shall be provided near the playing area and warmup areas; however, a minimum distance of 1 meter (3 feet, 3 inches) will need to be kept between the playing and nonplaying areas.

      Media equipment and personnel are restricted from the spaces on or in front of the approach while players are involved in competition. In other areas, media equipment and personnel beside the competition area shall be located at least 1 meter (3 feet, 3 inches) away.

   2) *Duties of Facility.* It is the responsibility of event management and the facility staff to ensure all equipment involved in the operations of the match is working properly and identify any known problems or hazards. If a mechanical problem should arise, it is the responsibility of the facility staff to supervise and manage all repairs immediately (see Rule 7.9). Facility considerations shall also include crowd control (see Rule 7.12), space needs for event management and medical staff, indoor climate control, restrooms, security and handicap accessibility. When possible, the competition is to function as a stand-alone event within the facility or be provided separation from any other event(s) that may be occurring at the same time. (For additional duties, see Appendix A.)

3) *Approach.* The approach shall be made of wood or synthetic material and be clear of marks or substances that may impede the student-athlete performance. (See Diagram on page 10.)

b. **Facility—Two Lanes Required.** Two lanes shall be required to conduct an NCAA match. If one lane has a mechanical problem that halts play, competition on the functional lane shall cease until repairs have been made.

1) *Lanes—Adjoining.* Two lanes immediately adjoining each other that share a ball return should be used in each match of a competition between the two schools.

2) *Lanes—Nonadjoining.* If adjoining lanes are not available for use, the two competing schools shall identify the specific lanes (a minimum of two) to be used before the start of any game or match. Only matches with both teams on the same pair of lanes count as an NCAA match.

c. **Special Provisions—Facility Equipment.**

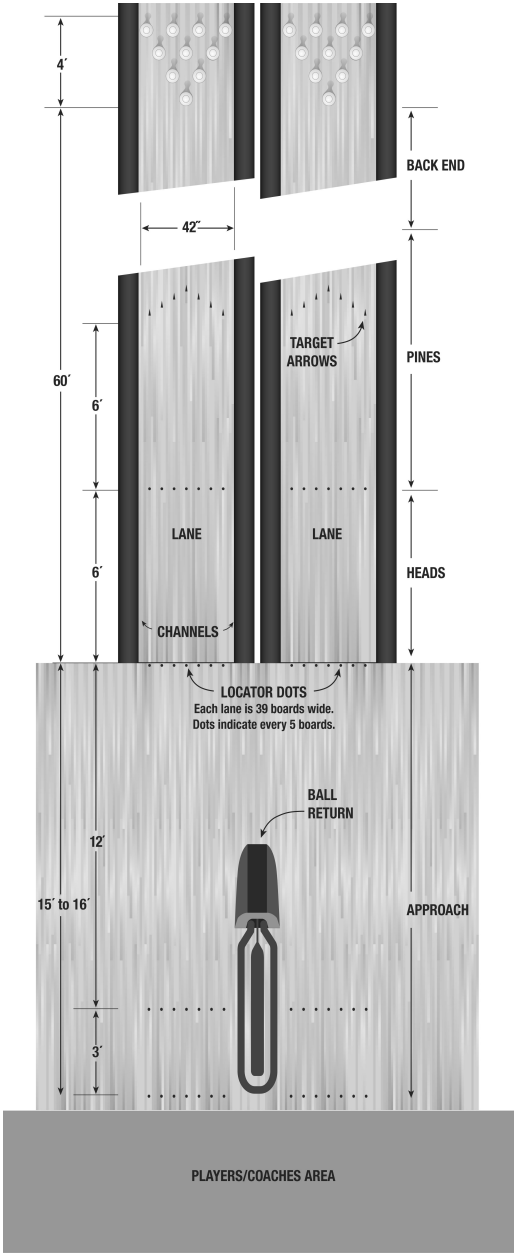
1) *Bowling Pins—Markings, Labels and Coatings.* Pins used in competition shall bear the name and trademark of the original manufacturer or distributor. Except for reasonable wear and color, the pins in each set shall be consistent in appearance, including finish. The coating of the pin shall be transparent (clear) or a solid color (with the exception of the neck markings, identifying symbols or name) and are to be clearly visible. Any additional markings, symbols and/or names shall be of a contrasting color.

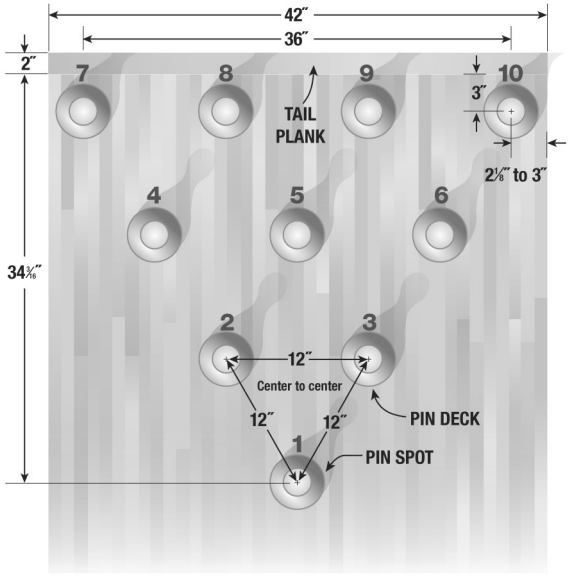
Standard all-wood or plastic-coated pins shall bear similar labels and permit number, and shall not vary more than four ounces in each set. Synthetic pins shall bear the same labels and permit numbers, and shall not vary more than two ounces in each set. USBC certified pins shall be used for all competitions.

2) *Foul Detection Device (Foul Lights).* An approved foul detecting device shall be used. When an automatic system is not available, a foul judge may be stationed in a position to have an unobstructed view of the foul line. Should an automatic foul detecting device become temporarily inoperative, the event manager shall assign a foul judge or have the official scorer(s) call fouls. In the event no one is able to serve as foul judge, coaches may agree to self-monitor fouls.

Note: The foul line is of infinite length, including walls, flooring, posts and ball returns.

(Footwear and clothing are considered part of the body.) A foul is not committed when foreign objects fall or drop from a person's body or clothing beyond the foul line. A student-athlete or coach should request an event official to cross the foul line to retrieve any items that have fallen beyond the foul line after the completion of the delivery.


4′
BACK END
42″
TARGET
ARROWS
PINES
60′
6′
LANE
LANE
6′
HEADS
CHANNELS
LOCATOR DOTS
Each lane is 39 boards wide.
Dots indicate every 5 boards.
BALL
RETURN
12′
15′ to 16′
APPROACH
3′
PLAYERS/COACHES AREA
NONCOMPETITION AREA



3) *Lane Maintenance for Competition.* A basic set of guidelines shall be identified and used by the event management regarding lane maintenance for the entire competition. The distance and shape of the oil pattern shall be forwarded to all competing teams at least 10 days before competition. (See Rule 7.1.)

The head official will ensure every day that lanes have been stripped of the previous day's conditioner (oil) and a fresh application of conditioner has been applied to every board of the bowling lane, starting from the foul line to a specified distance.

For competitions involving multiple blocks of play during one day (e.g., lunch breaks or multiple-game matches), the event manager shall arrange for a reapplication (including stripping and oiling) of conditioner to the competition lanes before the new session begins.

A.R. 1.1.c.3. Women's Invitational XYZ provides information to all competing teams, following the guidelines of Rule 7.1. Although the information provided in the event certification form are compliant with all NCAA rules, the event management decides to change the lane conditioning parameters that will be used. Upon completion of the pre-event lane certification, the head official determines that the rule has not been followed. **RULING:** The head official shall notify the competing teams and request that the event management staff comply with the original information provided to the competing schools; notice of noncompliance will be forwarded to the NCAA Women's Bowling Committee for possible penalties.

4) *Lane Pattern–Design and Application Criteria.*

a) Distance. The distance shall not be shorter than 34 feet and not longer than 45 feet from the foul line.

b) Ratio. The ratio of conditioner application on each board shall not be less than 1.5:1 minimum and not more than 3.5:1 maximum during the board-to-board application process at the Track Zone and Arrow Zone distances with recommended ranges of 2.0:1 and 3.0:1. The composite ratio of conditioner shall reflect the average number of milliliters on boards 18L-18R, divided by the average number of milliliters on boards 3L-7L and 3R-7R.

(c) Volume. The total volume of oil application for the lane pattern shall be between 20 milliliters (minimum) and 33 milliliters (maximum). The volume of oil can be up to the discretion of the tournament manager based on the number of matches to be played on the lanes and the condition of the lane surface, within the stated parameters.

Note: The NCAA has established a bank of legal lane patterns that can be used for competition. These patterns can found at ncaa.org/playing-rules/womens-bowling-lane-maintenance-patterns.

d. **Additional Zones Within Competition Area.**

1) *Team/Coach Area.* The team/coach area includes the players area (or settee) and the space immediately behind or adjacent to the approach or the bowling lane. Chairs may be placed in the team/coach area if players wish to use them.

2) *Warmup Area.* The warmup area is defined as the space to be used only for stretching and nominal amounts of warmup throws for student-athletes preparing to enter competition. This space is only available for players who are not currently competing in a game. The warmup area is located in a space separate from the competition area.

a) Number of Attempts Allowed. Each player will be allowed a maximum of eight warmup shots during any session the player uses the warmup area. An individual and/or team who completed a preceding match shall not use the warmup area until after the first ball is thrown in the next match.

A.R. 1.1.d.2.a. Player No. 7 from Team E is requested by the head coach to warm up for the next match. Player No. 7 proceeds to the warmup area and completes their eight warmup attempts between matches. **RULING:** Either the official or the opposing team's head coach shall notify the head official that Player No. 7 used the warmup area between matches. The head official shall notify Team E's head coach that Player No. 7 cannot be a starter for the next match.

b) Maximum Number of Bowlers. No more than two bowlers from each team are permitted to use the warmup pair(s) at the same time.

A.R. 1.1.d.2.b. SITUATION 1. ESU exceeds the maximum of two bowlers using the practice pairs when a third bowler throws a ball. It is called to the attention of the Head Official who subsequently informs the coach that the third bowler must cease until at least one of the ESU teammates completes practice. **RULING:** The Head Coach will receive a warning for Coach Misconduct. (Rule 8.1.a) A second infraction by ESU would result in expulsion

of the Head Coach from the facility for the remainder of the event. The third bowler is not eligible to start the subsequent match.

A.R. 1.1.d.2.b. SITUATION 2. ESU exceeds the maximum of two bowlers using the practice pairs by sending two bowlers to the practice pair on Lanes 1 & 2, and two bowlers to the practice pairs on Lanes 15 & 16 at the same time. When the Head Official is notified, the Head Official will ask members of ESU to stop practicing, and will notify the Head Coach of the violation. The Head Coach will have the option to identify two bowlers to return to a practice pair, and resume practice. The other two bowlers must wait until the first bowlers conclude practice to resume their practice. **RULING:** The Head Coach will receive a warning for Coach Misconduct. (Rule 8.1.a) A second infraction by ESU would result in expulsion of the Head Coach from the facility for the remainder of the event. Bowlers three and four are not eligible to start the subsequent match.

c) Inappropriate Use of Warmup Area. Inappropriate use of the warmup area can occur through multiple situations, including being removed from competition, using the warmup area and re-entering the current match; use of the area for excessive number of shots; use of the area after the current match has ceased; and use of the area before the next match has begun.

PENALTY—If a student-athlete violates this rule, the individual and team are subject to penalty. Any remaining frame(s) of the match in which the removed student-athlete was playing shall be scored as a zero. In any format, any remaining or future frame(s) of the match in the removed student-athlete's lineup position will be scored as zero. Any student-athlete(s) who did not start the match may be used as a substitute and is bound by all substitution rules (see Rules 4.5 and 4.6).

A.R. 1.1.d.2.c. SITUATION 1. Teams E and F compete in the fourth match of the day. Team E sends two players who have not started in their current match to the warmup area to loosen up. After 20 minutes of warmup time (approximately 25 shots), the players are requested to return to the team's match for insertion as substitutes; the removed players are requested to go to the warmup area to make additional shots. An official does not see the situation unfold because there is no assistant official monitoring the warmup area or match, nor is a head official observing the event. **RULING:** The head coach of any competing team is to report and document the situation to the head official and event manager and report the issue to the secretary-rules editor. The match information will be reviewed by the NCAA Women's Bowling Committee for possible nullification of Team E's scores for match No. 4 and a match victory for Team F.

A.R. 1.1.d.2.c. SITUATION 2. During the second match of the day, the coach from AFU removes the leadoff bowler from the lineup and sends the bowler to the warm-up area. The removed bowler enters the warm-up area but does not exceed the eight-ball warm-up limit and does not re-enter the lineup during the same match. **RULING:** Legal; no penalty assessed.

A.R. 1.1.d.2.c. SITUATION 3. During the second match of the day, the coach from AFU removes the leadoff bowler from the lineup and sends the bowler to

the warm-up area. The removed bowler exceeds the eight-ball warm-up limit and/or re-enters the lineup during the same match after using the warm-up area. **RULING:** Illegal; violation of Rule 1.1.d.2.c. Beginning with the frame in which the bowler delivers a ball upon re-entry, a score of zero shall be recorded for that lineup position for the remainder of the match.

A.R. 1.1.d.2.c. SITUATION 4. A bowler exceeds the eight-ball warm-up limit at any time during the match, whether before being removed from the lineup or while using the warm-up area after being removed. **RULING:** The bowler becomes ineligible to participate for the remainder of the current match and the entirety of the next match.

3) *Competition Area—Noncompliance.* The head official shall notify the event manager and the competing teams of the noncompliant items and request that the event management staff comply with the ECF criteria or information provided to the competing schools before the start of any daily warmup session.

PENALTY—If the event management staff chooses not to comply with requirements, on-site play shall continue; however, notice of noncompliance shall be forwarded (by any method) to the NCAA Women's Bowling Committee and Secretary-Rules Editor for possible penalties of the host institution(s) and competing teams, including nullification of scores.

1.2 NONCOMPETITION AREAS

Noncompetition areas are defined as spectator seating areas; areas between the team/coach area and spectator seating or media areas; event management and scorekeeping areas; medical area/training room; equipment storage area; and any other facility area that is deemed to be unsuitable or hazardous.

a. **Spectator Seating Areas.** The facility should provide appropriate seating areas for spectators and/or event management staff who are not involved in the competition. The spectator seating areas are to be clearly identified, completely separated from designated competition areas, and meet all building standards for crowd control (see Rule 1.1.a.1). If possible, the spectator seating area should be cordoned off from competition areas by dividers or other methods.

b. **Media Area.** The facility and event management staff should designate a specific media area to be used during competition. All locations within the competition and media areas (with exception to the medical area) should be made accessible to media staff during warmup sessions; however, once competition begins, all media personnel will need to return to the designated area. Any media area shall not impede the view or performance of players during competition, and at no time during competition is flash photography to be used.

c. **Event Management/Scorekeeping Area.** The facility shall designate an event management/scorekeeping area before the start of any event. This area will be used by all event staff for administrative duties and for the return of scoring sheets/paperwork from competing teams.

A highly visible scoreboard (for competitors, media and spectators) is to be located near the event management/scorekeeping area for display of event results. It should be divided into two parts with team and individual participant information available. Information shown on the scoreboard is not official and may not be used as a basis for protest.

d. **Medical Area/Training Room.** The facility is to have a designated, easily accessible and semiprivate location that will be used for a medical area/training room. The room may also function as part of the event management/scorekeeping area. The event manager shall make every effort to provide access to basic athletic training room equipment and personnel (including ice and first aid supplies) during all phases of the event.

   If medical equipment and certified personnel cannot be provided on site, the event management shall notify all head coaches of competing teams before the event and will need to outline an emergency action plan to be followed in the event a medical emergency occurs during the competition.

e. **Equipment Storage Area.** The equipment storage area (e.g., the paddock) identifies the designated space where all noncompetition apparel, personal player items, pro shop supplies/equipment and all non-used bowling equipment will be stored. Continuous access to the area during competition shall be available for team members and staff. The event management staff shall ensure the area is supervised and/or kept secured at all times, including overnight storage.

1.3 SAFETY MEASURES

a. **Surface.** All surfaces of the competition area shall not present a danger of injury to the players. Play shall not be conducted on any surface that is wet, slippery or excessively sticky. The approach is to be made of wood or a synthetic material that is smooth and free of any abrasive surface.

b. **Approaches Not to be Defaced.** The application of any foreign substance on any part of the approach that detracts from the possibility of other players having normal playing conditions is prohibited and is not to be used by event staff or participating student-athletes. This includes, but is not limited to, such substances as talcum powder, pumice, rosin, resin on shoes, and also soft rubber soles or heels that rub off on the approach.

c. **Unsecured Equipment—During Play.** The number of bowling balls allowed in the competition area is limited to three per starting player. All other bowling balls shall be placed in the storage area. Each substitute is allowed two balls in the competition area until the time the substitute is entered into the lineup, when the substitute shall be allowed three.

   Each team is responsible for the care and storage of additional bowling equipment that is not in immediate use. The event management staff shall implement safety measures to ensure extra bowling equipment will not impede the movement of players and coaches within the competition area. Bowling balls should not be allowed to remain on tables or unsecured out of bowling bags unless they are on equipment racks, storage racks or bowling ball cups.

d. **Verification of Facility.** The competition area, in all cases, shall be under the control of the event officials before and during a match. The head official is responsible for deciding whether the facility is suitable for play. Any special ground rules for a match are to be specified in a prematch conference by the event manager.

The event manager should confirm all criteria for the following areas are in compliance with NCAA playing rules: competition area, noncompetition area(s), equipment storage area, event management office and a competition scoreboard. Additional support areas (for instance, hospitality area, medical area, dividers, etc.) should also be inspected to confirm they are ready at least 60 minutes before competition.

The head official shall be responsible for evaluation of items outlined on the head official's form that relate to use of the competition area for games/matches. See Appendix A for additional details on procedures and forms for verification.

1.4 OTHER EQUIPMENT

a. **Bowling Equipment Racks.** The competition facility should provide (when possible) bowling ball storage racks for equipment that is not being immediately used in the playing area, at a ratio of one rack for every two teams competing. The location of the storage racks should be adjacent to the player/coach area but should not impede the activities in, or access to, the team/coach area. Bowling balls should not be allowed to remain on tables or unsecured out of bowling bags unless they are on equipment racks, storage racks or bowling ball cups (see Rule 1.3.c).

b. **Dividers.** When possible, the event should use a system of dividers (pipe and drape, tables, signs, etc.) to clearly identify competition and noncompetition areas within the facility.

RULE 2

Player Equipment

2.1 BOWLING BALLS FOR COMPETITION

a. **Bowling Ball—Approval.** Bowling balls used in NCAA competition must meet the following standards:

1) Be approved by the USBC as legal for competition at time of manufacture for public use. Balls are legal at the time of USBC approval;
2) Slow oil-absorbing, high-performance balls are prohibited for NCAA competition (this list can be found at www.bowl.com);
3) Meet the minimum or maximum specifications for weight, size, markings, logos, holes, balance, surface preparation and surface hardness before the scoring of any competition; and
4) Be drilled and fitted for the student-athlete before arrival at the facility for official practice sessions or scoring. Nondrilled bowling balls are not to be brought to the facility for use. Balls shall not be purchased and drilled for competition during the event except to replace a ball that has been damaged beyond repair; the process may not occur without approval from the head official.
5) Effective January 1, 2027 per USBC regulations, ball markings required for identification purposes may not be re-engraved. Balls with re-engraved or unidentifiable serial numbers are not allowed in certified competitions.
6) There is a limit of six (6) balls per player per event. Prior to the start of the first daily warmup session of the event, teams must submit a ball registration form to the head official or tournament director that includes all bowling balls that will be used for all players for the duration of the event.

PENALTY—Failure to submit a ball registration form will be treated as an unfair tactic (See Rule 7.10.a). Once competition has started, possession of more than six (6) balls at any time will be deemed an unfair tactic (See Rule 7.10.a). Upon the violation, the additional ball(s) will be removed for the remainder of the event and escalating penalties will be assessed. (See Rule 7.10.a).

A.R. 2.1.a.6. The coach from ASU fails to turn in the Ball Registration Form prior to the start of the first daily warmup session of the event. Upon learning that ASU has started scoring, the head official/tournament director shall notify the coach to stop scoring until the form has been submitted. All scores achieved without a form submitted shall be changed to zero. The coach will be warned that the form must be submitted prior to resumption of scoring. If the coach continues to fail to turn in the form, the match will be forfeited under Rule 8.2.e. All subsequent matches will be forfeited until the form is submitted.

b. **Bowling Ball—Weight, Size, Markings and Holes.** The circumference of a ball shall not be more than 27 inches, nor shall it weigh more than 16 pounds. The height of the ball shall not exceed 8.59 inches. The diameter of the ball shall be constant. The surface of a ball is to be free of all depressions or grooves of specific pattern, except for holes or indentations used for gripping the ball and incidental chipping or marring caused by wear. Any bowling ball used in NCAA competition shall be identifiable as an approved bowling ball according to USBC standards. Manufacturer identification labels (logos) are also required. Additionally, for identification purposes, each ball is required to have the serial number (engraved) legible on the bowling ball at all times.

The following limitations govern drilling holes in a ball:

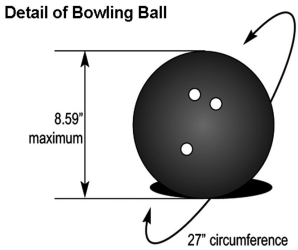
1) Holes or indentions, not to exceed five, for gripping purposes.
2) One vent hole to each finger and/or thumb hole, not to exceed ¼ inch in diameter.
3) Balance holes are not allowed. Any delivery made without a thumb in the thumb hole is illegal and will result in a zero for the delivery.

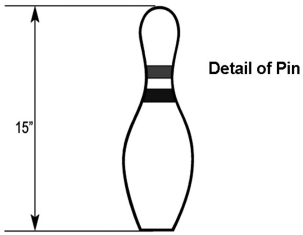
c. **Bowling Ball—Balance.** After drilling, the following tolerances are allowed in the balance of the ball:

1) *Balance—Ball Weighing 10.0 Pounds or More.*
   a) There shall not be more than 3 ounces difference between the top of the ball (gripping holes side) and the bottom (solid side opposite the gripping holes).
   b) Not more than 3 ounces difference between the half of the ball to the left and the half of the ball to the right of the center of grip (side weight).
   c) Not more than 3 ounces difference between the half of the ball toward the thumb hole side of the center of grip and toward the finger holes side of the center of grip (thumb/finger weight).
   d) A ball used without any gripping holes or indentations may not have more than 3 ounces of difference between any two halves of the ball.
   e) If a bowler does not have a thumb hole and drills a ball to meet the new 3 ounces of imbalance requirement, there must be a scribed or engraved "+" near the center of the palm to indicate the grip orientation. The ball must be delivered in the marked orientation (i.e., palm must cover the "+").

2) Ball Weighing Less than 10.0 Pounds.
   a) There shall not be more than 2 ounces difference between the top half of the ball (gripping holes side) and the bottom half of the ball (side opposite the gripping holes).
   b) There shall not be more than a ¾ ounce difference between the top of the ball (gripping holes side) and the bottom (solid side opposite the gripping holes).
   c) There shall not be more than a ¾ ounce difference between the sides to the right and left, or between the front and back of the gripping holes.

d) A ball used without any gripping holes or indentations may not have more than ¾ ounce of difference between any two halves of the ball.





d. **Balance—Inspection/Altering of Ball Weights.** Equipment is subject to random inspection or testing by an official before or after competition. Any bowling ball that is identified by an official as noncompliant with NCAA rules shall not be allowed to be used in official event competition. Equipment that does not meet approval of the weight or balance rules shall be brought into compliance at the event site if the equipment and/or services are available at the facility.

PENALTY—Frames completed with equipment that does not meet weight or balance requirements shall be registered by the head official under unfair tactics. (See Rule 7.10.a.)

e. **Bowling Ball—Surface Hardness.** The surface hardness of a ball shall be not less than 72 on the Durometer Scale. The use of chemicals, solvents or other methods to change the surface hardness of the ball, is prohibited. Equipment is subject to random inspection and/or testing by an official before or after competition.

PENALTY—Frames completed with equipment that does not meet surface hardness requirements shall be registered by the head official under unfair tactics. (See Rule 7.10.a.)

f. **Bowling Ball—Removable/Movable Devices.** Movable devices are not permitted in a ball, unless it is a device for changing the finger span or the size of finger and thumb holes, provided the device is locked in position during delivery and cannot be removed from the ball without destroying the device. Removable devices shall be permitted, provided:

1) Such devices are used for changing the span, pitch or the size of the gripping holes.
2) The devices are constructed of a nonmetal material.
3) The devices are locked in position during delivery.
4) No device shall be employed for the purpose of adjusting the static balance of the ball.
5) No voids shall be permitted under the device.

g. **Bowling Ball—Adding to Internal Materials.** The introduction of metal or any other substance not compatible to the original material used in the manufacture of the ball is prohibited. Also, altering a ball in any way to increase its weight or cause it to be out of balance beyond the tolerances is prohibited.

h. **Bowling Ball—Slugs and Inserts (Grips).** Slugs may be inserted for the purpose of redrilling a ball. Designs can be embedded in a ball as guides, or for observation and identification purposes, provided the designs are flush with the outer surface of the ball. There shall not be interior voids and the slugs or designs are to be of material similar to, although not exactly the same as, the original material out of which the ball was made; they shall otherwise comply with all bowling ball specifications. No foreign material shall be placed on the outer surface of the ball. Finger and/or thumb inserts (grips) are allowed to be used, provided the designs are flush with the outer surface of the ball.

i. **Special Equipment to Grip Bowling Ball.** A player is allowed to use special equipment to aid in grasping and delivering the ball if it is in place of a hand or major portion thereof, lost by amputation or otherwise.

2.2 ALTERING SURFACE OF BOWLING BALL

a. The altering of a bowling ball surface, by water, cleaner, polish or abrasive, may be done only before the conclusion of the first daily warmup session of the day. If the tournament includes a break in play for reoiling and a second daily warmup session is held, surface alterations will again be permitted. All alterations must be completed before the end of that daily warmup session. If surface alterations are made, they shall be done to the entire ball. If a team receives a bye prior to the first match of its session, the team shall be permitted to alter the surface of the ball during their bye practice.

b. Alteration of equipment is allowed prior to the start of the daily warmup session or following the conclusion of competition on Day 1 or 2. In the event of mechanical failure, which deprives the student-athlete possession of their equipment, relief can be granted by the Head Official for additional time to alter the surface of the ball.

PENALTY—Altering the surface of a bowling ball by using water, cleaner, polish or abrasives during competition is prohibited. All bowling balls so altered shall be removed from the competition for the remainder of the competition block. All frames that were completed with the altered equipment need to be rescored, with a zero recorded in each respective frame for the player(s) committing the violation.

a. **Use of Bowling Towel to Maintain Surface.** A bowling towel is defined as a small, porous cloth that can be used to remove liquid or dry substances from items used by a student-athlete in the competition area. The use of a clean, dry bowling towel to remove any substance applied to a bowling ball during the preparation or completion of a player's shot (e.g., rosin, lane conditioner, ball return belt marks, etc.) is allowed at any time; these items shall adhere to the provisions of Rule 2.4.

b. **Use of Additional Equipment to Alter Surface.** The use of equipment to alter a ball surface (e.g., ball spinner) is allowed if the equipment and/or services are available at the facility or the team uses its own supplies in the equipment storage area or noncompetition area. Portable equipment (such as sanding pads) can be used in the competition area during the daily warmup session.

2.3 USE OF PRO SHOP SERVICES

Coaches and student-athletes may use auxiliary bowling pro shop equipment at the competition to finish or repair bowling equipment at any time if the equipment and/or services are available at the facility or provided by their own team. These items include the following procedures: beveling or reshaping finger or thumb holes, sanding (to smoother, rougher or larger) finger or thumb holes, redrilling of finger or thumb holes, adjusting or replacing finger or thumb inserts, adjusting or replacing tape within finger or thumb holes, and removing adhesive residue (by use of acetone or alcohol) from finger or thumb holes.

2.4 ADDITIONAL PLAYER EQUIPMENT

Players are allowed to use additional equipment that has been designed for the transportation, storage and use of competition equipment. These items include (but are not limited to) bowling bags, wrist supports, accessory items (such as tape, etc.) and shoes. Any of these items can be used at any time in accordance with regular competition rules. Each item shall adhere to the general manufacturer's standards and those of the NCAA. Rosin, powder or substances designed to facilitate grip or release shall not be placed on ball returns or scoring equipment or the approach. In addition, no foreign material (rosin, powder, pumice, other substances designed to facilitate grip, resin on shoes and soles that may rub on the approach) is permitted on the surface of the bowling ball.

PENALTY—Placing rosin, powder, other substances on ball returns, scoring equipment, the approach or on the surface of the bowling ball will result in an unfair tactics penalty. Upon the first violation, the player and team will receive a warning. Any subsequent violations by any member of the team will result in escalating penalties. (See Rule 7.10.a)

2.5 LOGO RESTRICTIONS FOR EQUIPMENT

All player equipment must meet NCAA logo restrictions regarding size and number of logos as outlined in the NCAA bylaws. See the current NCAA Division I, II or III Manual for more information.

NOTE: This rule is to be enforced by each conference or institution. If officials observe equipment that does not conform to the regulations, the team should be

notified and asked to comply if possible; the match will take place regardless. The NCAA Women's Bowling Committee should be notified after the match.

A.R. 2.5. AA University and ZZ College prepare to start their first match of the daily competition schedule. Upon completion of the daily warmup session, the head coach for ZZ College notifies the official that the head coach believes the bowling ball being used by Player No. 2 of the opposing team is noncompliant with NCAA bylaws for corporate logos. Although the official finds no merit for the dispute, he immediately notifies the opposing head coach. The head coach for ZZ College states that he refuses to complete the match unless the bowling ball is removed from competition. **RULING:** The head official reviews the equipment within 60 seconds and notifies the head coach of ZZ College that the complaint with the bowling equipment is invalid. The head official requests both head coaches to resume play immediately. The head official shall notify the head coach of ZZ College of the necessary steps to complete if the coach wishes to play the match under protest. Finally, the head official also shall issue first warnings under Rules 7.10 and 7.10.e.

2.6 USE OF SPECIALTY BOWLING BALL

The use of a specialty bowling ball (e.g., ball with school name or logo) may be used if it meets NCAA logo restrictions regarding size and number of logos as outlined in the NCAA bylaws. See the current NCAA Division I, II or III Manual for more information.

NOTE: This rule is to be enforced by each conference or institution. If officials observe equipment that does not conform to the regulations, the team should be notified and asked to comply if possible; the match will take place regardless. The NCAA Women's Bowling Committee and Secretary-Rules Editor should be notified after the match.

RULE 3

Uniforms and Apparel

3.1 COMPETITION UNIFORM

A competition uniform shall be worn by each student-athlete who is competing and shall be defined as any apparel used to identify the members of a school. Teammates shall wear uniforms of the same color, style, cut and trim, including sleeve length. Logos and lettering on uniforms shall be identical for all teammates unless otherwise noted.

A.R. 3.1. Player No. 3 of Team B wears their shirt sleeves and shirt collar in a different manner than their teammates. **RULING:** Player No. 3 is in violation of Rule 3.1, and the team's head coach is required to correct the apparel issue when discovered. If the apparel issue is not resolved before the start of competition, the player(s) shall receive a zero for each frame of the current match in which the issue is not resolved. Further possible penalties may result.

The competition uniform consists of a jersey or shirt plus shorts, skorts, skirt, kilt, and pants or culottes. All student-athlete uniform parts shall be identical unless approved by the head official before competition; alternate uniform part options will need to be available if not approved. If the apparel issue is not resolved before the start of competition, scoring penalties shall be applied. (See Rule 3.2.)

a. **Shoes**. Competition shoes are required equipment. Noncompetition shoes (e.g., tennis shoes) cannot be used on the approach for completion of a delivery. Shoes are not considered a part of the uniform and are not required to be identical. Noncompetition shoes may be worn by student-athletes or coaches in the competition area if they are not participating in the match.

b. **Jersey**. The jersey shall be made of nontransparent material that covers the upper body from the neckline to just below the abdomen. The jersey shall consist of collared, v-neck, Henley, rib-lined banded or zipper necklines only. T-shirt necklines are not to be used. The jersey shall also conform to guidelines established for uniform fit, school name and uniform number. (See Rules 3.1.c and 3.1.h.)

c. **Uniform Fit**. The bottom half of the player uniform may differ from each player and may be of varying length provided that the uniform bottoms are all the same color. Shorts shall fit loosely at the opening above the knee. Loose-fitting shirts are to be tucked into the lower body garment or folded. Form-fitting shirts may be worn, but at no time should a student-athlete show a bare abdomen or midriff area, including during completion of a shot.

d. **Uniform Style/Color.** When opponents have jerseys of the same style or color, it can create confusion regarding which team is competing, particularly if the match is being televised. Should a conflict arise in a postseason match,

the designated higher seed will have the choice of jersey color; both teams shall declare uniform color and style before the competition day to the head official.

A.R. 3.1.d. Teams A and B will compete in their respective postseason conference championships that will be televised regionally. Both teams wish to wear the same color jersey for the competition. **RULING:** As the higher seed, Team A has the first choice of the color of the jersey for the televised championship.

e. **Undergarments.** Exposed undergarments such as T-shirts, tights, leotards, body suits, bicycle shorts, sports bras, etc., are considered to be a part of the uniform and are to be black, white, beige or the primary color in the team jersey. If at least one team member wears an article of clothing from the above list that is visible during competition, the articles of clothing for all team members must be the same color.

f. **Noncompetition Apparel**. Players are allowed to wear warmup apparel, consisting of a jacket and/or pants, during practice and warmup sessions. Players are allowed to wear official team warmups during competition sessions, except for when they are executing their shot. Team warmups worn by multiple players should be of the same style, color and trim but must not be distracting, interfere with the game or pose a safety risk to the player(s) or the opponents. Failure to remove the warmups when delivering a shot will result in penalties as described in Rule 3.2. Noncompeting student-athletes may continue to wear warmups in the players' area when not a member of current match lineup.

A.R. 3.1.f. Team Z is in the process of completing its daily warmup session. Player Nos. 3 and 4 of the team are currently wearing headgear, one a clear visor and the second a baseball cap with the university logo in the front panel. At the end of the session, the head coach of the opposing team declares to the assistant official that Team Z has non-compliant uniforms and Player Nos. 3 and 4 should receive zeroes for their game scores. **RULING:** The head official shall request Player Nos. 3 and 4 to remove the hat and visor to comply with uniform rules; if Team Z does not comply before competition begins, a zero will be recorded from Frame 1 of the first game until finished.

g. **Jewelry and Body Art Symbols**. Personal jewelry or body art symbols (e.g., tattoos) worn by student-athletes are permitted during competition.

h. **School Name and Uniform Numbers**. The name, mascot or logo of the school is to be clearly identified on the front and back of the uniform. The name of the school will measure not less than 5 centimeters (2 inches) in length on the back of the uniform.

Players' jerseys shall be marked with whole numbers (from 00 to 99) not less than 5 centimeters (2 inches) in height on the back or sleeve. Rolling or taping the sleeves in such a way that the number is not clearly visible is prohibited. Uniform jerseys worn by teammates shall display numbers of the same color and size. The number on the front of each jersey is required to be the same as the number on the back of the jersey. Duplicate numbers are not to be worn.

A player's last name is permissible on a team jersey provided that all players have their last name on their team jersey. Player last names may appear either

on the sleeve or over the left shoulder. Letters may be a maximum of one (1) inch and may not exceed the dimensions of the institutional name, logo or mascot.

i. **Blood Situations.** The coach or event official shall stop play immediately when a player is found to be bleeding or when blood is found on uniforms, any other equipment, or playing surfaces. If blood is found on a player's uniform or equipment, the player shall leave the competition area, and medical personnel are to evaluate the articles. ("Medical personnel" is defined as a medical doctor or certified athletic trainer.) If the medical personnel determine that the articles are unsafe, the player will be allowed reasonable time to change the blood-stained part of the uniform/equipment with no unnecessary delay. If the player cannot change in a reasonable amount of time, a legal substitution shall be made. In the absence of medical personnel at the site, the player shall wear a uniform/equipment free of blood. It is recommended that replacement uniforms be similar in color. A different style is permissible. Jerseys (with an alternate number) may be changed because of a blood-saturated uniform. Duplicate numbers are not permitted in the same match. If blood is found on the playing surface or other equipment, the host institution is responsible for following appropriate procedures to provide a safe environment.

3.2 NONCOMPLIANCE OF APPAREL GUIDELINES

Teams and/or players not fulfilling apparel guidelines are subject to a warning from an official or the head official; failure to comply once a warning is issued (see Rule 8.1.b) shall be identified as in violation, and will be subject to further competition penalties until the team and/or player complies with all components of Rule 3.1.

PENALTY—Noncompliance with apparel fit issues will be addressed by the head official. After the issued warning, a score of zero for each frame of the current match will be recorded until the issue is resolved.

3.3 APPAREL LOGO RESTRICTIONS

NOTE: The following article is to be enforced by each conference or institution. If officials observe uniforms that do not conform to these regulations, the team should be notified and asked to comply if possible; the match shall take place regardless. The conference administration shall be notified after the match.

a. Competition uniforms and all other items of apparel and equipment must meet NCAA logo restrictions regarding size and number of logos as outlined in the NCAA bylaws. See the current NCAA Division I, II or III Manual for more information.

b. Optional logos/patches must be placed on the front, back or sleeve of the competition uniform and may not interfere with any required markings.
   1. An institutional and conference logo/patch, which may not exceed 4 square inches.
   2. A national or state flag of the member institution, which may not exceed 4 square inches.

3. A commemorative/memorial patch, which may not exceed 4 square inches.
4. As authorized by the institution or conference, an additional commemorative/memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes), which may not exceed 4 square inches. While not all team members are required to wear the logo/patch, the logo/patch shall be identical for those who choose to wear it.
5. As authorized by the institution or conference, other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the competition uniform where the player name is traditionally located. The names/words may vary by team member.
6. For Division I only, a maximum of two commercial or nonprofit trademarks/logos. One additional commercial or nonprofit trademark/logo is permitted during conference championship competition. Any commercial or nonprofit trademark/logo may not exceed 4 square inches.

RULE 4

Teams, Rosters and Official Lineup

4.1 TEAM MEMBERS

Team members are defined as all official representatives of the team, which include, but are not limited to, coaches, starting players, substitutes, trainers and managers. All team members are required to be certified by the NCAA and their respective school for athletic competition and shall know the NCAA women's bowling rules of the game and abide by them at all times.

4.2 PLAYERS

Players are defined as the team members in the competition area. Players who are on the same team are identified as teammates. During each day of competition, the team shall play each match with an official lineup consisting of five starting players; any additional team member used during a match is designated as a substitute.

To be eligible for NCAA competition, each player must meet all minimum standards for eligibility (initial or continuing student) and championships of the institution they attend. For specific information regarding these guidelines, please refer to the NCAA Manual.

A.R. 4.2. Alphabet University hosts a dual match versus State College in which multiple teams from each institution will be competing (varsity and junior varsity matches). Alphabet University submitted a player roster of 12 members for each squad and both rosters have identical names. **RULING:** Players may not compete on multiple teams or exceed the maximum allowed number of matches played during a day of competition. The head official shall require the head coach of Alphabet University to designate the rosters before the start of the competition, and players shall not compete on more than one team during a contest. Players shall abide by all standard playing rules for the matches in which they are competing.

4.3 ROSTER SIZE AND TRAVEL PARTY SIZE

General rules do not limit the number of team members or players who can participate in a match. However, event managers are allowed to limit the number of noncompeting players and coaches in the competition area during a match only if space limitations create a safety issue. Refer to the NCAA Bowling Championship handbook for more information regarding postseason guidelines.

A.R. 4.3. XYZ College and ABC University are participating at a tournament in which both institutions have brought multiple teams to compete (varsity and junior varsity squads). Both institutions have submitted rosters that exceed competition area safety guidelines for one match as identified by the event manager. **RULING:** Roster members not competing in matches for their institution shall remain outside the competition area, unless the player has been declared a member of the coaching staff. Multiple squads from the same institution shall be identified by wearing different color or style jerseys.

4.4 DESIGNATION OF COACH AND CAPTAIN

Each team shall designate a head coach for each match. During play, coaches shall stand directly in a coaches' box or behind the player/coach area or in their team warmup area, provided they are not disruptive.

a. **Team Coach(es)**. Coaches shall be a current employee or appointed by the school they are assisting. Each team shall identify its coaching staff before the start of any competition. Coaches shall be the only individuals allowed to enter the competition area or assist the student-athlete with their personal equipment.

b. **Head Coach**. The head coach shall be responsible for all final decisions made on behalf of the team and for directing all inquiries to the head official. The head coach shall sign all final score report forms and/or other official event documents.

c. **Assistant Coach(es)**. The assistant coach(es) shall assist with team functions and provide information to officials or event management staff as needed. The assistant coach(es) may submit player rosters, announce substitutions, record scores, etc. The assistant coach can also make decisions on behalf of the team when the head coach is unavailable.

d. **Team Captain**. Each team shall designate one player as captain for each match. The captain is the only player who is allowed to address an event manager, scorekeeper or event official if the head coach or assistant coach is not available to represent the team.

4.5 OFFICIAL LINEUP

An official lineup for competition is defined as the five players required to start a match. Player names and uniform numbers shall be listed on the lineup card and/or score report form to begin a game/match.

Immediately upon completion of the final daily warmup and/or match play practice session, a coach or team captain for each team shall submit the team's starting lineup to the official or to the designated area for keeping score of the match. If electronic scoring is used, the coach or team captain shall provide the appropriate information identifying the starting lineup. The team that begins any game or tiebreaker on the left lane shall submit its official lineup first.

No changes in the official lineup order of a game are to be made once the game begins, except for substitutions. Order changes may occur before the start of any additional game during the match. Errors made by the scorekeeper in recording lineups on the scoresheet will be corrected as necessary by the event management staff.

A.R. 4.5. HHH University is competing in a contest that includes varsity and junior varsity divisions. During Match 4, Player No. 3 becomes injured and cannot continue play. The head coach moves a junior varsity squad substitute into the Player No. 3 position of the varsity match. **RULING:** The head official shall stop play; the substitution shall be voided and the frame rescored as a zero. If HHH University cannot provide another substitute from the varsity roster for Player No. 3's position, the remaining frames of the game shall be scored as a zero.

a. **Inability to Maintain Official Lineup During Match**. Once a match begins, the competing teams shall maintain a full competition lineup (five players). Substitutes can be used to field or maintain an official lineup. If a team cannot field an official lineup at any time after the match begins, the team may continue play.

b. **Fewer than Five Players to Finish Match**. Continuing a game with fewer than five players will result in the vacant player(s) receiving a score of zero for each ball of the remaining frame(s) to be completed.

c. **No Contest**. Beginning a match without an official lineup (five players) is not allowed for official NCAA scoring purposes. The match shall be declared a no contest; all match results shall be reported for official team match information to verify the number of matches played each day of a competition; and individual results shall be kept for team records.

4.6 SUBSTITUTES

a. **Definition**. A substitute is defined as a member of the team who was not designated as a starting player during the current game. A substitute shall abide by the same competition and personal conduct rules as all other members of the team.

A.R. 4.6.a. State University hosts a dual match versus XYZ College in which more than one team from an institution will compete (varsity and junior varsity matches). State University submits a roster to the event manager with the same players' names listed for each team. When questioned, the head coach explains their plans to substitute three players from the junior varsity squad into varsity team matches. **RULING:** Players may not compete on more than one team during an event. A player on one team may not be a substitute for another team during that event. The head official shall require the head coach to designate a roster for each team before the start of competition.

b. **Options for Using Substitutes**. Substitutes are eligible team members who can enter the match at any time. Substitutes should be positioned in the competition area or in the team warmup area (except for medical necessity) during the match. In the warmup area, substitutes are allowed to stand directly on the approach as long as they follow appropriate lane courtesy and etiquette guidelines. Substitutes may use the warmup area during matches if they have not competed in the current match or have been pulled from the current match and have not exceeded the eight-ball limit. (See Rule 1.1.d.2.)

The following shall apply to all substitute players:

1) *Score Credit.* When a substitution occurs, the game score counts toward the person who started the game. The substitute shall be identified (by use of an asterisk) for entering play during the game.

2) *Lineup Position (Multiple).* A team is allowed to make a substitution for any player, whether the player began the match or entered as a substitute (e.g., substitute for a substitute).

A.R. 4.6.b.2. During Team A's current match, Player No. 6 proceeds to the warmup area and takes warmup shots. After Player No. 6 has taken the first warmup shot, Team A's current match concludes. Player No. 6 completes eight attempts and returns to Team A's competition area for the next match. Player No. 6 is scheduled to be a starter in the next match. **RULING:** Either the official or the opposing team's head coach shall notify the head official that Player No. 6 did not cease their warmup attempts when the previous match was completed. The head official shall notify Team A's head coach that Player No. 6 can only be a substitute for the next match. They cannot be a starter for game one, and the warmup attempts they complete shall be counted toward that match.

3) *Use Due to Accident or Injury.* If a serious accident occurs while a game is in progress, the head official shall stop the game immediately. If the injured player cannot continue competition within a reasonable amount of time (three minutes), they shall be replaced by substitution for the remainder of the current game. If the injured player cannot be replaced by a substitute, a score of zero will be recorded for each remaining frame of the current game.

4) *Concussion.* If a player leaves competition for being rendered unconscious or for displaying concussion-like symptoms, the player is required to be cleared by the team physician or the designee according to the concussion management plan. Student-athletes diagnosed with a concussion shall not return to activity (or competition) for the remainder of that day. (See Appendix H for additional information provided by the NCAA Committee on Competitive Safeguards and Medical Aspects of Sports.)

RULE 5

General Rules of Games, Matches and Scoring

5.1 GENERAL RULES

The general rules of the game of tenpin bowling consist of the completion of 10 frames. Each player attempts to knock down 10 pins during each frame, using a maximum of two throws per frame. During the final frame (10^{th}), if a player knocks down the 10 pins during their turn, the player is allowed to complete a total of three throws.

5.2 ORDER OF BOWLING — FIVE-PERSON GAME

Starting members of the competing teams shall successively and, in regular order, bowl one frame on one lane. Once completed, the team members shall move to the alternate lane of the competition pair. This pattern of play continues until all 10 frames of a game are complete.

No changes shall be made in the order of players after the start of a game, except for substitutes.

5.3 ORDER OF BOWLING — BAKER FORMAT

Starting members of the competing teams shall successively and, in regular order, bowl one frame on one lane. Once five frames are completed, the team members shall remain on the same lane and complete the starting member order again, with frames six through 10 being completed. This pattern of play will continue until all 10 frames of a game are complete.

No changes shall be made in the order of players after the start of a game, except for substitutes.

5.4 ORDER OF BOWLING — OFFICIAL MATCH

An official match is identified as two teams competing in the preselected scoring format until one team is declared the winner. Each team shall play the match with an official lineup for competition (five players). Substitutes may be used to field or maintain an official lineup. The teams shall follow all NCAA competition guidelines throughout the match. Match score results are reported to the event officials and recorded by the institution in the NCAA online score reporting system.

5.5 LEGAL DELIVERY

a. **Definition**. A delivery is made when the ball leaves the player's possession and crosses the foul line into playing territory. Every delivery counts unless a match interruption and/or dead ball is declared. (See Rules 7.9 and 7.10.)

A delivery shall be made entirely by manual means. No device is to be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery. A provisional ball shall be rolled if a dispute regarding a legal delivery cannot be solved immediately. (See Rule 7.9.j.)

b. **Special Considerations**. A player unable to execute a delivery in accordance with any of the foregoing procedures is allowed to bowl in competition provided:
   - The event management authorizes such participation.
   - The event management establishes specific provisions to govern such participation.

   A player may, if granted permission by the head official, alternate right-/left-handed delivery and/or use special equipment to aid in grasping and delivering the ball. The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball. Permission to use an aid shall be granted by the head official if the following is submitted:
   - A doctor's certificate describing the disability and the reason to use and/or recommend the aid.
   - A description, drawing or model of the aid (only for mechanical aid).

c. **Legal Pinfall**. Pins to be credited to a player after a legal delivery shall include the following:
   1) Pins knocked down or off the pin deck by the ball or another pin.
   2) Pins knocked down or off the deck by a pin rebounding from a side partition or rear cushion.
   3) Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.

A.R. 5.5.c.3. Player No. 1 from Team A completes a first ball attempt in the 10th frame. During the attempt, the pin-setting machine lowers itself into a normal position onto the pindeck. While in motion, the sweep arm puts a stationary pin into motion, which in turn knocks over a standing pin. **RULING:** The official ceases play. A moving portion of the pinsetter cannot put a stationary pin (standing or fallen) in motion. The score shall be corrected to the legal pinfall. Any pins knocked over as a result of contact with the pinsetting machine shall be re-spotted.

   4) Pins that lean and touch the kickback or side partition. All such pins are termed dead wood and shall be removed before the next delivery. No pins are to be conceded, and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery will be counted.
   5) A provisional ball shall be rolled if a dispute regarding legal pinfall cannot be resolved immediately. (See Rule 7.9.j.)

d. **Lane Courtesy**. For all NCAA competition, a competition etiquette rule shall be in place at all times to maintain a minimum pace of play. This etiquette rule, called Lane Courtesy, requires that one lane of space be provided on each side of a player once they steps upon the approach to begin their delivery of the bowling ball. Upon completion of delivery, the

player shall step off the approach and allow players on the adjacent lane(s) to complete their turn. If two players on adjacent lanes step onto the approach at the same time, the player to the right should be allowed to go first. Until the player's delivery begins, the adjacent approaches on either side of the player are to remain clear.

Not more than one lane of courtesy shall be provided by competitors. Student-athletes or teams requesting or providing two or more lanes of courtesy for the completion of shots shall be subject to individual and/or team penalties under unfair tactics. (See Rule 7.10.a.)

5.6 SCORING

Each game is scored as a cumulative total pinfall game. All scores shall be recorded on a scratch (no bonus) basis.

a. **Game—How Scored.** Except when a strike is scored, the number of pins knocked down by the player's first delivery is marked next to the small square in the upper right-hand corner of that frame, and the number of pins knocked down by the player's second delivery is marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the scoresheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

1	2	3	4	5	6	7	8	9	10
X	X	X	7 2	8 /	F 9	X	7 /	9 -	X X 8
30	57	76	85	95	104	124	143	152	180

b. **Strike.** A strike is made when 10 pins are knocked down with the first delivery in a frame.

It is marked by an (x) in the small square in the upper right-hand corner of the frame in which it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries. To bowl the maximum score of 300, the player will need to bowl 12 strikes in succession.

c. **Spare**. A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

d. **Open Frame**. An open is recorded when a player fails to knock down all 10 pins after two deliveries in a frame.

e. **Scoring—How Recorded. Scores shall be recorded on a scoresheet in plain view of opposing players**. Every frame bowled by each player shall be recorded through electronic or paper method for final score verification. All final game scores shall be recorded on the NCAA Score Report Form(s). The NCAA Score Report Form is the official record for each team. Errors in scoring or calculation shall be corrected by an official immediately after discovery.

f. **Scoring—Errors**. After a score has been recorded, it cannot be changed unless there is an obvious error in scoring or calculation. Coaches shall be allowed to correct obvious scoring errors upon mutual consent of both head coaches. Examples include miscalculations of pins knocked down by the scoring system and/or pins knocked over by a ball that has bounced out of the channel (gutter). Confirmation of the corrected obvious errors shall be brought to the attention of an official immediately after completion. Disputed scoring corrections shall be resolved and completed by the official.

PENALTY—If the correction of a scoring error is performed without the consent of the opposing head coach, the offending team shall be penalized by the loss of score for the corrected frame. Match-accumulated penalty: first offense is a zero score for the frame for the player whose score was changed; second offense is a zero score for all frames of the game.

g. **Scoring—Malfunction of Foul Detection Device**. If the automatic foul detection device malfunctions (e.g., false positive result), the player will be credited with the corrected score. If the foul is disputed (see Rule 5.6.j.3.), the player shall complete the process for a provisional ball. (See Rule 7.9.j.) If a malfunction of the same lane occurs again during the match, the player shall be credited with a corrected score. If not, the player score stands. Review of the foul detection devices for possible malfunction will be completed on a day-to-day basis. (See Rule 10.2.c.)

h. **Scoring—Loss of Scores**. A game or frame(s) within a game that is irretrievably lost in the scoring process may be re-bowled with approval of event management, unless prohibited by rule. The decision of event management shall be final, except when an appeal is made.

i. **Scoring—Removal of Scores**. Any frame within a game shall have the score removed if the student-athlete commits a foul. The score removal shall only be for the attempt that was made and not a cumulative penalty. The official shall make the score correction immediately to limit disruption of play.

j. **Foul—Definition**. A foul occurs when a part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.

PENALTY—When a foul is recorded, the delivery counts but the player is not credited with any pins knocked down by that delivery.

NOTE: The foul line is of infinite length, including walls, flooring, posts and ball returns. (Footwear and clothing are considered part of the body.) A foul is not committed when foreign objects fall or drop from a person's body or clothing beyond the foul line. A student-athlete or coach should request that an event official cross the foul line to retrieve any items that have fallen beyond the foul line after the completion of the delivery.

1) *Deliberate Foul.* When a player deliberately fouls to benefit from the calling of a foul, the player shall be credited with zero pinfall for that delivery and not be allowed further deliveries in that frame. If questions arise, a provisional ball should be thrown. (See Rule 7.9.j.)

2) *Apparent Foul.* A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to the following: both captains or one or more members of each of the opposing teams; or to the official scorer, event manager or a tournament official.
3) *Disputed Foul.* A foul shall be declared and recorded in writing unless the player or coach from the competing or opposing teams can demonstrate with certainty to the official that the foul did not occur. (See Rule 5.6.g.) If the automatic foul detecting device has become temporarily inoperative, the head official shall assign a foul judge or have the official scorer(s) call fouls. A provisional ball shall be rolled if a dispute cannot be immediately resolved. (See Rule 7.9.j.)

5.7 TYPES OF GAMES

There are two types of tenpin games played during matches in NCAA women's bowling: team games (five-person) and Baker games. An event manager shall use the format and sequence of games that conform to approved formats and days of play. (See Rules 6.1 and 7.7.)

Both teams begin competition at the same time on their assigned lane. Each team and the official are responsible for monitoring the pace of play; match interruptions are subject to penalties by officials. (See Rules 7.9 and 7.10.) When there is more than one game in the match (e.g., multiple-game Baker match), both teams begin each game at the same time.

a. **Team Game (Five-Person)**. A team game consists of five members of the same team each completing one full game of bowling, completing the 10 frames. The completion of the game is done by each player (1 through 5) completing frame one, then completing frame two, frame three, etc., until all 10 frames have been completed. All five completed games are then added for a sum total.
b. **Baker Game.** A Baker game is defined as a modified scoring format consisting of five players, with each member completing only two frames of a tenpin game. All team members follow each other in sequential order, each bowling a complete frame (Player No. 1 = frame No. 1, Player No. 2 = frame No. 2, etc.) until each member has completed one of the first five frames; this process is completed again (starting with Player No. 1) in frames six through 10 until the game is complete. All 10 frames of the game are added together to determine a final score.
c. **Block of Competition**. A block of competition is defined as a specified number of games or matches as determined by event management. If multiple blocks are used during one day of competition, the blocks are to be separated by an intermission period (length of time shall be announced). Before the start of any block, the event management will provide teams and players with a daily warmup session or match play practice session.

RULE 6

Duration of Matches/Ties

6.1 MATCH

A match consists of any number of bowling games that conform to the minimum standards for NCAA play. All matches shall consist of match play or total pinfall format(s). The results of pinfall matches shall be used to determine seeding for bracket rounds or final place finish; results from match-play contests shall determine the next opponent of the competing teams within a bracket. The format(s) shall be determined by event management before competition. (See Rule 7.7.) All matches are to be completed during a single day of competition unless ended by circumstances beyond the control of the event manager. The maximum number of matches per day is five and all matches shall be recorded for NCAA regular-season and postseason purposes. All matches must be recorded on a scratch (no bonus) basis.

A five-minute transfer break time shall be mandated between matches upon the completion of the final shot of the last completed match for the round. It is permissible to leave the playing area (see Rule 1.1.a) to use the restroom or scout other teams, but equipment shall not be moved from a team's match location until the transfer break.

6.2 TEAM MATCH

A team match shall consist of at least one five-person regular game, with the total scratch pinfall of the five players recorded as the team score. Multiple team game matches may be played if desired to determine a winner; scratch total pinfall guidelines shall apply. Match ties shall be broken using the modified Baker method. (See Rule 6.6.)

a. **Multiple Formats per Match—Team Game**. Multiple format matches that include a five-person team game may be played to determine a winner; scratch total pinfall guidelines shall apply. The result of the multiple game, multiple format match is recorded as a single team match (e.g., win or loss).

b. **Lane Choice—Team Match**. The lane choice to begin a Team Match in which teams are seeded goes to the higher seed, which has the choice of the starting practice and competition lane. If there are no seeds, the starting practice and competition lane will be determined by the event schedule. Teams will alternate lanes during the match after each full game is completed. If there are no seeds, the rotation shall continue.

6.3 BAKER MATCH PLAY

a. **Formula—Baker Match Play**. Baker match play formats involve use of a formula (minimum wins/maximum games played) to determine the outcome of the match. The team with the most pins knocked down at the end of one 10-frame Baker contest is the game winner. The winner of each match shall be the first team to reach the minimum number of game wins. Tied matches shall be resolved. (See Rule 6.6.) Scratch pinfall is recorded for each game and the completed match. The formula necessary to use this type of match system is four games out of seven.

b. **Lane Choice—Baker Match Play**. The lane choice to begin a Baker match shall be determined by the higher-seeded team (as identified by competition results and/or event management). The higher seed shall announce its decision to the official and opposing head coach at the conclusion of the daily warmup and/or match play practice session. The higher seed shall have lane choice for the start of the match practice session, the start of the match, the seventh game of the match, and any tiebreaker game(s) of the match. Teams will alternate lanes during the match after each full game is completed.

A.R. 6.3.b. SITUATION 1. ABC University is competing against XYZ College in a Baker match play contest. After completion of its practice session, ABC University wishes to begin play on the left lane as the higher-seeded team. After Game 5 is completed, ABC University has earned 3½ points and XYZ University earned 1½ points. ABC University requests to play on the right lane for Game 6. **RULING:** Although previously identified as the higher -seeded team, ABC University's lane play rotation was determined at the beginning of the match; therefore, ABC University does not have the option to select the starting (left) lane for Game 6.

A.R. 6.3.b. SITUATION 2. State University and Alpha University are currently competing in a Baker match play event. At the beginning of the match, State University chose to begin the match on the left lane as the higher-seeded team. At the end of Game 6, Alpha University and State University each have earned 3 points. Alpha University requests to use the right lane for competition during Game 7. **RULING:** As the higher seed to begin the match, State University makes the lane choice for competition during Game 7, and Alpha University is assigned to the opposite lane of the competition pair.

A.R. 6.3.b. SITUATION 3. City College and ZZZ College are competing in a Baker match play event. Competition between the schools results in multiple tied games, with the final match score for each school at less than four points. **RULING:** A tiebreaker shall be used to resolve the match. ZZZ College makes the lane choice determination to start the tiebreaker because it was the higher-seeded team to begin the match.

6.4 BAKER TOTAL PINFALL

Baker total pinfall formats consist of the completion of a specific number of Baker games, with all completed scores added to total a cumulative team score. All scores are completed on a scratch (nonbonus) pinfall basis. The minimum formula necessary to use this type of system is five games per match. The results of the match will be used to determine seeding for bracket rounds or final place finish, as identified by the event manager before competition.

a. **Multiple Formats per Contest—Baker Match**. Multiple Baker format matches that include at least five Baker total pinfall games may be played if desired to determine a winner; scratch scoring guidelines shall apply. The result of the multiple format match will be recorded as a single Baker total pinfall match (e.g., win or loss).

b. **Lane Choice—Baker Total Pinfall**. The lane choice to begin a Baker total pinfall match in which teams are seeded goes to the higher seed, which has the choice of the starting practice and competition lane. If there are no seeds, the starting practice and competition lane will be determined by the event schedule. Teams will alternate lanes during the match after each full game is completed. For the final game of a match, the team with the higher total pinfall through the first four games shall have lane choice. In the event of a tie, the higher-seeded team will have lane choice. If there are no seeds, the rotation shall continue.

A.R. 6.4.b. State College and AB College are competing in a Baker match that consists of five total pinfall games. State College finishes its fourth game on the left lane. State College has knocked down more pins during the match thus far and formally identifies to the official that it wishes to remain on the left lane for Game 5. The head coach for AB College disputes the lane choice because it does not continue the alternate lane rotation. **RULING**: Per Rule 6.4.b, State College has the higher pinfall for the match after four games and is allowed to make the final game lane choice. The official instructs State College to start Game 5 on the chosen (left) lane.

6.5 RESOLVING TIED GAMES

Competing teams that finish a game with a tied score within a Baker match play format shall be credited with one-half of the value of the point(s) normally awarded. The event management shall implement a tie-breaking system to determine the winner of any formats. (See Rule 6.7.)

6.6 RESOLVING TIED MATCHES - ALL FORMATS

In the event of a tied match once all scheduled games are complete, the head official shall use the tie-breaking method to determine the winner or loser of the match. All tiebreaker guidelines should be reviewed by the head official before the start of the event. The format for tied matches shall be modified Baker.

A.R. 6.6. Teams A and B are competing against each other in a 4-out-of-7 Baker match play contest. During Game 4 of the match, both teams roll the identical score. At the completion of seven games, both teams have accumulated a total of 3½ points. **RULING:** Teams competing in the Baker match play system earn a win if they achieve four points during the match. If at the end of Game 7 both teams have not reach a total of four points, the tiebreaker method will be used to determine the winner of the match.

a. **Procedures—Tiebreaker Method**. Each team shall identify its starting members and player order before the teams begin their respective shot(s) or frame(s) of the roll-off. Substitutions are permitted; however, once a player is removed from competition, they can no longer compete in the roll-off. The higher-seeded team (as determined by rules of the event) gets its choice of starting lane to begin the roll-off. In event no seeds are established, teams

will bowl on the lane they finished the match on. Practice time will not be provided on competition lanes for the roll-off, unless the previous game has been completed for more than 15 minutes. If practice is required, each starting player gets two practice balls on both lanes of the competition area before a starting lane choice is made.

b. **Format—Modified Baker**. The modified Baker roll-off uses frames 6 through 10 on a scoring sheet or electronic scoring system (frames 1 through 5 shall be scored as zero). Five players from each team complete one frame. Player No. 1 from Team A makes the attempt, followed by Player No. 1 from Team B. Player Nos. 2 through 5 from each team follow the same sequence, with the 10th frame scoring being used for Player No. 5 of each team. The final scores of each team are compared; the team with the higher pinfall is declared the winner of the roll-off. If the match is still tied, another modified Baker roll-off is completed.

6.7 RESOLVING TIES — FINAL EVENT PLACE FINISH

In the event of a tie regarding the place finish of two or more teams, the event manager shall use the following method to determine results or award multiple honors to the tied teams (e.g., the final place finish for qualifying or the event).

a. **Tie between Two Teams**. A tie between two teams is broken by:
   1) Head-to-head results if they played each other;
   2) Total pins of all matches if they did not play each other;
   3) Total pins of all matches played during the last day of pool play/qualifying rounds;
   4) High total pinfall game of the pool play/qualifying rounds (team first, then Baker);
   5) A modified Baker match.

b. **Tie Involving Three or More Teams**. A tie among three or more teams is broken by:
   1) Head-to-head results if they played each other;
   2) Total pins in matches only involving teams that are tied;
   3) Total pinfall for all matches played at the event;
   4) High total pinfall game of the qualifying round (team first, then Baker).

RULE 7

Event Protocols and Contest Format

Regulations determining all portions of the season are set forth by the NCAA. (See NCAA Division I, II or III Manual.) Questions regarding general regulations, such as playing-season, preseason and out of season, should be directed to the institution's compliance department. NCAA bylaws shall be adhered to at all times.

7.1 COMPETITION SCHEDULE

Each competition shall have a set of guidelines for all participants and event staff to follow. All NCAA competitions shall follow the established protocols in order to be considered an official match.

The competition schedule, including event times, match participants, event certification form, match formats and lane assignments, shall be provided by the event manager to the competing teams not later than 10 days before competition. If the competition schedule involves a multiple-day event, the event management is required to use a match schedule that is conducive with the number of competitors and number of days for the event.

A.R. 7.1 SITUATION 1. State University hosts an invitational in which more than one team from several institutions will compete (varsity and junior varsity matches). The event manager distributes a match schedule that incorporates varsity versus junior varsity contests and junior varsity matches within the designated varsity match playing areas. **RULING:** All contests and playing areas involving varsity competition shall be kept separate from nonvarsity matches. Adjacent playing and warmup areas may be used but not overlap. Competition versus nonvarsity teams shall not receive recognition for NCAA score reporting purposes and does not count against team and player participation limits. The head official shall require the event manager to reorganize the match schedule and playing areas before competition begins.

A.R. 7.1 SITUATION 2. State University is hosting the Women's Invitational. During the pre-event coaches' meeting, final match schedule information and event details are announced. The event management staff also announces that due to imminent weather-related issues, the length of the event and final event results may be modified at the end of competition on Day 2. Team A chooses to file a protest against the event, requesting any matches scheduled for Day 3 be listed as a win for its team in the final event results and within the online score reporting system. **RULING:** The head official and event manager have the final authority in determining competition and/or match rotation schedules that are affected by impending health or safety concerns (e.g., weather emergencies). The event management staff, with input from the competing schools, shall

be proactive in its procedures and keep all institutions informed of changing conditions. When necessary, competition will be suspended and alternative arrangements announced as quickly as possible. If competition must be canceled, the event management staff will implement a pre-determined plan to calculate results and final place finish. Results shall be based only on completed matches and may include co-champions. Matches not played are considered a "no contest" (see Rule 4.5.c) and cannot be included in the score reporting system. The event management staff shall notify the secretary-rules editor as quickly as possible of the situation and shall document all details that occur.

A.R. 7.1 SITUATION 3. Alpha College is hosting an eight-team tournament. Before the final two matches of match play competition, two teams approach the head official with concerns that will impact and delay their teams' return to campus. Both Team A and Team B wish to withdraw from the event immediately, and the teams are not playing each other. Team A has not begun its next match; Team B has already started the match play practice session. The head coaches for Teams A and B request that the head official move each of their opponents to one pair of lanes and allow a match to be completed and not played unopposed. **RULING:** The head official will treat each match situation as a separate ruling. Team B has already begun match procedures with the match play practice session; therefore, it shall continue with the process of the match until it is resolved (see Rule 6.3) or the head official shall use the procedures from Rule 7.10.e. Team A has not started match procedures. The head official must receive a formal notice from the head coach that Team A is withdrawing from the event or follow procedures as outlined in Rule 7.10.f and finally, Rule 7.10.e. A loss shall be recorded for Team A in any remaining event results and final place finish standings. However, matches not played against an opposing team are considered a "no contest" (see Rule 4.5.c) and cannot be included by either school in the score reporting system. The head official shall notify the opposing head coach of each match and the head official shall document all details that occur.

7.2 EVENT CERTIFICATION FORM

The event certification form shall include the names of competing schools, information regarding the facility, lane surface, event format, lane maintenance procedures and the names of the event staff managing the event, including the event manager, head official and assistant officials.

A.R. 7.2. Teams G and I have been invited to compete in tournament XYZ as part of their regular-season schedule. Tournament XYZ does not have any additional schools that sponsor NCAA bowling within the competition schedule, but does have other four-year intercollegiate institutions present. Teams G and I did not know each school was attending and are not scheduled to compete against each other based upon the event's match rotation schedule. **RULING:** Team G is required to complete an event certification form on behalf of both NCAA institutions, as it is the institution that is geographically closest to the event. The event certification form shall include all traditional items requested and shall be submitted post-event under the same guidelines as other competitions.

7.3 MATCHES — NUMBER PER DAY

A maximum number of matches (identified by a win or loss) during each day of competition will count toward a team's daily performance.

The maximum number of matches per day shall be five, regardless of the number of teams participating in an event. The national championship and conference championships may add additional matches per day as necessary.

a. **Pool Play Contest(s)**. The pool play portion of a competition (e.g., preliminary or qualifying rounds of a tournament) may:
   1) Include up to a maximum of five (5) matches per day;
   2) Consist of the same competition format for equal evaluation (see Rule 7.7); and
   3) Be extended into the final day of competition to provide for equal evaluation.

7.4 COMPETITION — PREMATCH EVENTS

The facility shall be set up and available at least one hour before the scheduled match time. The protocol to be followed is:

Example: Prematch Protocol – One-Day Event
(Example for a 2 p.m. match)

12:45 to 1 p.m.	Check-in Procedures/Equipment Storage
1 to 1:15 p.m.	Pre-event Coaches'/Captains' Meeting (see Appendix F) Reconditioning of Competition Lanes (if necessary)
1:15 to 1:40 p.m.	Facility available for Daily Warmup Session
1:45 to 1:55 p.m.	Introductions of Teams/Players – National Anthem
2 p.m.	Competition Begins

7.5 DAILY WARMUP SESSION

A daily warmup session shall be provided for all participants who wish to participate in the event during each day of competition. During multiday events, a separate, pre-event practice session may be held one day before the initial day of competition. The daily warmup session is the only practice period during which surface alterations are allowed during competition (see Rule 2.2). The Equipment Registration Form must be submitted prior to the start of the first daily warmup session of the event (see Rule 10.1.d).

A.R. 7.5: Team Grey is competing on Lanes 11 and 12 for its first match of the day. Lanes 9 and 10 have been identified as the breakdown pair for the competition. Team Grey requests that Lanes 9 and 10 be available for use during the daily warmup session. Team Green requests that the lanes not be available during the session. **RULING:** The head official shall make all potential competition lanes available during the daily warmup session, including any lanes identified as breakdown pair(s).

a. **Length of Time**. The length of time for the warmup session shall be 25 minutes before the start of each day of play. The session will be divided into three parts:
   1) A 12-minute open practice session. All members of the participating teams' active rosters may participate; however, players and teams shall not be allowed to use the pair of lanes of their first match during this session. The warmup area and all noncompetition lanes shall be available for use.
   2) A three-minute travel intermission. Each team shall move to its first match starting lanes at this time. The head official will announce the start and end of the intermission. Lane choice procedures shall be determined before the competition begins (see Rules 6.2, 6.3 and 6.4.).
   3) A 10-minute practice session on the starting lanes of the first match on the day of competition. All members from the participating teams' active rosters are allowed five minutes of practice on each lane, with the last five minutes on the scheduled starting lane of the first match.

A.R. 7.5.a. SITUATION 1. Player No. 2 from Team C uses the warmup area only to complete their daily warmup session. At the conclusion of the session, Player No. 2 continues their warmup attempts although the event management staff has announced that the final 10 minutes shall be performed on Team C's starting pair of lanes. **RULING:** The official or opposing head coach shall notify the head official. The head official shall notify Team C's head coach that Player No. 2 cannot be a starter for Match 1.

A.R. 7.5.a. SITUATION 2. Tournament AAA is a three-day event that hosts 16 schools. Before the start of competition each day, the tournament provides a 12-minute daily warmup session for all competing teams on any lanes they wish to use, followed by a 10-minute session on their starting lanes. **RULING:** The final portion of the daily warmup session shall consist of five minutes on each lane, with the first five being completed on their opposing team's starting lane.

A.R. 7.5.a. SITUATION 3. Team Orange is completing its first 12 minutes of the open practice session. During this time, a pinsetter malfunctions and disrupts practice on Lane 8 for approximately two minutes. The head coach requests that both Lanes 7 and 8 stop practicing until the situation is resolved. **RULING:** If additional noncompetition lanes are available, the official shall move all players to the open space until the lane is repaired. If not, the official shall provide two additional minutes of open practice time on Lane 8 only for the specific person(s) affected by the machine malfunction. The head official will not begin the final 10-minute practice session for any competing school in the facility until the extra time is completed.

A.R. 7.5.a. SITUATION 4. Team B is completing its first five minutes of the 10-minute practice session on its non-starting lane. During this time, a pinsetter malfunctions and disrupts practice on Lane 11 for approximately three minutes. The head coach requests that both Lanes 11 and 12 stop the practice session until the situation is resolved. **RULING:** The official shall stop both schools practicing until the mechanical issue is resolved. The official shall provide the additional three minutes of practice time before the teams switch to their starting lane for the final five minutes of the session.

A.R. 7.5.a. SITUATION 5. Team Yellow is completing its final five minutes of the 10-minute practice session on its starting lane. During this time, a pinsetter malfunctions and disrupts practice on Lane 3 for approximately 90 seconds. The head coach requests that both Lanes 3 and 4 stop practicing until the situation is resolved. **RULING:** The official shall stop both lanes until the repairs are finished. The official shall provide an additional 90 seconds of practice time on Lanes 3 and 4. The head official will not begin the match for any competing schools in the facility until the extra time is completed.

b. **Warmup Session/Pinfall Match—Bye**. If a team has earned or been assigned a bye round and does not compete in a match, each player may use designated noncompetition practice lanes for 20 minutes should the facility have available lanes to accommodate. The warmup shall be taken during current match competition. When current matches are completed, the bye warmup session shall end. Surface alterations as outlined in Rule 2.2 only apply to the first bye round of the day.

7.6 MATCH PLAY PRACTICE SESSION

a. **Length of Time**. The match play practice session is a separate component from the daily warmup session. The practice session is allotted for teams to prepare for the next Baker match play contest. A match play practice session shall consist of 10 minutes on the competition pair of lanes (five minutes on each lane). The warmup area and all noncompetition lanes shall not be available for use during the practice session. Lane choice procedures for the practice session shall be determined by the higher seed before competition begins. Final starting-lane choice for the match shall be determined after the practice session. (See Rule 6.3.b.)

A.R. 7.6.a. SITUATION 1. Team B has almost completed a match using the Baker system format (match play). Player No. 7 is notified that they will be a starter for the next match and proceeds to the warmup area to take warmup shots. After the third shot, Team B finishes its current match. Player No. 7 completes the eight warmup shots and returns to Team B's competition area for the next match. Event management rules state that all starting players of the match shall receive five minutes of practice on each competition lane before scores are recorded. **RULING:** The official or opposing team's head coach shall notify the head official of the violation. Player No. 7 did not cease their warmup attempts when the previous match concluded. Player No. 7 is a substitute for the next match; the head official shall notify Team B's head coach that Player No. 7 shall not be a starter for Game 1 of the next match and Player No. 7 shall not participate in the prematch practice session. The warmup attempts Player No. 7 completed shall be counted toward the next match.

A.R. 7.6.a. SITUATION 2. Tournament AAA is a three-day event that hosts 16 schools. Before the start of competition each day, the tournament provides a 20-minute prematch warmup session for all competing teams on any lanes they wish to use, followed by a 10-minute prematch practice session on their starting lanes. **RULING:** The prematch practice session shall consist of five minutes on each lane, with the first five being completed on their opposing teams' starting lanes.

b. **Match Play Practice Session—Bye**. Regardless of format, when a team does not compete in a round, each player is allowed to use noncompetition practice lanes for 20 minutes provided the facility has sufficient number of lanes to accommodate. The shots shall be taken during current match competition. When current matches are completed, the practice session shall end.

7.7 COMPETITION FORMAT

Based on the number of teams participating in an event, a competition shall consist of either dual competition or tournament matches. All events involving six or more teams shall be designated as tournaments.

a. **One-Day Events**.
   1) Format. Competition shall consist of the following format for this day of play:
      a) Total pinfall (five-person team matches or Baker matches); and
      b) Pool play contest guidelines may apply. (See Rule 7.3.a)
      c) May use up to two of the three permissible competition formats.
   2) Format Criteria. Match schedule and design shall be based on the following items:
      a) Duals (see Rule 7.7.d and Appendix F); or
      b) Tournaments (see Rule 7.7.e and Appendix F).

A.R. 7.7.a. The event management host of tournament ABC chooses to use multiple formats during its one day of competition. The formats of the matches chosen are a combination of five-person team matches and Baker total pinfall matches. **RULING:** Events that consist of one day of competition may use any two of the three permissible competition formats.

b. **Two-Day Events**.
   1) Daily Format.
      a) Any of the three permissible competition formats may be used. (See Rule 6) The same format may be used on consecutive days.
      b) Pool play contest guidelines may apply. (See Rule 7.3.a)
   2) Format Criteria. Match schedule and design shall be based on the following items:
      a) Duals (see Rule 7.7.d and Appendix F); or
      b) Tournaments (see Rule 7.7.e and Appendix F).

c. **Three-Day Events**.
   1) Daily Format.
      a) All three permissible formats may be used throughout the event (see Rule 6).
      b) Pool play contest guidelines may apply. (See Rule 7.3.a)
   2) Format Criteria. Match schedule and design shall be based on the following items:
      a) Duals (see Rule 7.7.d and Appendix F); or
      b) Tournaments (see Rule 7.7.e and Appendix F).

A.R. 7.7.c. State College is hosting a three-day tournament for 12 schools. The event manager designs a competition schedule that incorporates 15 matches, five matches per day. The formats of the matches chosen are a combination of five-person team matches, Baker total pinfall matches and Baker match play. **RULING:** Events consisting of three days of competition have the flexibility to use any of the formats on any of the three days of the event.

> ***Exception:*** *Conference tournament formats during the regular season are exempt from all three situations.* Conferences may use multiple days and/or events to equally apply match format and scheduling guidelines. The conference commissioner shall notify the NCAA secretary-rules editor prior to the start of the season if such an exception is to be used. All other NCAA bowling playing rules apply.

d. **Duals**. Regardless of the format used or number of days competing, if an event consists of five or fewer teams, it shall be designated as dual competition. Dual competition involving five or fewer teams shall use the match scoring format that corresponds with the number of competition days.

e. **Tournaments (six or more teams)**. All events involving six or more teams will be designated as a tournament. Tournament matches involving six or more teams shall use the match scoring format that corresponds to the number of competition days.

f. **Multiple Matches Versus One School on Same Day**. If a team competes in more than one match against the same school on the same day of play, a total of three matches may count against that school regardless of the format used. If a different format is not used for any additional matches on the same day, the final match results of the day (recorded win/loss record) shall reflect the net value of the first three matches played. If it is determined by the two schools that a tie will not be used under this circumstance, the agreement shall be identified by both head coaches in writing to the head official before the start of any matches. The agreement will also need to specify the tie-breaking component(s) used to determine the win or loss (e.g., total pinfall).

g. **Mega Match Format.** The Mega Match format is permitted to be used only during conference championships, the National Collegiate Championship and exhibition contests. Winners will be determined by using a best-of-three match format in the following order: Baker total pinfall, five-person team match, and a best-of-seven Baker match play. Further, the match will be played on the same pair of lanes with normal rules applying. Each individual format must be played until a winner is determined utilizing the modified Baker roll-off to break ties. There will be a three-minute break between each format with no practice. Teams will not participate in more than two (2) Mega Matches in one day. During postseason tournaments, where an as-needed match is necessary after two Mega Matches in the same day, it shall be resolved by a best-of-seven Baker match.

7.8 START OF A MATCH

Determination of lane choice for each game of the match shall be based on the match format selected by event management. Either team may roll the first ball of each game.

a. **Team Match**. Starting lane choice shall be determined by the guidelines of the event and provided to the head coach before the start of any competition. Teams shall alternate lanes after each full frame (five players) is completed. (See Rule 6.2.b.)

b. **Baker Match Play**. Starting lane choice shall be determined by the higher-seeded team. The higher seed shall have lane choice during the warmup session, first game and seventh game of the match. Teams shall alternate lanes during the match after each full game (10 frames) is completed. (See Rule 6.3.b.)

c. **Baker Total Pinfall**. Starting lane choice shall be determined by the guidelines of the event and provided to the head coach before the start of any competition. Teams shall alternate lanes during the match after each full game (10 frames) is completed. (See Rule 6.4.b.)

d. **Tiebreaker Method**. The higher-seeded team (as determined by rules of the event) gets choice of starting lane to begin the roll-off. (See Rule 6.6.a.)

7.9 MATCH INTERRUPTIONS

An interruption is defined as a brief cessation of the match due to an issue that does not allow the competing teams to maintain play. Any student-athlete, coach or official noticing the interruption shall report it immediately to an official for corrective measures and/or further assistance. If an extended interruption occurs, steps may be taken by officials or the event manager to return to play. Officials shall resolve all scoring and/or mechanical interruptions in the competition area.

a. **Illegal Pinfall.** When any of the following occurs, the delivery counts but the resulting pinfall does not:
   1) A ball leaves the lane before reaching the pins and subsequently returns from the gutter.
   2) A ball rebounds from the rear cushion.
   3) The bowler commits a foul.
   4) A delivery is made with dead wood on the lane or in the gutter. Dead wood must be removed before the next delivery.

If illegal pinfall occurs and the player is entitled to additional deliveries in the frame, any pin(s) illegally knocked down shall be re-spotted in their original position(s) before the delivery.

b. **Nullified Delivery.** When any of the following occurs, the delivery does not count and the bowler shall be granted another throw:
   1) A pin is touched by mechanical pinsetting equipment.
   2) Any pin is knocked down while dead wood is being removed.

A.R. 7.9.b. During a match between Team A and Team B, a player from Team A completes a first ball attempt in the 10th frame of a Baker game. During the attempt, a knocked-down pin bounces on the pindeck and comes to rest in front of the No. 1 pin position, with the No. 1 pin still standing. The pinsetting machine (sweep arm) lowers itself into a normal position onto the pindeck. While in motion, the sweep arm puts the stationary pin into motion, which in turn knocks over the standing No. 1 pin. **RULING:** The official ceases play.

A moving machine cannot put a stationary pin (standing or fallen) in motion, thereby creating illegal pinfall. The score shall be corrected to the legal pinfall. Any pins knocked over as a result of contact with the pinsetting machine shall be re-spotted. A provisional ball is rolled by the player from Team A in case a protest was filed after competition (possible third ball shot of 10th frame if rescored).

c. **Improperly Set Pins—First Ball**. It is each player's responsibility to determine if a setup is correct. The player shall insist that any pin(s) incorrectly set be re-spotted before delivering the ball; otherwise, the setup is deemed to be acceptable. If it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pinfall are required to count for score.

d. **Improperly Set Pins—Second Ball.** Pins occasionally slide out of position or rebound to a standing position during the first delivery; however, no change can be made in the position of any pins left standing after the first delivery unless the pinsetter moved, knocked over or misplaced any pin(s) after the first delivery. If movement by the pinsetter does occur, the pin(s) shall be reset in its normal standing position and on-spot.

e. **Re-rack of Pins**. Each bowler is allowed one re-rack per game. Re-racks are to be requested of the assistant official, and that official will perform the task of re-racking the pinsetter. The assistant or head official may grant the coach permission to re-rack the pinsetter during the match.

   1) If a pin is set off spot by the pinsetter, the bowler is required to bring it to the attention of the coaches or the same official who shall perform the task of re-racking the pinsetter. That re-rack will not be charged to the bowler.
   2) Coaches shall be allowed to correct re-racking of pins if obvious errors have occurred (e.g., the wrong number of pins are reset or pins need removal from the pindeck). Re-racks shall occur upon mutual consent of both head coaches before resetting the pin rack. An official shall be notified after completion of the process. Re-racks cannot be done a second time for a Baker game or for an individual during a team game without an official's approval.
   3) In the event the official does not agree that the pin is off spot, the head official is to be notified and will make the final determination. If the head official rules that the pin is not off spot, the bowler is allowed to use their one re-rack of the match, provided it has not already been used.
   4) All re-racks will be recorded on the score report form for each player by the official scorekeeper, but each bowler is responsible for being aware of the number of re-racks used. The bowler may ask the scorekeeper before requesting a re-rack to verify if they have one available for that game. Violation of the re-rack rule shall result in a score of zero for the frame in which the additional re-rack was taken.
   5) The re-rack rule applies to the entire team in a Baker match. Each team is permitted one re-rack per Baker game.

f. **Pin Rebounding**. Pins that fall over and rebound to a standing position on the lane are to be counted as standing pins. Any rebounded pin(s) shall remain in the spot it came to rest unless improperly set.

A.R. 7.9.f. During a match between two teams, a player from Team A completes a first ball attempt in the 10th frame of a Baker game. During the attempt, a knocked-down pin bounces on the pindeck and comes to rest in front of the No. 1 pin position, with the No. 1 pin still standing. While in motion to clear the pindeck, the pinsetter sweep arm puts the stationary fallen pin into motion, which in turn knocks over the standing No. 1 pin. **RULING:** A moving machine cannot put a stationary pin into motion, thereby creating an artificial rebounding pin. The No. 1 pin is reset to the original position.

g. **Replacement of Pins**. When a pin is broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The event officials shall determine whether pins shall be replaced. A broken pin does not change the score made by the bowler. The pins knocked down are counted, after which the broken pin is replaced.

h. **Dead Ball.** When a dead ball is called, the delivery does not count and the correct pins are to be re-spotted. The player is allowed to re-bowl that delivery with the exception of bowling on the wrong lane or out of order. A ball shall be declared dead if any of the following occurs:

1) After a delivery, attention is immediately called to the fact that one or more pins were missing from the setup.
2) A player bowls on the wrong lane or out of turn, or one player from each team on the pair of lanes bowls on the wrong lane.
3) A player is interfered with by another player, spectator or moving object as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball declared.
4) Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
5) A delivered ball comes in contact with a foreign obstacle before reaching the gutter or pins.

i. **Bowling on Wrong Lane or Out of Order**. In any competition, a dead ball shall be called when a player(s) bowl(s) on the wrong lane or out of order.

PENALTY— If the infraction is identified after the first attempt, the player(s) shall receive a zero for that attempt and return to the correct lane for a second attempt. If the infraction is identified after the second attempt, the player(s) receives a zero for the second attempt.

j. **Provisional Ball**. A provisional ball shall be bowled when a protest involving a foul, illegal pinfall or a dead ball is made and cannot be resolved by the two team captains or an event official. The following procedures apply when a dispute occurs:

1) For the first ball of any frame, or after the second ball in the 10th frame, if the first ball was a strike:

a) *Foul.* The player shall complete the frame and then bowl one provisional ball at a full setup of pins.
b) *Illegal Pinfall.* The player shall complete the frame and then bowl one provisional ball at the same setup that would have remained standing had the disputed pin(s) not have fallen.
c) *Dead Ball.* The player shall complete the frame and then bowl a complete provisional frame.

2) On a spare attempt or the third ball of the 10th frame, a provisional ball shall be rolled at the same set of pins that was standing when the disputed ball was bowled.

k. **Equipment Failure**. If equipment failure on a pair of lanes would delay the progress of a game/match, the event management officials can do the following:
1) Authorize the game/match to be completed on another pair of lanes;
2) Authorize the game/match to be suspended when another pair of lanes is not available. However, when the original pair of lanes becomes available, the team(s) shall resume play on the pair of lanes. An interrupted game/match shall be resumed from the point of interruption; or
3) Authorize two additional warmup shots in the warmup area when an extended interruption occurs because of mechanical failure and the player has shots remaining in the current match. An extended interruption is defined as more than 15 minutes. An official shall supervise the attempts.

A.R. 7.9.k. SITUATION 1. Teams G and I are competing against each other in a five-game Baker match. During the ninth frame of Game 4, a mechanical breakdown occurs on Team I's lane and causes a 15-minute delay in the match. **RULING:** The official or a competing head coach shall notify the head official. The head official shall determine from the facility the time requirements to repair the lane. The head official shall allow all players who were current starters in the match to proceed to the warmup area for two warmup attempts.

A.R. 7.9.k. SITUATION 2. State College is completing its first five minutes of the 10-minute practice session. During this time, the pinsetter on Lane 19 malfunctions and disrupts practice for two minutes. The head coach requests additional practice time at the end of the practice session. **RULING:** The official shall stop the warmup session on both lanes until the issue is resolved. The official shall provide two additional minutes of practice time on Lanes 19 and 20 before the teams move to their starting lane for the final five minutes. The official will not begin competition until all practice time is completed.

A.R. 7.9.k. SITUATION 3. Team B is completing its first five minutes of the 10-minute practice session on its non-starting lane. During this time, a pinsetter malfunctions and disrupts practice on Lane 11 for approximately three minutes. The head coach requests that both Lanes 11 and 12 stop the practice session until the situation is resolved. **RULING:** The official shall stop both teams from practicing until the mechanical issue is resolved. The official shall provide the additional three minutes of practice time before the teams switch to their starting lane for the final five minutes of the session.

A.R. 7.9.k. SITUATION 4. Teams X and Y are competing in a 12-team, three-day competition. During their match, a mechanical breakdown occurs that

results in a 20-minute delay of competition and there is no breakdown pair of lanes available to move the match. The head official follows the procedures of Rule 7.9.j to allow Teams X and Y to finish their match. At the conclusion of the match, the head coaches from Teams D and C request a 10-minute practice session for their players due to the extended wait time from the mechanical breakdown, even though their teams were not directly involved. **RULING:** The indirect effect of the equipment failure has created a potential health/safety issue for starting players on teams waiting for functional facility space and/or opponents. The head coaches shall declare their starting lineup for the next match; the head official shall authorize two warmup shots for the starting players only of the upcoming match on one lane (Rule 7.9.k.3). The warmup shots shall be in the warmup area or non-competition lanes for the next match (e.g., adjacent pair of lanes). The goal of the completion of the warmup shots should be to have them finished at the approximate time as the final frame of the match that was interrupted, attempting to create a smooth transition by all competing schools into their next match. Match substitutes will follow Rules 1.1.d.2 and 4.6.

7.10 MATCH INTERRUPTIONS — PLAYER/TEAM CONDUCT

Interruptions based on player or team conduct may also create delay or cessation of the matches. However, these activities are initiated or performed by student-athletes and/or coaches. All teams shall abide by the NCAA creed of personal conduct and fair play. Any student-athlete, coach or official who witnesses or believes an offense has occurred shall report it immediately to the head coach and an official for corrective measures. If an extended interruption occurs, steps may be taken by the head official to return to play or penalize the offending individual(s) or team(s). Penalties include warnings, scoring penalties, expulsion from match and disqualification from the event. (See Rule 8.1.)

A.R. 7.10. AA University and ZZ College prepare to start their first match of the daily competition schedule. Upon completion of the daily warmup session, the head coach for ZZ College notifies the official that he believes the bowling ball being used by Player No. 2 of the opposing team is noncompliant with NCAA competition rules for corporate logos. (See Rule 2.5.) Although the official finds no merit for the playing rules dispute, he immediately notifies the opposing head coach. The head coach for ZZ College states that he refuses to complete the match unless the bowling ball is removed from competition. **RULING:** The head official reviews the equipment within 60 seconds and notifies the head coach of ZZ College that the complaint with the bowling equipment is invalid. The head official requests both head coaches to resume play immediately. The head official shall notify the head coach of ZZ College of the necessary steps to complete if he wishes to play the match under protest. Finally, the head official also shall issue first warnings under Rules 7.10, 7.10.e and 7.10.f, as appropriate.

a. **Unfair Tactics**. Attempting to gain an unfair advantage during play through interference, deception of officials or purposeful delay. Unfair tactics shall be penalized after the issued warning by a score of zero for the student-athlete. If play has concluded for the offending team, a score of zero will be registered for the last frame(s) completed. ***Exception:*** Violations of the six ball limit will

not result in an initial warning for the first offense. The initial warning will be issued during the pre-event coaches' meeting.

1) Pace of Play. When the pace of play becomes disruptive, (such as, a team or teams fall behind the pace of play for the remainder of the field during a match, as determined by the head official), a warning shall be issued to the offending team. The team is expected to maintain the pace of play at least equal to the remainder of the field throughout the match. Pace-of-play violations after the first warning shall result in penalties as defined in Rule 8.1. The team shall be issued only one warning per competition day before enforcement of Rule 8.1. Factors that will be considered when determining pace-of-play violations include, but are not limited to, scoring pace, mechanical failure(s) and injury.

A.R. 7.10.a. State College and AAA University are beginning day three of their competition. The head coach of State College identifies that ZZ College is using multiple, altered-surface polyester balls to warm up on the competition lanes State College shall begin its first match on. State College's head coach requests a penalty to be assessed against ZZ College for unfair tactics. (See Rule 7.10.a.) **RULING:** The official shall immediately evaluate the situation; the official shall issue a warning. Any additional violation of the rule during the event by any player from the team shall result in the affected frame(s) being rescored as a zero, regardless of the match or day in which it occurred. If the same violation has occurred on a previous occasion, a penalty under Rule 7.10.a will be assessed. A warning also shall be issued regarding Rule 7.10.c and the subsequent penalty shall be assessed if a warning had already been issued before this separate issue.

b. **Altered Equipment.** An individual may be charged with attempting to gain an unfair advantage in event play for directly or indirectly tampering with lanes, pins or bowling balls, so they no longer meet minimum specifications. (See Rules 1.1.c.1, 2.1.d and 2.2.) Altered equipment shall be penalized after the issued warning by a score of zero for the student-athlete if the equipment is not immediately removed from play for the day. Once a head coach has been warned and scores of zero have been issued, if repeat violations continue to occur the head official has the authority to eject a coach.

PENALTY—Ejected coaches or nonplaying personnel must leave the playing area, non-competition area directly behind the playing area and other team areas. Ejected coaches must be out of sight and sound, meaning they are unable to view the remainder of the contest and the officials cannot hear any additional comments. In any case, they shall not communicate (visually, electronically or verbally) further with the teams or officials.

c. **Disruption of Play**. Disruption of play may be declared if the person(s) uses physical and/or verbal means to attempt to disrupt the completion of an opponent's delivery. Once the opponent has stepped onto the approach to begin their delivery of the ball, all physical and/or verbal actions are to cease. After the issued warning, the official may declare the action(s) to be unsportsmanlike conduct.

d. **Unsportsmanlike Conduct**. A student-athlete, team or coach may be warned and subsequently penalized (see Rule 8.1) with unsportsmanlike conduct if

proven to be engaging in improper or unfair tactics or inappropriate conduct in connection with the game of bowling. These situations would include, but are not limited to:

1) Physical and verbal abuse toward others;
2) Physical abuse to the facility or competition equipment;
3) Purposely walking into a competing player's line of delivery; and
4) Displaying poor sportsmanship during any phase (before, during or after) of a match.

A.R. 7.10.d. SITUATION 1. Beta College and Alpha University are competing in Match 2 of the competition. As Player No. 4 of Alpha University completes the first shot attempt of the ninth frame, Player No. 4 alters the return from the approach and purposely walks into the future and/or anticipated path of Player No. 5 for Beta College, who has already stepped onto the approach to pick up the bowling ball and begin the pre-shot activities. The head coach of Beta College requests that the official halt the match and assess a warning and/or penalty. **RULING:** The official shall halt play; a warning shall be assessed to the player and to the offending team. Any additional violation of the rule during the event by any player from the team shall result in the affected frame(s) being rescored as a zero, regardless of the match or day in which they occurred. A warning also shall be issued regarding Rule 7.10.c and the subsequent penalty shall be assessed if a warning had already been issued before this separate issue.

A.R. 7.10.d. SITUATION 2. Omega University and Zeta University are competing during Day 3 of a competition. As Player No. 1 of Omega University completes the first shot attempt of the eighth frame, Player No. 1 sticks during the slide and falls to the right, stepping into the anticipated approach path of Player No. 2 for Zeta University. Player No. 1 of Omega takes a moment and immediately returns to the approach and exits to the players area. The head coach of Zeta University requests that the official halt the match and assess a warning and/or penalty. **RULING:** Rule 7.10.d.3 describes purposely walking into a competing player's line of delivery. The sticking and falling on the approach does not meet the test of this rule. No warning or penalty should be assessed.

e. Refusal to Continue Play. If a player or team refuses to proceed with a game after being directed to do so by an event official, the official shall record a score of zero for each remaining frame of the game.

PENALTY—After a second issued warning, the official shall record scores of zero for all remaining frames of the match.

A.R. 7.10.e. SITUATION 1. State University is hosting the Women's Invitational. During the pre-event coaches' meeting, final match schedule information and event details are announced. The event management staff also announces that due to imminent weather-related issues, the length of the event and final event results may be modified at the end of competition on Day 2. Team A chooses to file a protest against the event, requesting any matches scheduled for Day 3 be listed as a win for its team in the final event results and within the online score reporting system. **RULING:** The head official and event manager have the final authority in determining competition and/or match rotation schedules that are affected by impending health or safety concerns (e.g., weather emergencies).

The event management staff, with input from the competing schools, shall be proactive in its procedures and keep all institutions informed of changing conditions. When necessary, competition will be suspended and alternative arrangements announced as quickly as possible. If competition must be canceled, the event management staff will implement a pre-determined plan to calculate results and final place finish. Results shall be based only on completed matches and may include co-champions. Matches not played are considered a "no contest" (see Rule 4.5.c) and cannot be included in the score reporting system. The event management staff shall notify the secretary-rules editor as quickly as possible of the situation and shall document all details that occur.

A.R. 7.10.e. SITUATION 2. Alpha College is hosting an eight-team tournament. Before the final two matches of match play competition, two teams approach the head official with concerns that will impact and delay their teams' return to campus. Both Team A and Team B wish to withdraw from the event immediately, and the teams are not playing each other. Team A has not begun its next match; Team B has already started the match play practice session. The head coaches for Teams A and B request that the head official move each of their opponents to one pair of lanes and allow a match to be completed and not played unopposed. **RULING:** The head official will treat each match situation as a separate ruling. Team B has already begun match procedures with the match play practice session; therefore, it shall continue with the process of the match until it is resolved (see Rule 6.3) or the head official shall use the procedures from Rule 7.10.e. Team A has not started match procedures. The head official must receive a formal notice from the head coach that Team A is withdrawing from the event or follow procedures as outlined in Rules 7.10.f and finally, Rule 7.10.e. A loss shall be recorded for Team A in any remaining event results and final place finish standings. However, matches not played against an opposing team are considered a "no contest" (see Rule 4.5.c) and cannot be included by either school in the score reporting system. The head official shall notify the opposing head coach of each match and the head official shall document all details that occur.

f. **Delay of Game**. No unreasonable delay in the progress of any game is permitted. Teams are not permitted to take extended or unscheduled breaks during games (e.g., more than 60 seconds). When a player does not complete a game for reasons other than disability, injury or emergency, after an issued warning, the player's team shall count zero for each remaining frame in the game the player is not present.

g. **Use of Ineligible Player.** If for any reason a player has been removed from a match or violates a playing rule that does not allow the player to enter the current match, the player becomes ineligible to participate until the next match begins. Use of the ineligible player shall result in a score of zero recorded in the lineup position they entered or exited the match. The match shall continue until completion.

A.R. 7.10.g. SITUATION 1. As Team D's current match is being completed, Player No. 1 proceeds to the warmup area to make shots. Player No. 1 began the match as a starter but was removed in the 10th frame. After Player No. 1 starts their warmup, Team D finishes its match. Player No. 1 completes their eight attempts and returns to Team D's competition area for the next match. Player

No. 1 is scheduled to be a substitute for the next match. **RULING:** The official or opposing team's head coach shall notify the head official of the violation. (See Rule 1.1.d.3.) The head official shall notify Team D's head coach that the 10th frame of the previous game when Player No. 1 was removed shall be rescored a zero from the point when the substitute was inserted. Player No. 1 is also ineligible to play in the next match.

A.R. 7.10.g. SITUATION 2. Player No. 6 from Team A is a substitute for Game 1 of the current four-game Baker match. During Game 1, Player No. 6 completes five shots in the warmup area. In Game 2, Player No. 6 is substituted into the lineup for Team A in the seventh frame. During Game 3, Player No. 6 is removed from Team A's lineup and replaced with a substitute. Player No. 6 proceeds to the warmup area during Game 4 and completes three shots. **RULING:** The official or opposing team's head coach shall notify the head official of the violation. (See Rule 1.1.d.3.) A penalty is assessed to Player No. 6 and Team A for use of the warmup area after being removed from competition and before the match was completed. A score of zero shall be recorded for each frame of Game 4 that Player No. 6 would have completed had they remained in the competition (second and seventh frames).

7.11 COMPETITION — POSTMATCH EVENTS

At the conclusion of competition, each team will remain available for awards presentations, pictures or media requests. Each player should remain in full uniform until dismissed by their respective coach.

7.12 CROWD CONTROL

By general definition, the crowd consists of any person(s) not directly competing or coaching a game or match. The crowd would include spectators, noncompeting roster members of each team, and other teams or staff members of games/matches that are occurring in other competition areas (e.g., adjacent pairs of lanes). At no time should a spectator or member of the crowd be allowed into the competition area of a game or match. If allowed by event management, crowd members may enter the competition area once a match has been completed.

a. **Event Management Procedures—Resolving Problems**. The responsibility for crowd control rests with the host institution (if at a neutral site, the responsibility of crowd control rests with the head coach or administrator of each institution).

   The athletics director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Vulgar language, remarks regarding race or gender, physical intimidation or other unsportsmanlike conduct will not be tolerated.

   When the event manager or other officials notice or are notified that there is a problem whereby the crowd is affecting playing conditions, the following procedures are followed:

   1) The head official will temporarily suspend play.
   2) The head official and event manager will communicate the problem to the host administrator and the host head coach. (At a neutral site, the offending team's head coach shall be notified.)

3) The event manager seeks assistance from the host administrator on site, who should rectify the problem. If no administrator is present, the responsibility then rests with the event manager. Play remains suspended (by the head official) until the situation has been addressed.

b. **Failure To Comply—Penalties for Host or Offending Team**. If the steps listed above are not effective, and if the host administration (or offending team's head coach) fails to resolve the problem and play cannot be resumed or if play is required to be suspended again, the event manager shall issue an individual and/or team penalty(ies) to the home or offending team. The host administration/head coach of the offending team will be given another opportunity to resolve the problem. If play cannot be resumed or is forced to be suspended again in the same match, the home team defaults the match (at a neutral site, the offending team defaults the match).

If a major incident occurs, particularly if spectators or the crowd invades the competition area, the event manager shall suspend the match and ask the organizers and the playing captain of the home team to reestablish order within a set period of time.

c. **Artificial Noisemakers and Bands**. Noise caused by artificial noisemakers, such as whistles or air horns, is not permitted in the competition, noncompetition and other designated spectator/crowd areas.

7.13 DECISIONS AND PROTESTS

Decisions regarding general operations and management of regular-season events are at the discretion of event managers. Decisions regarding competition matches or playing rules are at the discretion of the head official.

Any decision based on the judgment of the event management shall be addressed in person, with subsequent information to be provided in writing to the head official (playing rules) and/or event manager (event management) if the issue(s) was not addressed and resolved. If a post-event protest is filed, the grounds for the protest shall be briefly stated in writing to the event manager within 48 hours of the event completion. Event management rulings that contradict the event or the NCAA Women's Bowling Rules should also be filed with the NCAA women's bowling secretary-rules editor in writing within 48 hours of the event completion.

a. **Appeal**. An appeal is identified as an on-site verbal discussion related to a playing rule or event management judgment that is immediately resolved.

b. **Protest.** A protest is defined as a dispute of a rendered decision. A protest involving eligibility or playing rules must be filed with the head official and event management. Any protest that involves playing rules shall also include written results of a provisional ball. (See Rule 7.9.j.) The protest shall be in writing and the grounds for the protest or appeal briefly stated. Any protest of an event or of NCAA rules used at an event should be filed with the NCAA women's bowling secretary-rules editor.

c. **Matters to be Considered**. Examples of protest matters to be considered include:

1) Incorrect interpretation of a playing rule;

2) Incorrect application of the correct rule to a given situation;

3) Failure to impose the correct penalty for a given violation; or
4) Unsportsmanlike conduct of players, coaches or staff of an opposing team.

d. **Noncompetition Protest Procedure**. Disagreements with interpretations of the rules shall be brought to the attention of the head official before the next player's frame is completed after the situation in which the disagreement occurred. An appeal or protest may be lodged by either the playing captain or a coach. If a coach lodges a protest, an opposing coach will be allowed to participate in the resulting discussion. A protest shall be accepted by the head official provided it is a protest of an interpretation or application of a rule. If an attempt is made to lodge a protest regarding a nonprotestable situation, the protest is denied without penalty.

The head official shall first decide on all appeals and protests at the competition site. Written protests are to be filed with the head official and event manager and are required to be filed within 48 hours after the end of an event. Unless a protest is confirmed in writing, the head official's decision stands.

e. **Competition Protest Procedures**. Play is suspended when notification is made that a protest is to be filed. The head official, coaches and playing captains shall consult the rules book. If the protest is found to be valid (official's decision changed) as a result of the rules book consultation, play will continue from the point of protest with the correct decision implemented. If a protest is denied (official's decision stands) as a result of the rules book consultation, play continues as if no protest had occurred.

If a protest lodged by a captain/coach cannot be resolved by consulting the rules book, the facts are recorded on the competition protest form and on the tournament certification form. A provisional ball shall also be rolled at this time. (See Rule 7.9.j.) The head official will continue to direct the match; they shall forward the protest information to the NCAA women's bowling secretary-rules editor after the match for a final decision.

If the protest is found to be valid (official's decision changed), the protested game will be rescored with the provisional ball information, included to recalculate the score. If an entire game or match is to be replayed, the contest shall resume from the point of protest to its conclusion.

If the protest issue involves a possible scorekeeper recording error, the head official and the event manager shall make an immediate determination based on all information available. The protest will not be resolved on a delayed basis by the NCAA women's bowling secretary-rules editor.

f. **Protest Situations—Results**. In competition situations in which the match schedule is dependent on the result of previous matches, there should be an event management committee (that includes the head official and the event manager) to make final decisions on protests. Play is suspended while the facts are recorded or relayed to the committee, which then makes a decision on the protest. This decision, as it relates to the match schedule, shall be final. The committee, after reviewing the facts of the protest, may rule that the protest is valid (official's decision changed), or that the protest is denied (official's decision stands). If the protest is valid, the correct ruling will be

applied to the protested play, and the match shall continue from that point. If the protest is denied, play will continue as though no protest had been lodged.

g. **Protest Facts to be Recorded**.
   1) The score of the game at the time of the protest.
   2) The players in the game at the time of the protest and their positions.
   3) A synopsis of the situation that caused the protest, including which rule was violated or omitted or which penalty was improperly assessed.
   4) The signatures of the head official, event manager, scorekeeper and both coaches or playing captains indicating the facts have been correctly recorded.

h. **Nullification of Protest**. If the protesting team wins the match in which the protest is made, the protest is nullified. If the team wins a protested game but later loses the match, there is no basis for protest because the team won the protested game. Regardless of the outcome of the match, the facts of the protest shall be forwarded to the NCAA women's bowling secretary-rules editor for review.

7.14 LANE-SIDE VIDEO REVIEW

Lane-side video review of designated situations is permitted as listed below.

a. **Situations Subject to Review.**
   1) Scoring;
   2) Fouls;
   3) Legal pinfall; and
   4) Unsportsmanlike conduct.

b. **Criteria for Video Review.**
   1) Must be available for all competition lanes.
   2) The original ruling will only be changed if there is indisputable video evidence to change the call. Absent that evidence, the original ruling will stand.
   3) During the review, the review area is restricted for all people except the official(s).
   4) Once the review is completed, the official will communicate the ruling to the head coach and scorekeeper using the following criteria:
      a) Original ruling stands (indisputable video evidence original ruling was correct or no clear indisputable video evidence to change the original ruling); or
      b) Original ruling is changed (indisputable video evidence original ruling was incorrect).

RULE 8

Individual and Team Penalties

8.1 GENERAL GUIDELINES

a. **Definition of Misconduct**. Misconduct is any behavior, action or conduct by a team member toward an official, an opponent, a teammate, the facility/competition equipment or a spectator that is deemed by the event management or an official as detrimental to the process of play. Misconduct is subject to penalty by the head official.

b. **Individual Player or Coach Misconduct Penalties**. Misconduct results in one of four penalties, according to the degree of the offense. Repeated misconduct by the same team member in the same game/match is penalized progressively. However, assessing any penalty does not require the prior assessment of any other penalty. Similar unsportsmanlike conduct acts by two different team members should be penalized separately to each team member.

   1) *Warning.* For unsportsmanlike behavior such as inappropriately addressing opponents, spectators or officials, shouting or disrupting the conduct of the game, or other match interruptions (see Rule 7.10), a warning may be issued by any official; the head official is immediately notified, and the issue is recorded on the head official's form. A second warning during the same game/match by the same team or its member(s) will result in a penalty.

   2) *Penalty.* For a second offense, a penalty may be issued by the head official, designated event manager or an official and is recorded by the event manager on the head official's form. A penalty automatically entails a loss of frame by the offending player or team resulting in a zero for the score of that player's frame. A second act warranting the issuance of a penalty to the same team member during the same match results in expulsion.

   3) *Expulsion.* Extremely offensive unfair tactics or unsportsmanlike behavior (such as obscene or insulting words or gestures) or repeated rude conduct toward officials, opponents, other team members or spectators may result in expulsion of a team member from the match in which the offense occurred. The expulsion is administered by the head official or designated event manager and recorded on the head official's form. Additionally, an expulsion automatically entails a loss of frame by the offending team, resulting in a zero for the player frame. Expelled players or substitutes are required to leave the competition and noncompetition areas for the remainder of the current match. The expelled team member is subject to further individual penalties for continued misconduct.

4) *Disqualification.* Any simulated, attempted or actual physical aggression toward officials, opponents, other team members or spectators may result in the disqualification of the team member for the remainder of the current match and that team's entire next match. The disqualification is administered by the head official or designated event manager and recorded on the head official's form. Disqualified team members shall be permitted up to one minute to pick up belongings from the competition area provided they refrain from further misconduct. If the team member has not departed the team and spectator areas within one minute, the playing captain shall be warned that further delay will result in a default of the game. If the team member has not departed within 15 seconds after this warning, the game is defaulted.

c. **Team Discipline**. The head coach and playing captain are responsible for discipline and proper conduct of their team members. If a nonplaying team member is guilty of misconduct but cannot be identified by the event management, the penalty will be imposed against the head coach.

8.2 ASSESSMENT OF PENALTIES

a. **Authority of Event Manager and Head Official.** The event management staff has supervisory control of all technical parts of the operation of a competition. However, the head official has authority:

1) To adopt and enforce all event rules.
2) To decide all on-site disputes, complaints or protests.
3) To decide any matter of event operations that is not identified by the event rules.

The decision of the head official shall be final, except when an appeal is made. However, neither the head official nor the event manager is allowed to use any rule that contradicts or violates NCAA eligibility, competition or bowling playing rules. Any team or individual penalty may be assessed from the time the head official's authority begins before the match through the completion of the match.

b. **Penalty Procedures During Play**. If a player currently in the game receives an individual penalty, the head official or designated official shall identify the appropriate penalty guideline(s), and the coach or captain will be requested to approach (when directed) and acknowledge that the penalty has been assessed. If a team member not currently in the game receives an individual penalty, the head official shall clearly and immediately communicate to a designated coach and playing captain that the penalty has been assessed.

c. **Penalty Procedures Between Games**. Any penalty assessed between games is to be administered before the start of the next game. If a penalty is assessed to team members or teams before the start of the match or between games of a match, the event manager will identify the appropriate penalty guideline to the coach or captain.

d. **Multiple Penalties**. In the case of multiple penalties, enforcement is in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the penalty is enforced first against the team starting the

match on the odd lane and then against the team starting the match on the even lane.

e. **Failure To Comply**. If a player, coach or team fails to comply with the guidelines established by the head official or any penalties assessed, the head official has the right to issue a warning of match forfeiture. If compliance still has not occurred after the warning is provided, the head official may end the match by default.

RULE 9

Officials and Their Duties

9.1 OFFICIALS AND DUTIES

The host(s) of an event (institution or organization) shall be responsible for the preparation and training of all officials used during the event. Training guidelines and educational tools, including a head official's training presentation and rules subsection for each event official, are available on the RefQuest+ website.

a. **Event Manager (or Director)**. The event manager (or director) is the senior staff member in charge of planning and coordinating the competition. The event manager has supervisory power over all other staff members assisting the event.

b. **Officials**. Officials are responsible for supervising all matches, including monitoring all areas vital to the competition. Officials shall also maintain a reasonable pace of play for teams and the facility, verify paperwork and render decisions on playing rules as needed. (See Rules 7 and 8.) A head official is required at all events. The total number of assistant officials used at a tournament shall be based on the chart provided below. The scorekeeper may serve as an assistant official. Officials shall be familiar with all NCAA rules in this book. Officials selected for postseason events shall have served in a similar capacity in at least one event of the regular season and have completed the required criteria as assigned by the NCAA Women's Bowling Committee.

Required Number of Assistant Officials

Number of Teams	Number of Officials
0-4 competing teams	No assistant official needed
5-10 competing teams	One assistant official
11-20 competing teams	Two assistant officials
21-30 competing teams	Three assistant officials
31-40 competing teams	Four assistant officials
41-50 competing teams	Five assistant officials
51-60 competing teams	Six assistant officials
61 or more competing teams	Seven assistant officials

NOTE: Officials shall be able to manage any playing rules situations that may arise. Knowledge of current playing rules is essential.

A.R. 9.1.b. University B is scheduled to host two events during the season, a 12-team tournament in the fall semester and a 24-team tournament in the spring semester. The event manager schedules one head official and two assistant officials for each tournament. **RULING:** The event manager shall schedule two assistant officials for the 12-team tournament and three assistant officials for the 24-team tournament.

1) *Head Official.* The head official shall be responsible for supervising all personnel officiating the contest(s), verify the facility is suitable for competition, and ensure teams are in compliance with the NCAA Women's Bowling Rules (see Appendix E) by actively observing the competition. The head official shall not be a currently competing coach, coach's staff member of the host institution or serve as the scorekeeper. All decisions made by the head official shall be final. The head official has the jurisdiction to adjust rulings by the scorekeeper or other event officials, if necessary.
2) *Assistant Official*. The assistant official shall be responsible for monitoring all event activities of the contest(s), making competition rulings as needed, resolving match interruptions and providing general assistance during the match. The assistant official shall not be a currently competing coach or student-athlete of the host institution. Difficult situations and/or rulings shall be addressed by the head official.
3) *Announcer*. The announcer shall be in charge of making any public announcements on behalf of the event that relate to introductions, time of competition, results, etc. The event manager may function in this role.
4) *Scorekeeper.* The scorekeeper is responsible for the tabulation and posting of all team and individual standings for competitions. The scorekeeper is required to use some form of computer-based program (Excel® or bowling-specific software) to complete the scorekeeping procedures.

Rule 10

Women's Bowling Forms

It shall be the responsibility of member institutions to complete and submit the appropriate forms that pertain to their season and competitions in a timely manner. All forms to be used for NCAA women's bowling are outlined within this section; electronic forms and sample forms are located on the NCAA women's bowling website at ncaa.org/playing-rules. Completion guidelines and timeframe requirements are identified for each form, including fine schedules for noncompliance. This administrative information is divided into two sections: Competition Forms and Event Management Forms.

10.1 COMPETITION FORMS

Competition forms are used for recording the events, scores and match results. Copies of these forms shall be kept for one calendar year.

a. **Online Score Reporting Form**. All matches versus NCAA teams shall be recorded. Matches versus other teams shall not be recorded in this system and do not count toward the postseason selection process; however, they shall be listed on the score report forms and in team media information. The coach or school administrator shall log into the NCAA women's bowling online scoring system (http://web1.ncaa.org/champsel_new/exec/login) to add or update information.

NOTE: An institution-specific login and password is required to use the online system (obtain from director of athletics).

All dates of competition and known match opponents shall be entered as of Oct. 15 or before their first day of competition. A minimum of one match shall be entered for each day of play. Revisions (additions or deletions) shall be made as needed during the season. The following steps shall be followed when entering information after matches have been completed:

1) The electronic system drop-down menus (e.g., date and institution name) shall be used to correctly enter information into the system.
2) All matches are to be listed as neutral unless identified by the host.
3) Scores are not entered; record number of wins/losses for each match.
4) Matches against the same team on the same day shall be listed separately.

Results of matches are to be entered within 48 hours of the completion of the event. Results entered will need to match results entered by the opposing team.

PENALTY—Failure to submit scores by 7 p.m. Eastern time the Monday after competition results in the information not being considered for the regional and national ranking processes.

b. **Bowling Match Scoresheet**. All matches involving the five-person team game format versus outside competition (including exemptions) shall be recorded on the form. Matches versus non-NCAA teams are required to also be included and count toward team and individual contests (dates of play). The following steps shall be followed when entering information onto the scoresheet:

1) Complete all sections of the form before starting play; use the drop-down lists for all sections provided (dates, team names, win/loss);
2) Provide full name and uniform number for each student-athlete;
3) Identify substitution(s) during the match with an asterisk (*) for player(s) entering the match and the starting member(s) removed; the starting player(s) receives the recorded game score;
4) Identify the results of the match as winner (W) or loser (L);
5) Ties during any match shall use the tiebreaker format. (See Rule 6.6.) Contact the head official or use the scoresheet example to verify the method for recording tiebreaker information; and
6) Complete the electronic copy of the scoresheet(s) with all information and submit it to the RAC chair and the SRE. Label the file by file type, school initials and first day of competition. For example, Score Report Form, ABC University, Dec. 15, 2026, would be SRF-ABCU-12.15.26. Submit only one combined form (Pages 1, 2 and 3) for a multiple-day competition.

Electronic scoresheets shall be submitted to the designated RAC representative by 7 p.m. Eastern time the Monday after the competition.

c. **Bowling Match Scoresheet.** Matches involving Baker match formats (total pinfall or match play) versus outside competition (including exemptions) shall be recorded on the form. Matches versus non-NCAA teams shall be included and count toward team and individual contests (dates of play).

Note: Institutions are required to use the drop-down lists for event dates, school names and wins/losses when completing the electronic version of the form before submitting it as official results.

The following steps shall be followed when entering information onto the scoresheet:

1) Complete all sections of the form before starting play. Format 2 is for Baker-total pinfall and Format 3 is for Baker-match play.
2) Provide the first initial, last name and uniform number for each student-athlete at the top of the sheet (e.g., J. Doe – 5; B. Ford - 21).
3) Identify by uniform number(s) each competing player for each match on the line where scores are to be recorded. Match starting lineup shall be listed first, followed by substitution(s) (e.g., 5, 21, 7, 11, 2*/27*).
4) Identify games won (by either team) during the match on the scoresheet. Tie games shall have both games recognized. Tied games shall not be broken using Rule 6.5 unless identified by the event manager before the start of competition.
5) Identify the results of the match: winner (W) or loser (L).

6) The tiebreaker format to be used in the event of a tied match. (See Rule 6.6.) Contact the head official or use the scoresheet example to verify the method for recording tiebreaker information.
7) Complete the electronic copy of the scoresheet(s) with all information and submit it to the RAC chair and SRE. Label the file by the file type, school initials and first day of competition (e.g., Score Report Form, ABC University, Dec.15, 2026, would be SRF-ABCU-12.15.26). Submit only one combined form for a multiple-day competition.

Electronic scoresheets shall be submitted to the designated RAC representative by 7 p.m. Eastern time the Monday after the competition.

d. **Equipment Registration Form**. The head coach shall provide a completed equipment registration form for each competing player. The head official shall collect the completed forms before the equipment check-in process prior to the start of the first daily warmup session of the event. Players shall provide the manufacturer's name, the bowling ball name and the bowling ball's serial number for up to six bowling balls.
1) All bowling balls are required to have a legible serial number (last four).
2) Balls shall adhere to player equipment rules. (See Rule 2.1.)
3) Balls shall comply with equipment logo restrictions (e.g., manufacturer logos and a copyright/trademark logo from an additional source exceed what is allowed). (See Rule 2.5.)

10.2 EVENT MANAGEMENT FORMS

Event management forms are used for documenting the procedures and administration of regular-season competition. Copies of the forms shall be kept for a minimum of one calendar year.

a. **Event Certification Form (ECF)**. All events versus outside competition (including exemptions) shall use this form. The host institution is responsible for completing pre-event and post-event forms. Competition versus non-NCAA teams also requires completion of an ECF, as the competition counts toward team and individual competition (dates of play). For teams competing in events not hosted by an NCAA institution, the school with the closest geographic proximity to the event shall be responsible for ECF completion duties. The event manager shall complete all portions of the ECF. (See Rules 7.1 and 7.2.) Special attention should focus on providing complete information and submitting updated forms to competitors if changes occur up to seven days before the competition begins. Electronic copies of the file shall be submitted to the SRE, RAC representative and all competing teams. Label the file by file type, event initials and the first day of competition. For example, ECF-AAA Tournament-12.15.26.

Upon completion of the event, the event manager and the head official shall record and verify all post-event ECF information before signing the document. An electronic copy of the post-event form and accompanying documents (e.g., summary of event results and head official's form) shall be forwarded by email to the SRE not later than seven days after the competition has concluded.

PENALTY—Failure to submit the ECF and documents on time shall result in a $250 fine.

b. **Event Management Checklist**. This document provides competing schools with all essential event information. All events versus outside competition (including exemptions) shall use this form. The host institution is responsible for providing the document to competing schools during the head coaches' meeting or pre-event on-site meeting. For teams competing in events not hosted by an NCAA institution, the school with the closest geographic proximity to the event shall be responsible for completing the event management checklist and shall provide it to all NCAA institutions playing in the event. Match schedules shall be at the discretion of the event manager and shall be determined before competition begins. Special attention should focus on providing complete information to the competing NCAA schools before competition begins.

c. **Head Official's Form (HOF)**. All events versus outside competition (including exemptions) shall use this form. The head official is responsible for pre-event and post-event form completion. Events against non-NCAA teams are also required to have an HOF completed, as they count toward team and individual competition (dates of play). The head official shall complete all portions of the HOF while adhering to NCAA Women's Bowling Rules. Special attention should focus on ensuring that all pre-event facility requirements are met. (See Rule 1.) The head official should confirm that matches and the warmup area have proper supervision at all times. Upon completion of event, the head official shall record and verify all post-event HOF information before signing the document. An electronic copy of the form and accompanying documents (such as warnings, rulings, protests) shall be submitted to the SRE with the Event Certification Form post-event paperwork. Label the file by file type, event initials and the first day of competition. For example, HOF-AAA Tournament-12.15.26. The form shall be forwarded by email to the SRE not later than seven days after the competition has concluded.

PENALTY—Failure to submit the form on time shall result in a $250 fine.

d. **Warmup Area Sheet**. This document provides student-athletes who are not currently competing in a match with a document for tracking warmup area use. (See Rule 1.1.d.2.) Events versus outside competition shall use this form. The host institution is responsible for providing the document. The head official is responsible for overseeing supervision of the warmup area, and an assistant official will serve as the person who verifies the written information (by initials). Upon event completion, the warmup area sheet shall be turned in to the event manager.

e. **Competition Protest/Penalty Form**. Head coaches or athletics administrators who wish to file a protest of a match shall use this form. (See Rule 7.13.) It provides the head official a standard document to identify procedures used when an individual or team penalty (see Rule 8) has been levied during competition. Individuals using the form should make every attempt to clearly document the facts of the incident or the official's ruling that is in question.

The form shall be submitted to the event manager and the SRE not later than 48 hours after the event is completed.

Appendix A

EVENT MANAGEMENT GUIDE FOR ADMINISTRATORS, COACHES AND OFFICIALS

The Event Management Guide is to be used to assist the host institution and event personnel in the development and administration of all NCAA bowling competition. The guide is to be used as a framework to ensure continuity for NCAA bowling events throughout the season, while also providing flexibility to event managers and their staff in the structure and completion of their event.

The Event Management Guide is divided into the following subsections:

I. EVENT PLANNING

A. Establishing event basics
B. Determining event management staff
C. Establishing competition parameters
D. Event commitment form/contract
E. Determining lane maintenance procedures
F. Guidelines for media and spectators
G. Additional amenities for competitors

II. EVENT MANAGEMENT

A. Facility areas for competition
    1. Competition areas
    2. Noncompetition areas
B. Completion of competition
    1. Pre-event procedures
    2. Event procedures
    3. Post-event procedures
C. Post-competition requirements

Throughout the Event Management Guide, a series of checklists are available to assist with all event phases. Reference information related to vital rules and necessary forms are also included.

Special recognition and thanks is extended to John Janawicz (Kegel Industries) and Trey Brown (Brunswick Bowling) for their assistance in the development of the lane maintenance matrix.

Questions regarding the Event Management Guide should be directed to:

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I. EVENT PLANNING

a. **Establishing Event Basics.** Before the development of a competition, the host institution should establish a specific date, location and facility for competition. Planning should include all times of facility use by event management staff and competitors. Facility considerations need to also include crowd control, space requirements for event management and medical staff, restrooms, security and handicap accessibility. When possible, the competition is to function as a stand-alone event within the facility or be provided separation from any other event(s) that is occurring at the same time. (See Rule 1.)

b. **Determining Event Management Staff.** Each event is required to have a series of staff members to effectively support all operations. To ensure high-quality event procedures, the use of an event manager, a head official and a scorekeeper are a necessity. Additional staff (e.g., medical staff, assistants) may be desired if conducting events with six or more teams, therefore being identified as a tournament. All assigned staff shall be familiar with their duties and responsibilities throughout the event planning and management process. (See Rules 9.1, 1.2, 1.3, 8.1 and 8.2.)

Note: Although the event management staff will likely include the head coach and/or an athletics administrator of the host institution for planning procedures, a noncompeting staff member of the institution shall function as the event manager during the actual day(s) of competition.

c. **Establishing Competition Parameters.** This process involves determining the actual structure and function of the competition itself. Primary considerations include the number of matches to be played (daily and total) and the event format(s) to be used. Secondary criteria include any specific event rules, the facility space (lanes) to be used, team warmup procedures,

equipment storage, score reporting, coaches' meeting criteria and post-event awards. (See Rules 5, 6, 7 and 8.)

Competition format samples at **ncaa.org/playingrules** (select bowling) provide a framework for competition with formats for events involving six or more teams, including match rotation schedule(s), pool play schedule(s), and final or position round schedule(s), regardless of the match format(s) used for competition.

NOTE: Special attention to Rules 7.1 through 7.8 shall be made to ensure adequate event completion and potential event use for NCAA championship selection.

d. **Event Commitment Form and Contracts.** Some method of communication between the host institution and the competing school(s) is to be initiated at least six months before the date of the event. Through completion of an event commitment form (e.g., entry form), each school competing in the event will be provided with a written outline of the items identified within the competition parameters. Although final determination of the teams competing and the specific competition framework to be used may not be presented, each school shall be provided with a written copy of the event commitment form. All teams are requested to return the event commitment form not later than 30 days before the first date of the competition.

In addition to the event commitment form, host institutions may use or require competition contracts for competing schools to participate in the event. Any competition contract shall detail (in writing) any facility use fees, supplemental participation fees, competition stipends for attending schools and penalty fees for withdrawing from competition without cause. Competition contracts should be forwarded to the competing schools with the event commitment form(s).

e. **Determining Lane Maintenance Procedures.** As outlined in Rule 1.1.c.3, each event shall adhere to a basic set of bowling lane maintenance procedures for all competition. The rule requires a basic set of parameters to be followed; however, the event manager will make the final determination of how these principles are applied for the event (e.g., achieving desired scoring pace). The event manager shall communicate his or her choice(s) to the facility's lane maintenance technician at least 30 days before competition and provide proof of compliance to the head official before each day of the event.

If the host institution or facility's lane maintenance technician needs assistance fulfilling the requirements, help can be provided through use of the NCAA lane maintenance pattern database (Appendix B). This database, designed by Kegel Industries and Brunswick Bowling, incorporates multiple options for use by the event manager. The criteria used to develop the patterns are based on optimum facility standards. Adjustments to any database pattern can be made (with Kegel's and Brunswick's assistance) to compensate for less-than-optimal facility settings or desired changes in scoring, while still adhering to Rule 1.1.c.3.

NOTE: Any lane maintenance pattern that complies with Rule 1.1.c.3 may be used; events are not restricted to use NCAA template patterns only.

f. **Guidelines for Media and Spectators.** The event management staff should outline a basic set of guidelines for media staff and spectators, identified

at least 30 days before the start of the first day of competition. These guidelines are to include the designation of specific areas for media use (including photographers and reporters) and spectator seating. Because of competition area restrictions, specific time limits for use of these areas are to be established. (See Rule 1.2.)

g. **Additional Amenities for Competitors (if any).** Under normal circumstances, the lodging, travel and meal costs associated with attending a competition are the responsibility of the competing school. Additional amenities provided by the host institution (e.g., food, lodging, hospitality areas, supplies, apparel, etc.) should be identified to all competing schools. All items shall be outlined for the competing schools at least 30 days before the start of the competition.

NOTE: Amenities are to be provided at equal levels to all competing schools.

II. EVENT MANAGEMENT

a. **Facility Areas for Competition.** The head official and event manager shall confirm all criteria for the following areas are in compliance with NCAA playing rules: competition area, noncompetition area(s), equipment storage area, event management office and a competition scoreboard. Additional support areas (e.g., hospitality area, medical area, dividers, etc.) should also be inspected to confirm they are ready at least 60 minutes before competition.

b. **Completion of Competition.**

1) *Pre-event.* The event manager shall establish a series of steps for each of the following pre-event sequences: warmup procedures, coaches' meeting, introductions and announcements, completion of the national anthem (first day of competition only), and other administrative duties that may occur before the event (e.g., officials' meeting).

The head official shall be responsible for evaluation of items outlined on the head official's form that relate to use of the competition area for games/matches. Prior to the start of scoring, the head official or event manager shall collect all bowling ball registration forms.

2) *During Event.* The event manager shall supervise all off-lane duties and noncompetition areas of the venue. In addition, the event manager shall supervise the administrative duties of the competition. Examples of such duties include the following: score retrieval procedures, match information updates, scoreboard updates and administration of rules interpretations (as determined by head official).

The head official shall supervise the completion of all games and matches, make all rule interpretations once play begins, resolve game or match interruptions, supervise general monitoring of the warmup area and oversee all other officials. The head or assistant official(s) shall conduct random ball checks throughout the event to ensure that every team has at least one player checked throughout the duration of the event. This can be performed by asking a student-athlete who has just completed a frame to bring the strike ball to the back of the bowlers area to confirm that it appears on the Ball Registration Form. Random ball checks should be performed multiple times each day for each team.

3) *Post-Event.* The event manager shall complete the following tasks once all matches have been completed: supervision of final event standing determination, resolution of tie position situations, distribution of event awards and the completion of the event certification form.

The head official shall confirm the resolution of tie position(s), document any significant rules interpretations (e.g., disciplinary action), which will be forwarded to the secretary-rules editor, confirm final completion of event standings (official results) and complete final portions of the respective forms (head official's form, event certification form), which require the head official's signature before departure from the event.

c. **Post-competition Requirements.** The event manager will need to complete an exit meeting with the facility manager to confirm all post-event responsibilities are complete. In addition, he or she shall forward (within 48 hours) the appropriate forms by email to the NCAA secretary-rules editor and designated regional advisory committee representative before the event is officially complete and eligible to be used in the NCAA postseason selection process.

Appendix B

LANE MATRIX

Please contact Kegel Industries regarding lane maintenance questions and revisions.

For lane pattern templates, refer to women's bowling at the NCAA playing rules website at ncaa.org/playingrules or the women's bowling central hub on RefQuest+.

NOTE: Any lane maintenance pattern that complies with Rule 1.1.c.4 may be used; events are not restricted to use only NCAA template patterns.

Lane Machine Type – Wickless (Dual Transfer Application) *e.g., Kegel Flex, Flexwalker, Kustodian Models, Atlas, IKON (Modified with Dual Transfer)
Lane Machine Type – Wickless (Transfer Roller Application) *e.g., Sanction II, Kegel Standard (Elite, AC, SE, VB models) Phoenix-S (B&C), Kustodian (A, B, C)
Lane Machine Type – Wickless (Transfer Brush Application) *e.g., Phoenix-S (C with upgrade) Sanction Standard AC or SE (with upgrade), Kustodian (ION, Plus, Lane Walker Models), Flex
Lane Machine Type – Wick Application Process (Pad Machine) *e.g., Kegel Phoenix (B & C Models), Kegel Crossfire and Kegel Firebird
Lane Machine Type – Brunswick Authority 22 Lane Machine **

* If your facility uses one of the following machines, please contact Kegel Industries for direct assistance (800-280-2695) to duplicate the pattern of choice or design a new version: AMF Century (Century 100, Summit and Chairman Models), AMF Silver Bullet, DBA Dart and DBA Excel (all models).

** For direct assistance, existing pattern duplication or new pattern design using a Brunswick Authority 22 Lane Maintenance Machine, please contact Brunswick Customer Response Center (800-937-2695, option 2; or crcsupport@brunbowl.com).

Appendix C

EVENT PLANNING CHECKLIST

_____ A. Establish event basics

_____ B1. Determine event management staff

_____ B2. Head official/officiating staff

_____ C. Establish competition parameters

_____ D. Event commitment form/contract

_____ E. Determine lane maintenance procedures

_____ F. Guidelines for media and spectators

_____ G. Additional amenities for competitors, if any

_____ H. Mail out all tournament information in time to meet the 10-day notification requirement.

Appendix D

EVENT MANAGEMENT CHECKLIST

Facility Areas for Competition

_____ Competition Area
_____ Noncompetition Area
_____ Equipment Storage Area
_____ Scoreboard
_____ Hospitality Area

* * *

Pre-Event Procedures

_____ Warmup Procedures
_____ Coaches' Meeting
_____ Announcements
_____ Collect Bowling Ball Registration Forms
_____ National Anthem

Event Procedures

_____ Warmup Area Guidelines
_____ Event Interruptions
_____ Rules Interpretations

* * *

Completion of Competition
Post-Event Procedures

_____ Completion of Final Standings
_____ Distribution of Awards
_____ Completion of Event Certification Form
_____ Head Official's Signature on Forms

Post-Competition Requirements

_____ Facility Exit Meeting
_____ Filing of Head Official's Form With Results
_____ Event Certification Form / Official Results to Secretary-Rules Editor by email

Appendix E

HEAD OFFICIAL'S CHECKLIST

Duties to Perform Upon Arrival at Competition Facility

_____ Arrive at facility at least 60 minutes before warmup session
_____ Conduct brief meeting with event manager to discuss daily parameters for event
_____ Complete head official's portion of event certification form
_____ Perform pre-event facility evaluation at least 30 minutes before warmup session

Facility Evaluation — Areas to Check Before Competition

_____ Competition area – safe of all hazards
_____ Noncompetition area – separate from competition area
_____ Equipment storage racks or area available for competitors
_____ Scoreboard prepared and visible
_____ Collect bowling ball registration forms

Pre-Competition Lane Inspection Procedures

_____ Preview of lane maintenance information on event certification form
_____ Preview of printed lane maintenance diagram (from event manager)
_____ If possible, please use a lane tape reader to verify oil patterns; if unavailable, please continue with a manual inspection
_____ Manual inspection of competition lanes for pattern verification (random check).
For two to eight lanes used, inspect two lanes.
For nine to 16 lanes used, inspect three lanes.
For 17 or more, inspect four lanes.
_____ Finger smear test – Confirm oil distribution (target arrows 15 feet)
_____ Finger smear test – Confirm oil distribution (five to 10 feet before oil line)
_____ Finger smear test – Confirm oil distribution (final oil distance)
_____ Confirmation of functioning foul detection device (foul lights)
_____ Provide final approval of facility use (adheres to Rule 1.1.c.3)

Pre-Competition Apparel and Equipment Check

_____ Check player uniforms
_____ Collect Equipment Registration Forms prior to first daily warmup session

Procedures to Complete During the Event

_____ Oversee games and matches from competition area
_____ Provide rules interpretations during games and matches
_____ Monitor teams for rules compliance of conduct and sportsmanship
_____ General supervision of warmup area or assign an assistant official to monitor
_____ Manage game and match interruptions, if necessary
_____ Supervise or assign assistant officials as needed (e.g., warmup area, scoring)
_____ Conduct random ball checks

Post-Competition Duties to Complete Before Departing Facility

_____ Document significant rules interpretations, protests, disciplinary actions
_____ Complete and submit head official's form to event manager
_____ Verify final standings (team and individual) and complete score summary
_____ Sign off on event certification form

Appendix F

PRE-EVENT COACHES'/CAPTAINS' MEETING

Event Overview

_____ Review event format, dates and location
_____ Review schedule of practice, competition start, breaks/transitions and approximate finish time
_____ Review lane conditions

Key Rules to Review

_____ A student-athlete may register no more than six (6) bowling balls for the event. A warning shall be issued at the pre-event coaches'/captains' meeting.
PENALTY: During competition, any violation shall result in removal of the illegal ball(s) for the remainder of the event, a zero (0) for the frame in which the violation occurs, and escalating penalties.
_____ Ball registration forms must be submitted prior to the start of the first daily warmup session
_____ If a student-athlete is removed from the current match, the warmup area may be used during that match; however, use of the warmup area renders the student-athlete ineligible to re-enter the match without penalty
_____ NCAA rules are in effect at all times
_____ Uniforms must meet all NCAA requirements
_____ All questions must be directed to tournament officials

Sportsmanship Expectations

_____ Respect for officials and spectators
_____ Coach conduct must remain professional
_____ Positive and appropriate team support

Key Contacts

_____ Tournament director
_____ Head official

Appendix G

COMPETITION GUIDELINES

Duals. Regardless of the format used or number of days competing, if an event consists of five or fewer teams, it shall be designated as dual competition. Dual competition involving five or fewer teams shall use the match scoring format that corresponds with the number of competition days. Primary consideration for match selection should involve the following:

1) If possible, play each attending team an equal number of times per day or throughout the event (e.g., round-robin play based upon number of event days).
2) If teams cannot be played an equal number of times against each other, divide teams into pools and use a bracket or position round system after pool play.
3) Do not exceed daily or event match limits. (See Rule 7.3.)

Tournaments (six or more teams). All events involving six or more teams will be designated as a tournament. Tournament matches involving six or more teams shall use the match scoring format that corresponds to the number of competition days.

1) Match scheduling shall be based on the following parameters:
   a) The number of schools attending the event.
   b) The ability to play all schools attending during the duration of the event.
   c) The ability to play schools from outside each team's respective region of play.
   d) The competition is not to exceed daily or event match limits. (See Rule 7.3.)
2) Scheduling of Matches—Special Circumstances with Large Fields. Match scheduling shall be based on the following parameters:
   a) The number of schools attending the event.
   b) The ability to play all schools attending during the duration of the event.
   c) The ability to play schools from outside each team's respective region of play.
   d) The competition is not to exceed daily or event match limits. (See Rule 7.3.)

e) If the tournament field size exceeds the ability to play everyone involved, the event is required to use the following methods to ensure competitive equity:
   1) A pre-determined pool system to include a random draw (once broken out into pools using the above parameters) for match assignments (determined by the event).
   2) A series of initial qualifying rounds, using a "pool play" system.
   3) A "bracket" round system to determine place finish. Bracket formats for tournaments shall be clear to understand, have a minimum of two rounds and identify final event place finish.

NOTE: Event managers are provided with levels of flexibility to customize their events and yet still maintain a high-quality competition. By focusing on the core rules involving event protocols, event management can ensure all teams are considered equal competitors. The use of additional criteria may also be included in establishing competition schedules as long as the playing rules for tournaments are being followed. An example of secondary criteria has historically included conference affiliation.

3) Tournament Event Results. Final results shall include event place finish, total pins and win/loss records.

Note: Recommendations for tournament formats may be found in the Event Management Guide.

Appendix H

CONCUSSIONS - REVISED MAY 2025

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities. Signs and symptoms may present immediately or evolve over minutes or hours.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any behavior that suggests a concussion, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the

injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.

3. **Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.

Additional information and details regarding concussions can be found at **ncaa.org/health-safety**.

Appendix I

ACCOMMODATIONS FOR STUDENT-ATHLETES WITH DISABILITIES

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, the student-athlete with a disability or any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or their designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

a. The playing rule from which relief is sought;
b. The proposed modification or accommodation;
c. The anticipated duration of the requested modification or accommodation;
d. Any modification or accommodation the student-athlete has received from the university or college and/or any sports governing body;
e. Current, signed documentation of diagnosis/condition (including relevant test data and recommended treatment) from the treating professional (e.g., medical doctor, clinical psychologist, or another qualified individual);
f. The original date of diagnosis of condition/disability;
g. Modification or accommodation being recommended and rationale for this recommendation;
h. Clarification if this is a temporary issue/injury or a permanent condition/disability; and
i. A written statement from the school's healthcare provider (e.g., team physician) indicating that the student-athlete has been cleared to participate in competition. Please specify the date of this medical clearance.

Upon receipt of a complete waiver request, the NCAA staff liaison will consult with other NCAA staff, sport governing bodies, and/or external subject matter experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The information will then be forwarded to the applicable sports committee, who

will make a final decision. A member of the NCAA staff will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member school should be prepared to provide the written decision to the head official and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 1L of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with disabilities.

Please allow a minimum of two weeks following submission for this process to be completed.

Appendix J

TOBACCO POLICY

The use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials), is prohibited during competition. Any student-athlete, or team or game personnel, who uses tobacco during competition shall be disqualified for the remainder of that competition.

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