



RULE BOOK / DIRECTORY



“WORKING TOGETHER FOR DUCKPINS”

By bowling in a sanctioned league, you have shown your support for duckpin bowling. Your sanctioning fee will assist in assuring the integrity, development and continued marketing of our great sport.

HOW TO USE THIS RULE BOOK

This rule book is effective as of September 1, 2022.

Rules may still be changed, if necessary, as explained in the section of this rule book entitled “Playing Rules/How to Change Them”.

The Format Book includes the names and addresses of current members of the Board of Directors, rule changes and other important data.

RULE BOOK / DIRECTORY

APPROVED AS OF SEPTEMBER 1, 2022

A NON-PROFIT ASSOCIATION
ESTABLISHED IN 1927



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Linthicum, Maryland 21090

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WWW.NDBC.ORG

E-MAIL: INFO@NDBC.ORG

“SERVICE IS OUR GAME”

The Parent and Supervising
Duckpin Bowling Organization
in the United States

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A LEAGUE THAT HAS MEMBERSHIP IN THE NATIONAL DUCKPIN BOWLING CONGRESS SHALL NOT MAKE ANY RULE WHICH CONTRADICTS ANY SECTION OF THE CONGRESS BY-LAWS OR PLAYING RULES.

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TABLE OF CONTENTS

How To Use The Rule Book.....	i
Who's Who! And Who Does What??.....	1
Your Local Duckpin Bowlers Association	5
Playing Rules/How to Change Them and How to Have Them Explained.....	6
Awards Program	7
National Tournament	8
Tournament Guidelines.....	8
National Trophy.....	11
National Rankings.....	12
Definitions	14
Section	
100 Bowling Procedure and Etiquette	17
200 Non-Regulation Bowling.....	20
300 Scoring the Game of Bowling.....	21
400 Legal Pinfall	22
500 Respotting/Deadwood.....	23
600 Fouls	25
700 Leagues Membership.....	27
800 Team Membership	29
900 Average	31
1000 Handicaps.....	33
1100 Substitutions	35
1200 Ineligible Bowler	36
1300 Starting Time/Forfeits.....	37
1400 Machine Breakdown/Interrupted Game	39
1500 Games Rolled in Advance	39

1600 Postponements	40
1700 Protests	42
1800 Tie Game/Set	43
1900 Tied League Standings.....	45
2000 Dismissal.....	46
2100 Official Scorer.....	47
2200 Final League Averages.....	48
2300 Suspension.....	49
League By-Laws	54
Certified Duckpin Bowling Centers	58
Bonding Insurance	63
Awards Program	66

WHO'S WHO!! AND WHO DOES WHAT??

The responsibility to serve Duckpin Bowlers' needs has been divided among several organizations and individuals. The following is an explanation of who to call and who carries out what areas of service to "Duckpinners."

NATIONAL DUCKPIN BOWLING CONGRESS

Established on September 8, 1927, the Congress is the parent and supervising Duckpin Bowling organization in the United States. It represents the Duckpin Bowlers. Throughout this Rule Book, the National Duckpin Bowling Congress is called the "Congress" and is not referred to as NDBC. The Congress carries out the following responsibilities:

- Lane Inspection and Certification
- Individual Membership and League Registration
- Communicates with Duckpinners through the NDBC Website
- Publishes a Rule Book, Brochures, Forms, etc.
- National Tournament one of the oldest continuous events in the Duckpin World
- Tournament Membership and Guidelines
- National Rankings for top male and female bowlers
- A Full Award Program

For answers to your questions about Duckpin Bowling just call or write the Congress office at:

410-636-2695

NATIONAL DUCKPIN BOWLING CONGRESS

4991 FAIRVIEW AVENUE

LINTHICUM, MARYLAND 21090

The office of the National Duckpin Bowling Congress is staffed with paid professionals and is open Tuesday thru Thursday, 9:00 A.M. to 4:00 P.M. Our telephone is answered 24 hours a day.

The activities of the National Duckpin Bowling Congress are governed by a set of By-Laws, which can be obtained by writing the Congress office or downloaded at ndbc.org. The By-Laws establish rules and policies for the conduct of all the business of the Congress.

BOARD OF DIRECTORS

Responsible for policy decisions and guidelines for running the affairs of the Congress. A truly representative group with a member from each of the following organizations and areas:

President, Vice President and Treasurer of the National Duckpin Bowling Congress

The most recent Past President not currently serving in office

States of Rhode Island, Connecticut and Virginia, Tri-State Bowling Association from Hagerstown, Maryland, Greater Baltimore Area and the Eastern Shore of Maryland, Greater Washington, D.C. Area

The Executive Director of the Congress, a representative of the Duckpin Bowling Proprietors of America and President, National Duckpin Youth Association

The name, address and telephone number of the members of the Board of Directors may be found on the NDBC Website.

EXECUTIVE DIRECTOR

Chief Administrative Officer of the Congress responsible for carrying out the directives of the Board of Directors.

The Executive Director may be reached by office or cell phone, or email at: executivedirector@ndbc.org

LANE INSPECTORS

Lane inspectors are responsible for detailed inspection of every bowling lane and making sure that the lane and equipment comply with standards approved by the Congress. When a lane inspection report is submitted it is reviewed carefully to make sure that the bowling center equipment meets proper standards. Only after the center meets the certified standards does it receive a certificate of approval from the Congress.

LOCAL AREA ASSOCIATIONS

The Congress charts local associations which are ancillary to the National Duckpin Bowling Congress and assist in implementing Congress objectives and programs. The local association secretary is the “first stop” for rule interpretations and individualized service to “Duckpinners.”

The name, address and telephone number of each local association may be found on the NDBC Website. There is a complete set of Local Association Guidelines which governs the method by which all local associations operate. These guidelines may be obtained by writing the Congress office.

DUCKPIN BOWLING PROPRIETORS OF AMERICA

An independent association of owners of Duckpin Centers throughout the United States. Most bowling establishments belong to this organization and also support local bowling proprietors associations in their area.

NATIONAL DUCKPIN YOUTH ASSOCIATION

This organization has its own Board of Directors and yet is very closely affiliated with the Congress. It carries out a wide range of services and programs for the Duckpin Youth. The National Duckpin Youth Association has a full award program, certified bowling instructors, a Star of the Year Program and conducts its own National Youth Tournament. Bowlers are matched according to age in divisions known as Pee Wees, Preps, Bantams, Juniors and Majors. For more information about the youth programs contact:

National Duckpin Youth Association

115 Dales Way Drive

Pasadena, MD 21122

410-544-8424

Open: Monday - Friday 9 am - 5 pm

Saturday 9 am - 3 pm

Closed - Sunday

**The National Duckpin Bowling Congress
motto is “SERVICE IS OUR GAME”.
The Congress has a mascot, which appears
in the logo of the Congress.
The mascot’s name is DIFFY DUCK.
DIFFY means Duckpins Is Fun For You!**

YOUR LOCAL DUCKPIN BOWLERS ASSOCIATION . . . What is it? What does it do?

A local association is “the bowlers themselves.” Each league has a representative to the local association. These representatives elect association officers and make all local association rules and regulations.

A local association.....

- Meets regularly to resolve complaints and promote new ideas.
- Strives for better bowling conditions and improvements to the game.
- Arbitrates disputes about bowling rules and regulations.
- Conducts local membership tournaments.
- Represents each member with the National Duckpin Bowling Congress.
- Prints an annual Average Book.

For more information about your local bowlers association, please consult the Format Book.

There is a complete set of Local Association Guidelines that governs the method by which local associations operate. These guidelines may be obtained by writing to the Congress office.

PLAYING RULES . . . HOW TO CHANGE THEM

In order to change or modify any playing rule, follow these simple steps:

(1) Submit a written recommendation to the Congress by the second Saturday in February.

(2) Your suggested change must be written out in detail on a printed form which the Congress will send to you.

(3) Your suggested change will be reviewed by the Board of Directors of the Congress and presented at the Annual Meeting in late April or early May.

(4) If your recommended rule change is approved at the Annual Meeting, it will become effective the first of September and appear in the rule book.

PLAYING RULES . . . HOW TO HAVE THEM EXPLAINED

The procedure for having rules interpreted or disputes resolved is simple:

(1) Discuss the matter with your league president.

If that doesn't resolve it --

(2) Contact the secretary of your local association.

If that doesn't resolve it --

(3) Write the National Duckpin Bowling Congress. The Congress office will not respond to requests for interpretations on rules unless the request is submitted in writing.

The Congress will make final determination on rule interpretations and disputes and will give you a written reply. Remember, however, most matters can and will be resolved on the local level.

IT IS JUST THAT SIMPLE! GET INVOLVED!

AWARDS PROGRAM

The Awards Program consists of special achievement awards, which are available to all member bowlers. There are four levels of awards, based on pins over the bowler's average. During each bowling season, many member bowlers display outstanding on-the-lane performances. The National Duckpin Bowling Congress Awards Program recognizes those achievements. Every member of the Congress is eligible to win an award.. Be sure to report award winning scores to your league secretary immediately! Qualifications for all the awards may be found under the Awards heading on the Congress website at ndbc.org.

The National Duckpin Bowling Congress does not participate in any cash award programs. Most awards are based on pinfall over a bowler's average. It is necessary to check the awards chart for the correct number of pins over average. All awards are presented only to members, participating in member league or member tournament play, at a bowling center which has been certified by the National Duckpin Bowling Congress.

MEMBER BOWLER AWARDS

**4 AWARD LEVELS FOR OUTSTANDING GAME OR SET:
BRASS / BRONZE / SILVER / GOLD**

**SPECIAL AWARDS AND EMBLEMS:
STRIKES IN A ROW, SPLITS, ALL MARK GAME, TRIPLICATE**

**END OF THE SEASON:
LEAGUE CHAMPION, MOST IMPROVED BOWLER**

NATIONAL TOURNAMENT

The National Tournament, conducted by the National Duckpin Bowling Congress, is the oldest continuous special event in the Duckpin world. It begins in either late April or early May and continues for several weekends. The National Duckpin Bowling Congress appoints a special committee to assist in conducting the National Tournament.

You won't want to miss "The Nationals"! For complete details about the National Tournament, contact the Congress office.

TOURNAMENT GUIDELINES

Tournaments are an important part of the Duckpin Game, both to bowlers and proprietors. The information below is only a brief summary of the complete Tournament Rules and Requisitions. A full set of tournament guidelines can be downloaded at ndbc.org or obtained by written request to the Congress office.

A. SANCTIONING A TOURNAMENT

At least 45 days in advance of a tournament, a copy of the promotional flyer must be sent to the Congress office for approval. Along with the above information a check must be attached for the sanctioning.

B. TOURNAMENT ANNOUNCEMENTS -T-300 T-301:

Each tournament must provide a promotional piece or flyer, announcing the tournament and must include whichever of the following that apply:

- (a) Name of the event
- (b) Establishment name, location and phone number
- (c) Dates event is to be held
- (d) Number of games to be bowled by each entrant

(e) In handicap events, membership average to be used, date of membership average and number of games required, scratch average limit, handicap percentage and membership average from which handicap is to be figured (Note: Membership average may be "book average," or "highest", or "composite," current year or previous year for ___ number of games.) If re-rating is to be used, the method must be defined on the flyer.

(f) Entry fee per entrant broken down by:

(1) Amount of tournament expenses (including cost of games, directors fee, etc.)

(2) Amount of prize fund

(3) Amount, if any, given to charity

(g) Outside money added and source of such money

(h) Entry acceptance deadline

(i) All entrants must be member bowlers

(j) Guaranteed prizes

(k) Whether or not re-entries are allowed

(l) Bowlers may only cash once in a handicap singles event and once with the same partner in a handicap doubles event

(m) Sanctioned by the National Duckpin Bowling Congress

The tournament flyer and sanction certificate must be posted at the bowling center.

C. THE SANCTION CERTIFICATE

When a tournament flyer with sanction fee are received and approved, a sanction certificate will be sent to the establishment hosting the event. Bowling establishments may not be granted a sanctioned tournament until the lanes have passed inspection and the center has received a current sanction certificate. The sanction certificate should be displayed during the tournament.

D. TOURNAMENT DIRECTORS

Your local association or the National Duckpin Bowling Congress (where no local association exists), will assign an individual to conduct the tournament. Tournament Directors are to be paid by the host establishment and in no case should the local association pay their executives directly for conducting the tournament.

E. PRIZE FUNDS

All prize money must be paid within thirty days of the conclusion of the tournament. Rules governing prize funds are part of the overall Tournament Rules and Regulations.

F. PRIZE LIST

Within 30 days of the conclusion of the event, the Tournament Director will provide the following to the National Duckpin Bowling Congress: Official prize list; complete financial breakdown of all monies; complete list of all scores, scratch and handicapped (where applicable); alphabetized list of all bowlers with their membership number, full names, cities and states, total games rolled and total pinfall; a list of bowlers having bowling balls rejected and a list of those bowlers being disqualified.

THE NATIONAL TROPHY

**SOMEONE HAS TO BE #1
... and they are
the winners of the coveted
... NATIONAL TROPHY**

Since 1928, the highest achievement in Duckpin Bowling is to be named the top ranked male or female bowler. To reach this pinnacle, bowlers must demonstrate the outstanding Duckpin bowling skills, which are the culmination of their years of practice and hard work.

Annually for almost a century, the National Duckpin Bowling Congress has honored the #1 ranked male and #1 ranked female bowler with a custom-created, hand-crafted, blown glass trophy in recognition of their achievement. Additionally, their names become a permanent part of the NATIONAL TROPHY display.

The NATIONAL TROPHY was created by world renowned master sculptor Milon Townsend. It was produced with molten boro-silicone glass, at a temperature of 3000 degrees. The center of the trophy is a bronze hand, overlaid with gold leaf, lifting a crystal duckpin ball. Mr. Townsend's clients have included Bjorn Borg, Muhammad Ali, Yoko Ono, Doug Henning, Chita Rivera, Roberta Flack and the Dalai Lama.

The Oscar, Emmy, Davis Cup, Cy Young Award, Heisman Trophy, America's Cup -all acknowledge the best! So too, the NATIONAL TROPHY is the Duckpin Bowlers way of recognizing their best...their #1 Duckpinners.

The honor of #1 bowler is determined by the National Rankings.

NATIONAL RANKINGS

Each year the top duckpinners are ranked, to determine who are the best bowlers and thereby honor their outstanding skills.

To qualify for the National Rankings, the league secretary or statistician must send to the Congress by June 15th, the league's final averages. Each year the top ranked male and female bowlers are determined, along with 19 other top ranked bowlers.

Regulations relating to the rankings are not playing rules and can be changed by the Congress Board of Directors. The National Ranking Rules are as follows:

R1: The National Ranking List shall be 20 male and 20 female bowlers. A permanent National Trophy has been established and each year the names of the #1 ranked male and female bowler will be inscribed on the award. After the National Rankings have been established each year for men and women, the Congress shall make the information public.

R2: Only scores rolled in membership leagues or sanctioned tournaments will be considered in computing a bowler's local or national ranking or honorable mention. Only leagues or events rolled on certified lanes and in conformance with requirements of the Congress are included in a bowler's national or local ranking record. No unsanctioned scores will be considered.

R3: To qualify for the National Ranking List a man must have a total of at least 275 games in member leagues and sanctioned events during the current season, of which at least 81 games must be in a member league or leagues, and at least 75 games in sanctioned tournaments. A woman must have a total of at least 200 games in member leagues and sanctioned events during the current season of which at least 81 games must be in a member league or leagues, and at least 30 games in sanctioned tournaments. Bowlers' sanctioned scores, rolled as substitutes or alternates, will count for the National Rankings.

R4: Honorable mention will be given to those bowlers who have rolled 150 games or more for men and 125 games or more for women and having a composite sanctioned average exceeding that of the 20th ranking bowler, but who did not meet the requirements of the ranking bowler.

R5: Rankings will be based on actual averages; no extra pins will be given for additional games. Rankings will be computed in decimal fractions carried out to three places. In cases of ties, fractions will be carried out to four or five places. A tie at five places will result in equal ranking for those involved.

R6: Any sanctioned tournament or membership league which begins on or before June 15th but ends after that date, will be counted in the next year's records. Sanctioned summer league averages will be included in computing a bowler's ranking, both locally and nationally

R7: All sanctioned tournaments bowled from June 16th of one year through June 15th of the following year games will be counted towards the rankings. Results of tournaments must be sent to the Congress office and postmarked within 30 days of completion of the event. If not so received, the event will not be counted.

R8: All Tournament Directors and/or official scorer must forward required tournament results, with all bowlers' total games and pinfall, to the Congress office postmarked within 30 days of completion of the event. Failure to do so shall be subject to a reprimand and/or prohibition from running a tournament for a period of one year.

R9: A certified report of the final averages of a member league must be submitted to the Executive Director of the Congress and the secretary of the local association.

R10: This report must be post-marked by June 15th or no later than 15 days after completion of the league schedule, whichever is later. The report shall contain the name of the league; the name of the bowling center; city and state where the league rolled; an alphabetical listing of all bowlers who rolled in the league giving their full names (no initials or nicknames), the total number of games rolled by each bowler, the total pinfall for each bowler and the final individual average of each bowler. In mixed leagues, male and female bowlers shall be listed separately and so indicated. If not so received by the Congress, league averages will not be counted toward a bowler's ranking.

R11: A member league statistician and/or official scorer who fails to forward a final league average sheet to the Congress and to the secretary of the local association, postmarked by June 15th or not later than 15 days after completion of the league schedule, whichever is later, shall be subject to a reprimand and/or prohibited from holding a league office for a period of one year.

DEFINITIONS

ALTERNATE – A bowler who starts a game in place of an absent team member.

AVERAGE – Determined by dividing the bowler's total pinfall in a sanctioned league by the number of games bowled in that league.

CHANNEL BALL – Any ball delivered that leaves the lane before reaching the pins.

COMPOSITE LEAGUE AVERAGE – Determined by dividing the bowler's total pinfall in all member leagues by the total number of games bowled in those leagues.

CURRENT AVERAGE – A bowler's average at the beginning of any scheduled match.

DISQUALIFICATION – The bowler shall not bowl for the remainder of the league match. His/her scores will be replaced by the dummy score of the league at the point of infraction and for the remainder of the match unless replaced by a substitute or an alternate.

DUMMY AVERAGE – An average used in place of an absent bowler or an unfilled team slot.

DUMMY SCORE – A score used in place of an absent bowler or an unfilled team slot.

ENTRANCE AVERAGE – The average used each season the first time an individual bowls in a member league. The entrance average remains the same for the entire season.

FORMAT BOOK – A handbook published annually by the Congress designed to provide leagues with current information regarding membership procedures, fees, awards and your local bowler's association.

HANDICAP – Pinfall given a team or individual bowler in an attempt to equalize the competition.

HIGHEST AVERAGE - The best average attained in any one of several member leagues in which the bowler competes.

LEAGUE – Any group of bowlers consisting of four or more teams and bowling according to a prearranged schedule.

MATCH – Scheduled competition between two teams.

POSITION ROUND – One in which a league schedules matches so that the first and second place teams bowl each other, the third and fourth place teams bowl each other, etc.

POSTPONED MATCH – Games bowled after the regularly scheduled date.

SCORE – Total number of pins knocked down by an individual or team in the course of a game or match.

SENIOR CITIZEN LEAGUE - A league in which 90% of the members are at least 50 years old and regularly scheduled bowling ends by 6:00 P.M.

SPLIT SEASON – A split season, as defined by the NDBC, will be two equal halves where prizes are awarded according to a published prize list for each half (i.e. a 36 week schedule would be divided into two 18 week sessions with wins and losses starting at 0 at the beginning of both halves). A league may adopt a different format for a split season but must clearly define it within the league rules (i.e. a 36 week schedule divided into three 12 week sessions with the prizes distribution clearly defined).

SUBSTITUTE – A bowler who replaces either a dummy score or another bowler during the course of a game.

SUMMER LEAGUE – A league that bowls a schedule of less than 18 weeks beginning in May, June or July, with a minimum of 9 games.

TOURNALEAGUE – A group of bowlers competing for guaranteed prizes on a weekly basis at the same bowling center, with the guaranteed prizes based on percentages of the prize money collected. A minimum of three prizes must be guaranteed, as in a tournament.

WINTER LEAGUE – A league that bowls a schedule of at least 42 games.

YEAR – The Congress fiscal year is the period July 1st of one year through June 30th of the following year. The membership year runs from September 1st of one year through August 31st of the following year.

SECTION 100

BOWLING PROCEDURE AND ETIQUETTE

101: The proper method of delivering the ball is with an underhand swinging motion of the arm, so that the ball makes contact with the lane a short distance beyond the foul line.

102: A ball is legally delivered when it leaves the bowler's possession and crosses the foul line.

103: A deliberate foul shall be declared against any bowler who delivers the ball in an overhand motion or in a manner which deviates from their normal delivery. This rule is not intended to penalize those who may have a legitimate physical disability which makes them unable to deliver the ball in a normal manner. This rule does not alter the requirements of Rule 907.

104: The ball is not to be lofted or bounced a long distance beyond the foul line.

105: The ball shall immediately be declared "dead" when

- (a) All ten pins are not standing and on the proper spot when a bowler delivers the first ball.

- (b) The bowler is interfered with while delivering the ball.

- (c) A pin falls or is knocked down before the ball reaches the pins.

- (d) A fairly delivered ball comes in contact with an obstacle on the lane before reaching the pin(s).

- (e) A bowler rolls out of order without permission.

When a ball is declared "dead", the pins shall be reset as they were before the ball was delivered and the bowler shall roll again without penalty.

106: Balls or pins shall not be allowed in the channel before bowling. If a first ball is delivered while any pins are missing or there are pins or balls on the pin deck or in the channel, it shall be declared a dead ball and the bowler must reset and deliver again. Every bowler is entitled to start a frame with ten pins standing and on the proper spot and must start the frame with ten pins standing. However should a bowler decide that the pins

are sufficiently close to the spot as to allow for fair pin action and decide to throw his/her first ball, and this decision is not disputed by any member on the opposing team prior to the delivery of that first ball, the ball may not be declared dead after delivery. In case of dispute the pins will be reset.

107: All warm-up bowling before a sanctioned game should be done without pins.

108: Teams shall begin competition on lanes as assigned by the schedule. The lanes immediately adjoining each other shall be used in all games.

109: Contesting teams shall successively and in regular order, roll one frame on one lane, and the next frame on the other lane, so alternating each frame until the game is completed. Each team must start the following game on the lane on which it bowled the tenth frame of the previous game.

110: At the option of the league, two frames may be rolled consecutively on one lane, by each bowler on the teams, before alternating lanes. When this procedure is used the teams will start each succeeding game on the opposite lane from which the tenth frame of the previous game was rolled. This exception shall apply to leagues only.

111: Leagues will bowl three-game matches, unless league rules specify otherwise. When there is an uneven number of teams, a league, at its option, may adopt a set of scores that the team bowling alone must bowl against.

112: After a game has started, no changes shall be made to the order of bowlers during the game, except in the event of unforeseen circumstances and with the approval of the opposing team captain.

113: When a bowler(s) bowls on the wrong lane, the procedure for corrective action shall be as follows:

(a) If a bowler from only one team is involved, the ball(s) shall be declared "dead" and the bowler shall bowl on the proper lane without penalty.

(b) If bowlers from both teams are involved, no corrective action shall be taken concerning these bowlers, however, the next bowler on each team shall bowl on their proper lane.

114: Bowlers must bowl as soon as the pins have been set on their lanes. In the event of a controversy as to who shall bowl first in the last frame of a game, the bowler on the right shall bowl first, completing the frame.

115: Bowlers shall show courtesy to bowlers on adjacent lanes, but shall not wait for bowlers who are two or more lanes away. Any bowler who waits for bowlers two or more lanes away shall be deemed to have committed a deliberate foul and shall receive a zero for that frame.

116: Bowlers shall not wait for any personal ball that they have delivered in a frame to reuse that ball for either the second or third ball of the frame. Bowlers who delay the game by waiting for balls that they have previously thrown in that frame shall be charged with a deliberate foul. This rule does not apply during the tenth frame if a bowler has thrown a mark.

117: When a bowler rolls the second ball, the following bowler must be ready to bowl and in close vicinity to the lane.

118: A lead-off bowler must not wait for the anchor bowler on his team to complete the preceding frame before beginning the next frame except in the event of a forfeit.

119: A game may not start until the preceding game is finished. The lead-off bowler shall not start the succeeding game until the anchor bowler of the opposing team has completed rolling the preceding game.

120: Bowlers shall leave the bowling area immediately at the end of the last game to avoid delaying bowlers that may follow them.

121: No drinking of beverages will be permitted on the bowling lanes, approaches, or players' benches during sanctioned play.

SECTION 200

NON-REGULATION BOWLING

201: Any scores of games rolled with the use of illegal balls (over 3 pounds 12 ounces: over 5 inches or under 4-3/4 inches in diameter, etc.) shall be disregarded and dummy scores inserted in place thereof. The insertion in a ball of any foreign substance is permitted provided it does not exceed the allowable weight and diameter and meets the parameters established by the Congress.

202: The insertion in a ball of any material that might, on contact, cause damage to a bowling lane or equipment is prohibited.

203: The use of paint or other coloring matter on the ball, which comes off onto the lane when contact is made by the ball, is prohibited.

204: Inlaid, impressed or engraved initials or trademarks, with or without coloring matter in the impression for easier identification, are allowable. The patching or repairing of a ball with plastic, liquid or compounds designed especially for that purpose is allowable.

205: Use on the shoes or approach of any substance not specifically approved by the bowling establishment is prohibited.

206: Bowlers who violate rules 201, 202, 203 or 205 shall be immediately disqualified from the match or tournament and shall be subject to suspension from the Congress.

SECTION 300

SCORING THE GAME OF BOWLING

301: The game shall consist of ten frames per bowler. The sum of the pins knocked down in ten frames is the bowler's score. Scores shall be kept in Arabic numerals. Three balls shall be rolled, one at a time, in each frame except when a strike or spare is rolled. For scoring when a foul occurs, see Section 600.

302: When three balls are rolled the bowler receives credit for the total number of pins knocked down in that frame.

303: A "spare" occurs when ten pins are knocked down with the first two balls. The bowler is through for that frame. A spare shall be designated by a diagonal line (/) placed in the square in the upper right corner of the score sheet. To score a spare the bowler receives ten plus the number of pins knocked down on the next ball rolled by that bowler or his/her replacement.

304: A "strike" occurs when ten pins are downed with the first ball. The bowler is through for the frame. A strike shall be designated by an (X) placed in the square in the upper right corner of the score sheet. To score a strike, the bowler receives ten plus the number of pins knocked down on the next two balls rolled by that bowler or his/her replacement.

305: A bowler scoring a strike or spare in the tenth frame shall immediately roll one or two balls, as necessary, to complete that frame. The frame shall be completed on the same lane on which the strike or spare was rolled.

306: At the end of each game, the winning team is determined by the highest pinfall. Matches may be decided on a win/loss basis or on a point system set by league rules. Points may be given for a game won, highest team total pinfall in the match, winners of individual matches (lead-off bowler vs. lead-off bowler each game and/or total pinfall, second bowler vs. second bowler, etc.) or any other way set by league rules.

SECTION 400 LEGAL PINFALL

401: Pins shall not be conceded; pinfall credited to a bowler must have been knocked down by action of a legally delivered ball.

402: After a fairly delivered ball makes contact with the pins, it cannot therefore be called a channel ball and all pins knocked down after contact shall count as pins down.

403: When the 7 or the 10 pin, as a single, is accidentally knocked down or falls, the bowler has the option to have that pin reset, or to bowl at that pin's spot. The bowler must obtain the approval of the opposing team captain to shoot at the spot. Failure to obtain this approval shall result in a foul being charged against the bowler. The opposing team captain shall determine whether the ball would have struck the pin and his judgment shall be final. This rule applies only to the 7 or 10 pin, as a single, when bowling the third ball and only in league play. In all other situations, including roll-offs, forfeits, or any time where a team is bowling alone, the pin(s) must be re-spotted. Resetting all 10 pins for the purpose of bowling at either the 7 or 10 pin, as a single, shall be deemed a foul.

A bowler may reset all 10 pins for the purpose of bowling at either the 7 or 10 pin, as a single, with the opposing team captain's approval.

404: When an automatic pinsetting machine is used and the number 7 and/or number 10 pin(s) are knocked down by other pins being cleared by the channel belt, such pin (or pins) shall be regarded as down and any pin (or pins) knocked down by the number 7 and/or number 10 pin shall be regarded as down. However, any such pin (or pins) that fall must fall before activation of the deadwood removal or reset mechanism in order to count, in accordance with Rules 511 and 512.

SECTION 500

RESPOTTING/DEADWOOD

501: Pins knocked down by a channel ball shall not count and must be respotted. Pins knocked down by a pin, or pins, coming out of the pit after the delivery of a channel ball shall not count and must be respotted. Channel balls count as balls rolled.

502: If a fairly delivered ball strikes the cushion without making contact with the pins, pins knocked down by the rebounding ball shall not count and must be respotted. Such a ball will count as a ball rolled.

503: After a fairly delivered ball makes contact with the pins, pins knocked down by the rebounding ball shall count. Pins knocked down by a pin or pins rebounding from the side boards or back cushions shall count as pins down.

504: Pins knocked down by a pin or pins coming in contact with the pin-boy shall count as pins down, except should the pin-boy deliberately throw a pin or pins on the lane, then the pins knocked down by such action must be respotted.

505: When a flying pin (or pins) hits the pin table of any automatic pinsetting machine and dislodges a pin (or pins) from the pin table, any pin (or pins) then standing on the pin deck that may be knocked down by such dislodging shall be counted as pins down.

506: If the pin spotters stick in manual pinsetting, whether on the first, second or third ball, all pins must be respotted and the bowler must re-roll the frame.

507: Should a pin leave the pin deck, return and stand up on the pin deck, or should a pin be knocked down and stand up again without leaving the pin deck, the pin shall be declared standing.

508: If a pin returns and stands up on any part of the lane outside of the area covered by the pin deck it shall be counted as a pin down.

509: When a pinsetting machine with automatic cycling is in use: Deadwood must be machine-cleared, if mechanically possible, even when a pin(s) is/are off-spot. Deadwood may not be cleared manually. When a freefall automatic pinsetter is in use and the deadwood mechanism is bowler-activated: The bowler delivering the ball may require that any deadwood be manually cleared to ensure that any pin(s) off-spot, but still standing, will remain in their original position. Pin(s) that were standing, but not reset by the machine, must be manually reset on the vacant spot closest to where the pin(s) was (were) when the machine was activated.

510: When an automatic pinsetting machine is activated by inadvertently pushing the wrong button or pedal, all pins then standing shall be respotted and play shall be resumed with no penalty.

511: Any pin (or pins) falling after the deadwood removal mechanism has been activated shall count as pins down until the pin table or sweep makes contact with any pin. All pins falling afterwards shall not count as pins down and must be respotted .

512: Any pin (or pins) falling after the reset mechanism has been activated shall count as pins down until the sweep or pin table makes contact with any pin. All pins falling afterwards shall not count as pins down.

513: Where an automatic pinsetting machine is in use and a pin (s) is still moving and it is apparent that a bowler deliberately steps on the pedal or pushes the button that activates the deadwood removal or reset mechanism of the machine to benefit by such action, then the act of the bowler shall be considered a deliberate foul, recorded as such and the bowler receives zero for that frame.

514: Any second or third ball delivered before deadwood is removed or while pins or balls are in channel or laying on the lane shall be deemed a foul and handled accordingly.

SECTION 600 FOULS

601: An approved automatic foul detection device, or a foul line judge, must be used during all sanctioned league or tournament games. If an automatic foul detector fails to operate properly, the opposing team captain shall be responsible for calling all fouls until the detector has been repaired.

602: Foul line judges shall declare all fouls immediately. The judge's decision shall be final. There shall be no appeal unless it is apparent the foul was called on the wrong bowler. Any bowler who continues to dispute the decision may be suspended from further participation by the foul line judge. Foul line judges may not be changed during a game without consent of a majority of the team captains involved.

603: Appeals shall not be allowed when an approved automatic foul detecting device registers a foul, except when it can be proved that the device was not operating properly.

604: The observance of the foul line is mandatory in all sanctioned leagues and tournaments.

605: A foul shall be recorded if a bowler commits a foul which a foul judge fails to see happen, providing the foul was seen by a tournament official, or official scorer, or both captains, or one or more members of each of the opposing teams competing in a league or tournament contest on the same pair of lanes where the foul is committed.

606: A ball is in play (and a foul may be called) after a delivery has been made and until the same, or another bowler is on the approach in position to make a succeeding delivery.

607: A foul is committed when any part of the bowler's person or clothing encroaches upon or goes beyond the foul line and touches any part of any lane equipment or part of the building which is beyond the foul line, during or after the act of delivery, provided that the ball is released and crosses the foul line. If in the act of delivering the ball any object falls from the bowler's clothing or person and breaks the light beam so as to register a foul, a foul shall be called and so recorded, provided that the ball is released and crosses the foul line. If any object falls onto the lane beyond the foul line and the light beam is not broken, no foul shall be called.

608: A bowler may cross over the foul line for the purpose of removing an obstruction from the lane, upon notification to the foul line judge, opposing team captain or member of the opposing team captain or member of the opposing team or tournament official.

609: When a foul occurs on the first ball, all pins shall be re-spotted. That ball and the pins knocked down by that ball are lost and the bowler has two balls remaining in that frame.

610: When a foul occurs on the second ball, pins knocked down, if any, shall be counted as knocked down by the third ball, the second ball is lost and the bowler is through for that frame.

611: Should a bowler make a strike in the tenth frame or any extra frame and foul on the first count ball, that ball shall be lost, the pins knocked down by that ball are counted as though knocked down by the second count ball, and the bowler is through for that frame.

612: Should a bowler make a strike in the tenth frame or any extra frame and foul on the first count ball, that ball shall be lost, the pins knocked down by that ball are counted as though knocked down by the second count ball, and the bowler is through for that frame.

613: When a bowler deliberately fouls, for any reason, the bowler receives zero for that frame.

614: A deliberate foul shall be declared against any bowler who delivers the ball in an overhand motion or in a manner which deviates from their normal delivery. This rule is not intended to penalize those who may have a legitimate physical disability which makes them unable to deliver the ball in a normal manner. This rule does not alter the requirements of Rule 907.

615: Where an automatic pinsetting machine is in use and a pin (s) is still moving and it is apparent that a bowler deliberately steps on the pedal or pushed the button that actuates the deadwood removal or reset mechanism of the machine to benefit by such action, then the act of the bowler shall be considered a deliberate foul, recorded as such and the bowler receives zero for that frame.

SECTION 700

LEAGUE MEMBERSHIP

701: Membership in the Congress is composed of individuals who shall apply for membership through a Congress sanctioned league or tournament. A league is considered sanctioned when all (100%) of its members and alternates are sanctioned by the Congress. Membership in the Congress is voluntary and when any bowler becomes a member, he/she agrees to abide by all rules and regulations of the Congress.

702: Membership qualifies a bowler for participation in any and all events, activities and meetings of the Congress, subject to the rules of that particular event or meeting.

703: To be eligible for membership, both winter and summer leagues must roll a schedule of at least 9 games.

704: The Congress yearly membership fee covers all sanctioned leagues and events in which a member participates during that year. The amount of the fee is stated in the Format Book. There will not be a charge for membership in a second, third or further league.

705: Senior citizen members of senior citizen leagues will pay a reduced yearly membership fee, which entitles them to bowl in senior citizen leagues. Non-senior citizen members of a senior citizen league will pay the regular membership fee. A senior citizen bowler who bowls in any other league must pay additional monies to total the full membership amount. Senior citizen fees are listed in the format book. A senior citizen bowler will be allowed to bowl in any sanctioned tournament without paying additional membership fees.

706: The summer league bowler who has not been a member for the current year will pay a membership fee for summer league membership only.

707: To receive full benefits and all privileges of membership in the congress, a winter league registration application, fee, and individual bowler membership list and fees must be postmarked no later than NOVEMBER 1st. In the event of a league starting after November 1st, that league will be given a six week grace period. A summer league registration application, fee and individual bowler membership list and fee must be postmarked no later than the date of the third week of its schedule.

708: During the period between September 1st and November 1st, a league will be considered as temporarily sanctioned to protect the bowlers. All games bowled will be recognized by the Congress for the reporting of averages and/or determining National or Local rankings. All awards earned during that period will be recognized and distributed once the Congress has received an application. Any World Records or States Records will be recognized once the Congress has received an application. If a league fails to meet registration and membership requirements as stated in Rule 707, the games bowled prior to November 1st will be retroactively voided.

709: The league statistician MUST NOT report any awards earned, World or State Records set, or final averages that include the games and pinfall for the purpose of computing Local and National rankings to the Congress for any games bowled prior to the date the Congress received the application for membership. If a league meets registration and membership requirements as stated in Rule 707, all games bowled will be recognized for National and Local rankings, awards earned will be distributed and World and State Records will be recognized after the date the applications were received by the Congress.

710: Membership registration applications are distributed to each league that was a member the previous season. If by chance an application is not received, it may be obtained by writing the Executive Director of the Congress.

SECTION 800

TEAM MEMBERSHIP

801: A team may be any combination of eligible bowlers, regular team members, alternates or substitutes.

802: A team shall be allowed to use as many alternates and/or substitutes as needed to have a full team.

803: A league may establish a roster of eligible bowlers for each team, provided the roster restriction shall not be less than twice the number of individuals that constitute a full team. (i.e., a 5-man team's minimum restricted roster size is 10, etc.).

804. A team must consist of at least two bowlers in a five person team league; at least one bowler in a four person team league, in a three person team league, doubles league or singles league. Teams may consist of men, women, or any combination of male and female bowlers allowed by league rules. Senior Citizen Leagues, at their, option may include in their By-Laws, a lesser requirement for a legal team. See provisions for awards and records, Rule 813.

805: Scores from games rolled in advance of the regular league schedule shall count as if the bowler were present and shall be used at the time of the scheduled match for purposes of determining a legal team.

806: When a team is present, a dummy score as fixed by the league shall be used for any member who is absent and has not been replaced by an alternate or substitute. If a dummy score is not fixed by the league, the dummy score shall be 100 or 10 per frame.

807: A dummy shall be considered as a member of the team, but not as a bowler. For example, a five person team needs three persons for a legal team and not two persons and a dummy.

808: The league secretary or scorer will be notified of the use of any new bowler, alternate or substitute on the day of their first use.

809: Bowlers may not compete on more than one team in the same game, in the same league in the scheduled matches in any one week. Also, bowlers will not be permitted to bowl more than once on the same team, in the same game. This rule does not prohibit a bowler from rolling on one team during the scheduled day of the match and for another team in that week's match which is bowled before or after the regular/scheduled time, or any shift of a split shift league. However, in no circumstance shall a bowler roll for both teams competing in a match.

810: A regular member of a team may not compete for any other team in the same league in any matches in the league unless he/she is transferred to the other team in accordance with league and Congress rules.

811: Unless league rules specify otherwise, bowlers may not be transferred from one team to another without the approval of three-fourths of the team captains of the league.

812: In any handicap mixed league or any mixed league with a team average limit, alternates or substitutes may be either men or women, providing this does not violate any league rule regarding the number of men and women bowlers allowed on a team.

813: For purposes of City, Sectional and National awards and records, mixed teams must consist of three men and two women or three women and two men on a five person team, two men and two women on a four person team, two men and a woman or two women and a man on a three person team. Eligibility in team tournaments depends on each tournament's rules, if any, governing make-up of teams.

814: No person 18 years of age or under (as of September 1, of the current season) shall be permitted to bowl in any member league where money and/or merchandise awards are given, without the written consent of a parent or legal guardian. The consent form must be on file with his or her local bowler's association, the National Duckpin Youth Association, and the Congress. Consent forms are available from the Congress office or from the Local Association secretary. **WARNING! PARENTS AND YOUTHS** are warned that any involvement with the preceding risks problems with amateur standings and academic scholarships. Any NDYA bowler who bowls, substitutes or paces in any adult money and/or merchandise league will be suspended by the NDYA in accordance with the NDYA rules and regulations.

SECTION 900 AVERAGE

901: Only a bowler's entrance average shall be used for eligibility purposes during the entire season and the entrance average cannot be changed. At no time during the season can a team add or substitute a bowler whose entrance average will put the team over the league average limit.

902: A bowler's entrance average shall be based on a minimum of 21 games from the previous season, or, if there is no such average, from the preceding season, unless the number of games and/or seasons are specified in the league rules.

903: Bowlers having no previous winter season average may (if the league desire) use their summer league average for the winter league entrance average.

904: Except for the foregoing, each league may establish its own rules regarding the entrance average of its bowlers. In the absence of any such league rules, the following rules shall apply:

(a) Bowlers shall enter the league with either the average attained in that league for the previous season for 21 or more games, or a current season average for 21 or more games, whichever is higher.

(b) If a bowler changes leagues, he/she shall enter at the highest average for 21 or more games in any other league for the previous season or a current season average for 21 or more games, whichever is higher.

(c) If the bowler did not bowl in any league the previous season, then the bowler shall enter at the highest average for 21 or more games in the season prior to last unless he/she has a current season average for 21 or more games in which case it shall be used.

(d) If the bowler has no sanctioned league average for the past two seasons, the bowler shall enter at one-fifth the maximum team average limit of the five man team league, one-fourth the team average limit of the four man team league, etc. When there is no maximum team average limit, the bowler shall use their highest sanctioned league average from their most recent previous season.

905: Bowlers transferred to a team other than their original team shall retain the average attained in the league at the time of the transfer, for the purpose of figuring the handicap for their first set with a new team. However, the bowler's entrance average shall be used in computing the eligibility of the team.

906: When establishing an average, a right-handed bowler must always bowl right-handed and a left-handed bowler must always bowl left-handed. If this rule is violated, scores shall not be valid and will be replaced with league dummy scores.

907: No combination of right and left-handed scores shall be used for determining an average. If a bowler finds it necessary to change the hand with which he delivers the ball, a new average must be established.

908: The maximum dummy entrance average allowed in a limited average league shall be the difference between the maximum league average limit and the total of the entrance averages of the players present.

909: If a dummy average is not fixed by the league, the dummy average shall be 10 pins higher than the dummy score. If a dummy score is not fixed by the league, the dummy score shall be 100 or 10 per frame.

910: Any dummy entrance average that, when added to the total of the entrance averages of the players present, creates a team average greater than the maximum league average limit, must be reduced by the number of pins by which the maximum league average is exceeded. When the dummy entrance average is reduced, the dummy score shall be reduced by the same number of pins.

911: Any team in a limited average league using a dummy or dummies in a league game, where the dummy average added to the entrance average of the players present shall create a team average total less than the league minimum average limit, shall be declared an eligible team and shall be allowed to bowl as an eligible team.

912: National Duckpin Youth Association league averages will be recognized as official by Congress sanctioned leagues and tournaments.

SECTION 1000 HANDICAPS

1001: In a handicap league the handicaps must be used at all times, regardless of team standing.

1002: The bowlers' current averages shall be added together to determine the team averages for handicap purposes only.

1003: Handicaps shall be figured on the basis of the bowler's league entrance average, until a current average has been established.

1004: For handicap purposes, a league may determine the number of games which will constitute a current average. In the absence of such a league rule, the first 21 games shall establish the bowler's current average.

1005: A new bowler entering a handicap league with an arbitrary entrance average may, at the league's option, establish a current average for handicap purposes after as few games as the league desires. If the league has no rule, the new bowler shall establish a current average after nine (9) games.

1006: A bowler's current average shall not change during the course of a league match, but shall be computed after the match in which the bowler has attained the required number of games has been completed. The League Secretary/Scorer shall recompute averages for figuring handicaps for each team before that team bowls another league match, whether on the scheduled date or at another time. However, at the option of the league, when teams roll two matches on the same day or on consecutive days, the averages will not be recomputed until both matches are bowled.

1007: Unless a league's by-laws have set a maximum handicap, at no time shall the maximum amount of handicap to be given be less than the amount that would be given to the lowest average team in the league against the highest average team in the league, based on entrance averages of the teams on opening night.

1008: A league shall be allowed to set its own handicap percentage. The National Duckpin Bowling Congress suggests that leagues use a handicap of eighty percent (80%) of the difference between the team averages of the opposing teams and accredit this handicap to the score of the lower average team. Eighty percent (80%) shall be determined by multiplying the difference in average by four and dividing this result by five, disregarding fractions.

1009: League rules may specify other types of handicap such as individual Handicap or Team Handicap.

1010: Individual Handicap is figured as a fraction of the difference between a bowler's average and a scratch number (e.g. 4/5 from 160) and each bowler receives a handicap each game. Unless a league's by-laws have set a maximum handicap, when using individual handicap, the maximum handicap allowed must not be less than the handicap of the lowest average bowler in the league based on entrance averages. The handicap scratch base number should be set high enough so that no bowler may be expected to exceed it during the season. If a bowler's average does exceed the handicap scratch base number during the season, the bowler's handicap shall be zero (0) until his average again falls below it. The team's handicap in all cases for each game is the sum of the bowlers' individual handicaps.

1011: Team Handicap is figured as a fraction of the difference between a team's total average and a scratch number (e.g. 4/5 from 650 for a five-man team) and each team receives a handicap each game. Unless a league's by-laws have set a maximum handicap, when using team handicap, the maximum handicap allowed must not be less than the handicap of the team with the lowest total average in the league based on entrance averages on opening night. The scratch base number should be set high enough so that no team may be expected to exceed it at any time during the season. If a team's average does exceed the handicap scratch base number during the season, the team's handicap shall be zero (0) until the average again falls below the scratch base number.

1012: At the league option, handicaps may be credited to a team as pinfall in establishing league game or set records and be included in total pinfall in determining the team's standing within the league. Also at league option, individual handicap may be credited to a bowler as pinfall in the establishment of a league game or set record.

SECTION 1100 SUBSTITUTIONS

1101: The captain of any team may withdraw any bowler or dummy in any game and substitute any eligible bowler or dummy at any time. The bowler withdrawn shall not be eligible to again roll in the game from which he/she is withdrawn. When more than one bowler bowls in the same position in one game, the bowler with 6 or more frames bowled will be credited with the game. If no one bowler bowls at least 6 frames, the score is not credited, for average, to either bowler.

1102: No more than two bowlers may roll in any one game for the same position in the team line-up. If the second bowler is withdrawn, he/she must be replaced by the appropriate dummy average and score.

1103: In a handicap league, whenever a bowler or dummy with a higher average is substituted after a league game has started, the team average for that game shall be changed to include the average of the substituted (higher average) bowler or dummy. When a bowler or dummy with a lower average is substituted after a league game has started, the team average for that game shall not be changed.

1104: When a bowler is withdrawn (or withdraws) from a game, leaving with either a spare or strike still to be rolled off, the substitute replacing the withdrawn bowler shall count his/her first two balls for a strike, or first ball for a spare to fill in on the mark. If no substitute enters the game replacing the withdrawn bowler, count on the spare or strike shall be 0 (zero) and the dummy score of the league shall be counted for any remaining frames of the game.

1105: In league play, any eligible substitute may immediately replace a disqualified bowler, beginning with the frame following the one in which the bowler was disqualified.

1106: If a bowler withdraws and no substitute is used, the player's score for the game is the bowler's actual score plus one-tenth the dummy score of the league for each of the remaining frames of the game. Fractions over one-half count as one pin and fractions of one-half and under do not count.

1107: When a bowler is substituted for a dummy he/she begins in the frame then being rolled. His/her score for the previous frames will be one-tenth the dummy score as fixed by the league for each frame. Fractions over one-half count as one pin and fractions of one-half and under do not count.

1108: Recognition for any Congress awards will not be given for any individual score in which a substitute or dummy is involved.

SECTION 1200

INELIGIBLE BOWLER

1201: Whenever it is found that an ineligible bowler has been used the scores of such ineligible bowler must be voided. Unless league rules opt for a more stringent penalty, the league dummy score will replace the voided scores.

1202: When a bowler is declared ineligible to bowl in any league or event, he/she must be duly notified and given an opportunity to declare why he/she should not be declared ineligible.

1203: When a bowler is found to be ineligible, his/her name must be posted on the league roster as being ineligible. All games in which an ineligible bowler has appeared must be adjusted accordingly.

1204: When a team having two or more alternate bowlers is found to be over the league average limit, the last alternate acquired shall be considered the ineligible bowler. If it cannot be determined which alternate was acquired last, then the alternate with the higher entrance average shall be considered the ineligible bowler. If each alternate has the same average, then the alternate rolling the higher score in each game shall be considered the ineligible bowler.

SECTION 1300

STARTING TIME/FORFEITS

1301: The play shall begin at the starting time fixed for the league by contract or agreement with the bowling center or five minutes after the lanes are available for each match, whichever is later.

1302: When a legal team is present the team shall start with the bowlers who are present. Should the other bowlers appear at any time during the game, they may be added and begin play in the frame then being rolled. Handicap league substitution rules will be observed. If a bowler is not present, dummy scores as fixed by the league are to be used for all prior frames for such tardy bowlers. If a dummy score is not fixed by the league, the dummy score shall be 100 or 10 per frame. The dummy score shall count as pinfall in every instance for the team obliged to use such dummy score and also for the league awards. When the dummy entrance average is reduced, the dummy score shall be reduced the same number of pins.

1303: A league shall not make a rule which prevents a late bowler from entering any frame of a game, up to and including the tenth frame. It shall be at the discretion of the tardy bowler's team captain whether or not the bowler shall be allowed to enter the game. Bowlers will not be allowed to catch up any frame that has been missed. A bowler with 6 or more frames bowled will be credited with the game.

If less than 6 frames are bowled the score is not credited to the bowler's average.

1304: A team can forfeit only one game at a time. If one of the teams in a match does not have enough bowlers present, they must forfeit the game as soon as the opposing legal team completes its first frame. If neither team has enough bowlers present they both must forfeit.

1305: The team present must bowl any and all games as though they were actually contested and the scores and averages made shall be credited to that team.

1306: On the forfeiting team, bowlers who are present by the end of the first frame may roll for their individual averages and scores.

1307: A team cannot receive credit for pinfall when it forfeits a game.

1308: After a game begins, if one team refuses or fails to continue playing, that team shall forfeit the game.

1309: Any team which rolls a league match where the opposing team does not appear (unless a postponement has been previously arranged), shall receive credit for all games and/or points won by forfeit, unless league by-laws specify a score for the team to bowl against. The team that does not appear shall receive no games, points or pinfall for the match.

1310: A team forfeiting three consecutive matches in its league shall be considered to have withdrawn from the league, provided no effort was made to have said matches postponed, and no excuse acceptable to the league governing body can be furnished.

1311: All forfeit games against teams no longer in the league, or against a team failing to field a legal team, must be rolled by the team claiming the forfeit(s). All previous games rolled by teams no longer in the league must stand as rolled.

1312: A team cannot forfeit any game after it has been rolled for failure to pay game or prize money. By league rule, a league may declare games will be forfeited by any team that is in arrears in league fee payments, until such time as all fees are paid up to date.

1313: Forfeits cannot be claimed against a non-existent team during the first four weeks of the league schedule when organizational work is being done to round out the league. Postponement or make-up matches must be allowed in such cases.

1314: When there is still an uneven number of teams after the first four weeks of bowling (or should the league lose or gain a team(s) thereby making an uneven number) a league, at its option, may adopt a set of scores that the team bowling alone must bowl against.

SECTION 1400

MACHINE BREAKDOWN/INTERRUPTED GAME

1401: If one machine on a pair of lanes breaks down during a league match or tournament, the bowlers must immediately continue bowling on one lane. When the broken machine is again in operation, the bowlers shall resume according to normal procedure.

1402: During the period that the bowlers are using only one lane, they shall alternate in proper order as if bowling on two lanes.

1403: If it is determined that the machine cannot be fixed in a reasonable time, the bowlers may be moved to another pair of lanes if available.

1404: An interrupted game or set which cannot be completed on the date started must be resumed from the point of interruption, beginning after the last completed individual frame.

1405. In the event of a computer malfunction rule 1404 will apply. If the scores cannot be recovered the game must be re-bowled before the next scheduled match.

SECTION 1500

GAMES ROLLED IN ADVANCE

1501: Teams and/or individuals may bowl any game or games alone and in advance of the regular league schedule with the permission of the league and the team captains involved. If the opposing team captain refuses permission, they may petition the league's Board of Directors for approval, and such approval (or disapproval) shall be final.

1502: A bowler may not roll in advance any frames, or games, after the league match has started unless agreed upon by the opposing team captain. Such bowling shall not be allowed to delay the game.

1503: Games rolled in advance by individuals or teams before or during the regularly scheduled time will not be recognized for Congress awards or records. Whenever teams roll in advance against each other under the same conditions as would apply during a regularly scheduled match, then the Congress will recognize award and record scores.

1504: Games rolled in advance of the regular league schedule must stand as rolled and cannot be re-rolled at the time of the regularly scheduled match. Scores must be available at the regularly scheduled match.

1505: Scores from games legally rolled in advance of the regular league schedule shall be used at the time of the scheduled match to determine an eligible team; such scores shall count as a bowler or bowlers present.

1506: For games rolled in advance of the scheduled date in handicap leagues, the handicap shall be based on the averages of the bowlers at the time the match is actually bowled.

1507: A National Executive must be granted permission to roll in advance for the purpose of fulfilling his/her duties to the National Duckpin Bowling Congress. The Bowling Center Management and League Officers must be notified.

SECTION 1600 POSTPONEMENTS

1601: Postponements may be granted by the permission of the opposing team captain provided the league allows postponements. If the opposing team captain refuses permission, the captain of the team seeking the postponement may appeal to the league's Board of Directors for approval and such approval (or disapproval) shall be final. Postponements may be granted to teams only, individuals cannot postpone.

1602: Teams may roll separately (and match scores) with the permission of the league and team captains involved. Such games cannot be recognized for any Congress awards or records. Whenever teams roll a postponed game or match against each other under the same conditions as would apply during a regularly scheduled match, then the Congress will recognize award and record scores.

1603: Scores rolled in a league game cannot be used to count for any game other than the one in which they were rolled. For example, two teams cannot make up a postponed match by using the scores from a regularly scheduled match to count for both that match and for the postponed match.

1604: When bowling a postponed game(s) in handicap leagues the handicap shall be based on the averages of the bowlers at the time the match is actually rolled.

1605: A team must be granted permission to postpone for the purpose of bowling in the National Tournament and the bowling center management must be notified.

1606: All postponed games must be bowled within three weeks from the date of postponement, with the exception of the first four weeks of a season. If the games are not bowled within the three week period, the president of the league shall designate a date and the teams not bowling by that date shall forfeit all games involved in the postponement. If the postponement occurs during the last three weeks of the season, the games must be bowled before the last night of the season or an earlier cutoff date set by the league.

1607: If, after opposing team captains have agreed upon a date and time for a postponed match, one of the teams fails to appear, the team present is entitled to claim a forfeit as if in a regularly scheduled match.

SECTION 1700 PROTESTS

1701: All protests as to the interpretation of playing rules must be made to the captain of the opposing team or to the official in charge of the event.

1702: Protests must be made immediately. If a protest is not made prior to the delivery of the next ball by the bowler in question, or if that bowler has completed the frame, by the next bowler in regular order, the protest shall not be given consideration by the league's governing body.

1703: Rule 1702 shall not prevent the filing of a protest as to the use of ineligible bowlers, non-regulation equipment, or a rule violation not readily apparent at the time of the violation.

1704: Should the league's governing body determine the protest valid, it shall decide what action will be taken to resolve the protest and its decision shall be final. These rules do not apply to the use of an ineligible bowler. Rules relating to ineligible bowlers are covered in Section 1200 of this rule book.

SECTION 1800 TIE GAME/SET

1801: The method of deciding the outcome of a tie game or set should be addressed in league By-Laws/Rules.

1802: A league may decide, if so stated in their By-Laws/Rules, to resolve ties at the end of the tenth frame of any game by crediting each team with one-half game won and one-half game lost. In leagues where a point system is used, if there is a tie for any point(s), each team shall receive one-half the value of the point(s) that are tied. If a point or points are given for total pinfall and there is a tie, the teams will each receive one-half the value of the point(s) for total pinfall.

1803: In the absence of a league rule all ties will be rolled-off in accordance with the following rules.

1804: In the event of a tie at the completion of the first or second game, each bowler will use for the roll-off the first frame of the succeeding game. The highest total pinfall for the first frame of the succeeding game shall decide the winner of the previous tie game. If the tie still exists after the first frame, the bowlers will continue to the next frame, and so on, until the tie is broken.

1805: Should a tie occur at the completion of the final game or for total pinfall, the teams shall change lanes for the next frame and (successively and in regular order) bowl an extra frame. Each frame must be completed at the time the bowler is bowling in his/her regular order. If a strike or spare is made the extra balls are to be rolled immediately to complete the frame. Highest total pinfall for the extra frame shall decide the winner of the game. If the tie still exists after the extra frame the teams will change lanes and bowl another extra frame, continuing in this manner until the tie is broken.

1806: In case of a tie in a handicap league, the team receiving the handicap shall be allowed one-tenth of the handicap for each succeeding frame. Fractions over one-half count as one pin and fractions of one-half and under do not count. In leagues using either individual handicap or team handicap, figure the one-tenth (handicap per frame) to be used to break ties as one-tenth of the difference between the teams' handicaps. Fractions over one-half count as one pin and fractions of one-half and under do not count.

1807: In case of a tie where a dummy is used, the team using the dummy shall be allowed one-tenth of the dummy score for each succeeding frame until the tie is broken. Fractions over one-half will count as one pin and fractions of one-half and under will not count.

1808: If either team fails to have a legal team remaining to break a tie, the team that does have a legal team remaining shall be declared the winner of the tie by default. If neither team has a legal team remaining, the tie must be broken by rolling an extra frame or frames before the next regularly scheduled league matches.

1809: Failure of team members to remain on the lanes until scores are computed shall require the team(s) to break the tie with those members present, any eligible substitute(s) or the regular league dummy score for the missing player(s). In a handicap league, should the replacement(s) necessitate a change in handicap, that change shall apply only to the roll-off frame(s).

1810: Pinfall in any additional frames required to break a tie shall not count as pinfall in individual or team records.

SECTION 1900

TIED LEAGUE STANDINGS

1901: Where a specific league rule exists covering ties in final league standings (whether in a split schedule or a full season's schedule), the league rule shall apply. In the absence of a league rule, where teams are tied in the number of games won and lost, the final positions of such teams in the league standings shall be determined by total pinfall except first place which shall be determined by the best two out of three games roll-off.

1902: In leagues where a point system is used (and there is no league rule covering ties for any positions in standings) ties in number of points won shall be decided by most games won for all positions except first place. For positions other than first place, if points won and games won are both tied, then position shall be determined by total pinfall. If points won, games won, and pinfall are still tied, then any prizes must be split equally among the teams involved. For first place, if points won and games won are both tied, a best two out of three game roll-off shall decide first place.

1903: When league rules provide for the roll-off of a tie in the final league standings, the handicap procedure used during the regular league season shall apply.

1904: If league rules call for a roll-off of ties for first place, but do not specify how roll-offs are to be handled, teams will bowl a "best two of three" game match.

1905: Where a league rule does not exist and in cases where three or more teams are tied, the roll-off shall be done in a "round robin" format with all teams that are tied bowling one another in a series of one game matches. The team with the most games won shall be awarded first place. If there is still a tie in games won at the end of this roll-off, the team having the highest pinfall among those still tied with the most games won in the roll-off shall be awarded first place. Handicap, as used in league competition will be used for these matches.

1906: When league rules call for a roll-off between first place teams in halves of a schedule, the team winning the roll-off shall be the League Champion and the losing team shall be awarded second place. In leagues using a split schedule in other than halves, league rules must clearly spell out how any roll-offs are to be handled and how final positions of the teams involved are to be determined.

SECTION 2000 DISMISSAL

2001: Dismissal - A league, by a two-thirds majority vote of its governing body, may drop or dismiss a bowler, or bowlers, for proper cause only after the bowler, or bowlers, have had the opportunity to defend themselves before the governing body of the league.

2002: In cases of dismissal, a league must arrive at a satisfactory agreement with the bowler, or bowlers, as to the disposition and/or reimbursement of all monies paid into the league, exclusive of monies paid for the cost of games rolled, during the term of membership in the league.

2003: In the case of dismissal of a bowler, or bowlers, by a league, the bowler or bowlers, will not be considered suspended. They may bowl in other sanctioned leagues.

2004: When a bowler has been accused of failing to pay a fee or withdrawing without sufficient cause, the league shall endeavor to resolve the matter before seeking disciplinary action in the form of dismissal and/or suspension.

SECTION 2100 OFFICIAL SCORER

2101: In all sanctioned events or league games there shall be an official scorer whose duty it shall be to keep a correct record of the game and, at the conclusion, sign his or her name to the same. The captain of each team shall also sign the summary sheet. It is the responsibility of each team captain to observe that the addition of the scores during and at the end of each game is correct.

2102: It shall be the responsibility of the league secretary and/or league statistician or official scorer to verify the averages of all bowlers of the league throughout the season. If a bowler's average is found to put the team over the team average limit of the league, the secretary and/or league statistician and/or official scorer shall immediately notify the captain of the team involved. In traveling leagues the management of the establishment involved shall also be notified.

2103: Official scorers and league statisticians must correct all mathematical errors discovered at any time.

2104: When the correction of a mathematical error by the official scorer or league statistician creates a tie game, the tie game shall be decided prior to the next regularly scheduled league match, in accordance with the tie game rule regularly used in that league.

SECTION 2200

FINAL LEAGUE AVERAGES

2201: A certified report of the final averages of a sanctioned league must be submitted to the CONGRESS OFFICE and to the LOCAL ASSOCIATION SECRETARY and be post-marked 15 days after completion of the league schedule. This report shall contain the league name, the name of the establishment, city and state where the league rolled, and an alphabetical list of ALL BOWLERS WHO BOWLED ONE OR MORE GAMES IN THE LEAGUE, whether as REGULARS, SUBSTITUTES, OR ALTERNATES. The list of bowlers shall include FULL NAMES (no initials or nicknames) and MEMBERSHIP NUMBERS for each bowler, total number of games rolled by each bowler, total pinfall for each bowler, and the FINAL INDIVIDUAL AVERAGE (no frozen averages) for each bowler. In mixed leagues male and female bowlers shall be listed separately and so indicated.

2202: Any winter league averages not received in the Congress office, as outlined above, will not be counted toward a bowler's ranking. Summer league averages will not be counted on the current season but in the next season.

2203: A sanctioned league statistician and/or official scorer who fails to forward a certified report of the final averages to the Congress office and to the secretary of the local association, postmarked 15 days after completion of the league schedule shall be subject to a reprimand and/or prohibited from holding a league office for a period of one year.

SECTION 2300 SUSPENSION

DEFINITION – Suspension is the withdrawal of membership privileges in the National Duckpin Bowling Congress. Bowlers under suspension may not participate in any activities, functions or events of the Congress. Bowlers under a form of limited suspension may be permitted to participate in certain activities, functions or events of the Congress in accordance with the provisions of their limited suspensions.

AUTHORITY – When someone becomes a member of the National Duckpin Bowling Congress, he/she agrees to abide by all the rules, regulations, by-laws and other governing procedures of the Congress. Since membership in the Congress is voluntary, failure to comply with and abide by Congress regulations constitutes sufficient authority for suspension of membership in the Congress.

GROUNDS – The following are grounds for suspension from the Congress:

- a. Disqualification from any sanctioned event.
- b. Dishonesty - e.g. - worthless checks, cheating, withholding of funds, etc.
- c. Failure to pay monies owed to a league, a proprietor, the Congress and/or any Duckpin affiliated association or organization.
- d. Conduct detrimental to the game of Duckpins or inconsistent with the spirit and/or intent of the Congress' purposes, objectives or policies.
- e. Unsportsmanlike conduct, including but not limited to, the following:
 - using the bowling balls in expression of emotion by bouncing the ball or striking other balls on the rack.
 - throwing balls in a lofting manner, either underhand or overhand.

- loud and abusive language.

- using one's body parts in emotion such as kicking racks, throwing of furniture, striking walls or stamping on the foul line.

f. Damaging the lanes, equipment or property of either a bowler or proprietor.

g. Drinking of beverages on the bowling lanes, runways or players' benches during sanctioned competition. Excessive use of alcoholic beverages in such a way as to demonstrate intoxicated behavior while participating in a sanctioned league or tournament.

h. The illegal use of a controlled substance and/or narcotics while participating in a sanctioned league or tournament.

DURATION & TERMINATION – The duration of a suspension is at the discretion of the Executive Director but normally will be for one year. In all cases of suspensions levied for more than one year the Executive Director shall review each case annually and then either terminate the suspension or allow it to continue. At the end of the period of suspension it is the responsibility of the bowler to request, in writing to the Executive Director, reinstatement of Congress membership. Failure of the bowler to make such a request will allow the suspension to run indefinitely until such a request is made.

APPEAL – In the letter notifying the bowler of his/her suspension, the Executive Director shall advise the bowler that an appeal of the suspension may be filed with the Executive Director for a review by the Board of Directors of the Congress.

PROCEDURE – The suspension process begins with a recommendation for suspension. When a recommendation is made by a bowling center manager or proprietor, the matter goes directly to the Executive Director. When a recommendation is made by a tournament director or national executive the matter goes to the local association, where one exists, or, if there is none, directly to the Executive Director. When a recommendation is made by a league member the matter is first

handled by the league's board of directors and then forwarded to the local association, where one exists, or, if there is none, directly to the Executive Director. Upon the receipt of the full written particulars for the recommendation, the Executive Director will review the matter and either suspend, or not, at his/her discretion. If a suspension is levied it may be appealed for review by the Board of Directors of the Congress. If a suspension is reviewed by the Board of Directors of the Congress and upheld, the suspension stands and there is no further appeal. In each case of review or hearing on a recommendation for suspension, beginning at the league level, a two-thirds majority vote of the maximum possible number of votes for suspension is required in order for the matter to go to the next level, and there is a thirty-day limit for the case to be sent on to the next level. The Executive Director shall have full discretion to levy a suspension or not as he/she sees fit. When the suspension is appealed to the Congress Board of Directors, a two-thirds majority vote to overturn the suspension is required or the suspension stands.

2301: Only in cases of lofting balls (either underhand or overhand), kicking ball racks, damaging lanes, equipment or property of either a bowler or proprietor, the bowling center manager and/or proprietor may recommend suspension directly to the Executive Director. Full written particulars in the matter must be forwarded along with the recommendation within thirty days of the offense. Proceed to 2305 for the next step.

2302: A recommendation for suspension made by a tournament director or national executive must be forwarded with full written particulars within thirty days to the local association, where one exists, or, if there is none, to the Executive Director. Where a local association exists proceed to 2304 for the next step, otherwise proceed to 2305 for the next step.

2303: A recommendation for suspension made by a league member must be presented to the league board of directors and a meeting of the board must be scheduled to resolve the matter. The bowler involved must be notified (by certified mail whenever possible) requesting his/her presence at the meeting. A quorum of the board must be present at the meeting. If the league's board of directors vote by at least a two-thirds majority for suspension, minutes of the meeting and full written particulars

must be sent within thirty days along with the recommendation for suspension to the local association, or, if there is none, to the Executive Director. If the vote for suspension is less than two-thirds the matter may be dropped by the league. Where a local association exists proceed to 2304 for the next step, otherwise proceed to 2305 for the next step.

2304: LOCAL ASSOCIATION HEARING – Upon receipt of a recommendation for suspension and all pertinent documentation, the local association shall set a date for a hearing, and notify the bowler (by certified mail whenever possible) of a recommendation by the league's board of directors, tournament director or a national executive. The bowler must have the opportunity to be present at this hearing, and at least one officer of the league who attended the league meeting (or the tournament director, whichever is applicable) must be present at the hearing. If the local association supports the recommendation for suspension by at least two-thirds majority vote, the Executive Director must be notified by certified mail within thirty days indicating that the association has all the pertinent documentation in their possession, and stating clearly the reason for recommending suspension. Proceed to 2305 for the next step.

2305: EXECUTIVE DIRECTOR ACTION – Upon receipt of a recommendation for suspension the Executive Director will review the recommendation, and all pertinent documentation if necessary, and either suspend, or not, at his/her discretion. If the Executive Director's decision is to suspend, he/she shall notify the bowler by certified mail within thirty days, advising that the suspension may be appealed to the Executive Director for review by the Board of Directors of the Congress, such appeal to be filed within thirty days of the date of the notice of suspension. The Executive Director's decision must also be forwarded to the appropriate local association, league board of directors, tournament director and/or proprietor within thirty days. The letter to the bowler shall also inform him/her that, at the end of the term of suspension, he/she must request, in writing to the Executive Director, his/her reinstatement to full membership in the Congress, and that failure to make such a request will allow the suspension to run until such request is made and received by the Executive Director.

2306: APPEAL TO CONGRESS BOARD OF DIRECTORS – If a suspension is appealed to the Board of Directors of the Congress, the bowler has the right to be present at the hearing to speak in his/her own defense. If the bowler's presence is not possible or practical, the bowler may be represented by a member of the Congress Board of Directors from his/her own area that is familiar with the details of the case. In all cases it shall be the responsibility of the Executive Director to insure that either the bowler or his/her bonafide representative (who must be familiar with the details of the case) is present at the hearing. Unless the Board votes by at least a two-thirds majority to overturn the suspension, the suspension shall stand with no further appeal. If the Board overturns the suspension, the Executive Director shall be instructed to inform, in writing: the bowler, the local association, where applicable and the league, tournament director or proprietor, if applicable.

2307: The Executive Director shall be responsible for publicly announcing the suspension of a bowler in Duckpin newsletters and newspapers as well as notifying all Congress affiliated organizations and all proprietors within the bowler's own area. The notice of suspension shall include the bowler's full name, state of residence, member number, effective date, duration if applicable, and number of the rule and/or regulation violated.

2308: In cases of suspension for dishonesty involving worthless checks, failure to pay proper fees, etc., the Congress will assist in any way possible to take legal action to recover any and all monies involved.

LEAGUE BY-LAWS

**Any individual by-law listed here that
is not replaced by a league by-law
must be used by the league.**

1. League Name: The league shall be known as the
... league, (all leagues should have a definite name.)
2. League Purpose: The league is organized to encourage good fellowship and competition among its members. It will establish teams and determine an annual league champion.
3. League Membership and Registration: The league shall be sanctioned by the Congress and shall pay the established annual league registration fee. (The Board of Directors of the National Duckpin Bowling Congress shall establish the amount of the fee.)
4. Membership: The league shall consist of
... (number) five-person, four-person, etc.) (men, women, mixed) teams. No person refused membership or suspended by the Congress shall bowl in the league. Each team may have as many as ... (number) members on its roster (unlimited unless otherwise stated). A majority vote of the Board of Directors may be required to admit a team to membership.
5. Board of Directors: The Board of Directors shall be composed of the league officers and the captain of each team in the league. Each member of the Board shall be entitled to one vote only. The Board of Directors shall be the sole governing body of the league and shall have general care, supervision and direction over all bowling interests in the league and discharge the duties as required by the by-laws. The Board shall have the authority to remove officers, suspend teams and to dismiss or suspend bowlers from the league for due and sufficient cause, after proper notification to the party or parties involved and by a two-thirds majority vote of the members present in a meeting of the Board.
6. League Officers: The officers shall be President, Vice-President, Secretary, Treasurer and Official Scorer. No more than one officer shall be elected from any one team. One person may hold more than one office if so noted by the league. Election of officers shall be held at the annual meeting of the league.

7. Duties of the Officers:

(a) President: The President shall preside at all meetings of the league. The President shall appoint all necessary committees and shall be an ex-officio member of all committees. Committee members shall be appointed from different teams in the league with no two members of one team being appointed to the same committee. The President shall enforce all rules and regulations of the league and of the Congress. The President shall verify the monthly financial status of the league. Vacancies occurring in any office (except that of President) by death, resignation, or otherwise shall be filled by the President at his/her discretion. Any such person or persons appointed shall hold office until the next election of officers. If the office of President becomes vacant, the Vice-President shall automatically become President and shall appoint a new Vice-President. The President shall vote only in the case of a tie.

(b) Vice-President: The Vice-President, in the absence of the President, shall perform the duties of the office of President and discharge such other duties as may from time to time be required or assigned.

(c) Secretary: The Secretary, at the direction of the President, shall notify all members of league meetings, keep a complete record and minutes of all proceedings, and attend to league correspondence. He/she shall furnish all members of the Board a copy of the by-laws, rules and regulations and see that league members are informed of, and understand these rules. The Secretary shall keep a complete list of all teams and bowlers, including names, addresses and phone numbers and include all alternates used in the league. The Secretary shall distribute Congress membership cards, with the bowler's name entered on the card. In addition, he/she will be responsible for completing, and mailing to the office of the Congress all applications for eligible claimants for special awards and/or records. He/she shall be responsible for league publicity and shall turn over to the successor in office, all league records and papers. Immediately after the end of the bowling season, the Secretary shall send to the Congress a complete list of all bowlers in the league, including alternates. This list shall include the bowler's full name (no nicknames), final average, total pinfall and the number of games rolled. Men and women should be listed separately. A copy of this list must also be sent to the local city or state bowling association, where one is in existence.

(d) Treasurer: The Treasurer shall be responsible for all monies belonging to the league and shall maintain a true and correct account of all receipts and disbursements. Deposits must be made in the name of the league, in a bank approved by the league, within seven days after receipt. Withdrawals from the account shall be made only with the joint signatures of the Treasurer and one other designated officer of the league, unless otherwise provided for by vote of the Board of Directors. The Treasurer shall submit a written report of all financial transactions and a statement of financial status of the league at the final meeting of the league. The Treasurer must also make written reports of the financial status of the league each month to the President of the league. These statements and reports must be made available to the Congress if requested. The Treasurer should be bonded, the premium of said bond to be paid by the league. The Treasurer shall turn over to the successor in office, all books, papers and monies belonging to the league and obtain a receipt for same.

NOTE: All leagues must pay a Registration fee.

The officer of the league directly responsible for handling all league funds must be the treasurer or league secretary. In some leagues the officer directly responsible for handling all league funds may be called the secretary/treasurer.

(e) Official Scorer: The Official Scorer shall be responsible for compiling and maintaining an accurate record of the scores and averages of all bowlers, including alternates, and team participation in the league schedule. The Scorer shall post and leave a team standing sheet and a bowler's average sheet at the lanes each week so that each member of the league may see them. Immediately after the end of the bowling schedule the Scorer shall furnish the secretary with a complete list of all the bowlers, and alternates that have rolled in the league. This list shall include the full name (no nicknames), final average, number of games rolled and total pinfall of each bowler. In mixed leagues male and female bowlers shall be listed separately. The Scorer shall turn over to the successor in office, all books, papers and records belonging to the league and obtain a receipt for same.

(f) Team Captain: A team captain is authorized to organize and enter a team in a league. He/she is responsible for the team members conduct and attendance, the eligibility of the bowlers, and for collecting bowling fees and remitting them to the treasurer. The team captain shall divide all team prize money according to verbal or written agreement among his team members. Where disputes arise on this point, final decision may be rendered by the Board. The captain may remove any player on the team, if a sufficient reason can be given to the Board. A captain is a member of the Board of Directors, if he/she is unable to attend a meeting or is a league officer, another member of the team may be appointed, with voting power, to represent the team. The captain shall sign the summary sheet at the end of each match and have the scores verified by the opposing captain.

8. Meetings: The league will have an Annual Meeting. All members of the league shall be invited and each league member attending will be entitled to vote. The date of the Annual Meeting shall be set by the Board of Directors and should be in the Spring, prior to the completion of the league bowling schedule. Special meetings shall be called by the president when deemed advisable or upon written application of ten (10) members of the league. Each team shall be entitled to a representative at such meetings. A majority of the Board of Directors shall constitute a quorum to conduct and transact business at any meeting.

9. Amendments: Prior to the start of the season, the by-laws of the league or any option in playing rules the league is allowed to take or establish, may be amended or repealed by a two-thirds majority vote of the members present. After the league has started its schedule, a unanimous vote of the members present at any meeting of the Board shall be necessary to change any part of the by-laws, or any option in playing rules the league is allowed to take or establish. (All league rules and regulations must be compared with the by-laws, rules and regulations of the Congress so as to eliminate any league rule or regulation conflicting with any rule or regulation of the Congress. Any league rule or regulation that conflicts with any rule or regulation of the Congress must be eliminated or amended to conform with the rules and regulations of the Congress, otherwise the league will not be sanctioned.)

CERTIFIED DUCKPIN BOWLING CENTERS
Duckpin Bowling Centers are listed
by area or state as follows:

BALTIMORE, MD area

RHODE ISLAND

CONNECTICUT

VIRGINIA

HAGERSTOWN, MD area

WASHINGTON, DC area

The number in parentheses (), following the name of the bowling center, represents the number of duckpin lanes at that center.

BALTIMORE, MARYLAND AREA
UNAFFILIATED

AMF DUNDALK (24)

410-282-2000

1101 MERRITT BLVD., BALTIMORE, MD 21222

AMF PIKESVILLE (20)

410-486-1444

1723 REISTERSTOWN RD., BALTIMORE, MD 21208

AMF SOUTHWEST (40)

410-789-2400

4991 FAIRVIEW AVE., LINTHICUM, MD 21090

AMF TOWSON (14)

410-825-4100

701 SOUTHWICK DR., TOWSON, MD 21204

GLEN BURNIE BOWL (30)

410-636-3517

6322 RITCHIE HWY, GLEN BURNIE, MD 21061

GREENMOUNT BOWL (12)	410-374-6211
1625 N. MAIN ST., PO BOX 696, HAMPSTEAD, MD 21074	
MT. AIRY LANES (12)	301-829-0710
CENTER ST. EXT, PO BOX 233, MT AIRY, MD 21771	
PARKVILLE LANES (26)	410-444-6100
7601 HARFORD RD., BALTIMORE, MD 21234	
PATTERSON BOWLING CENTER (12)	410-675-1011
2105 EASTERN AVE., BALTIMORE, MD 21231	
PINLAND LANES (18)	410-285-0135
10 DUNDALK AVE., BALTIMORE, MD 21222	
SEVERNA PARK LANES (16)	410-647-0811
840 RITCHIE HWY, SEVERNA PARK, MD 21146	
STONELEIGH CENTER (16)	410-377-8115
6703 YORK RD., BALTIMORE, MD 21212	
THUNDERHEAD LANES (12)	410-751-1750
4337 OLD TANEYTOWN RD., PO BOX 54 TANEYTOWN, MD 21787	

**STATE OF CONNECTICUT
BOWLERS ASSOCIATION OF CONNECTICUT**

DANBURY DUCKPIN LANES (16) 203-744-4504

7 E. HAYESTOWN RD., DANBURY, CT 06811

HIGHLAND BOWL (20) 203-272-6500

1211 HIGHLAND AVE., CHESHIRE, CT 06410

JOHNSON'S LANES (20) 203-248-1563

2100 DIXWELL AVE., HAMDEN, CT 06514

LAUREL LANES (12) 860-379-5391

266 MAIN ST., WINSTED, CT 06098

LUCKY STRIKE LANES (22) 860-423-8510

185 STAFFORD RD., MANSFIELD, CT 06250

TKB CLUB (6) 860-875-1646

1 VERNON AVE., VERNON, CT 06066

THAMES CLUB (2) 860-443-5504

290 STATE ST., NEW LONDON, CT 06320

HAGERSTOWN, MARYLAND AREA TRI-STATE BOWLING ASSOCIATION

DUAL LANES (12) 301-739-7858

1350 DUAL HWY EAST, HAGERSTOWN, MD 21740

PIKESIDE BOWL (10) 304-267-2042

ROUTE 11, MARTINSBURG, WV 25401

SOUTHSIDE BOWL (24) 301-582-1323

17325 VIRGINIA AVE., HAGERSTOWN, MD 21740

WALKERSVILLE CENTER (10) 301-845-2244

44 PENNSYLVANIA AVE, PO BOX 429

WALKERSVILLE, MD 21793

STATE OF RHODE ISLAND RHODE ISLAND DUCKPIN BOWLERS ASSOCIATION

DUDEK LANES (18) 401-245-9471

409 CHILD ST., WARREN, RI 02885

MEADOWBROOK LANES (20) 401-737-5402

2530 WARWICK AVE., WARWICK, RI 02889

WICKFORD LANES (10) 401-294-9886

7565 POST RD., NORTH KINGSTOWN, RI 02852

**STATE OF VIRGINIA
VIRGINIA DUCKPIN BOWLING ASSOCIATION**

T-BOWL LANES (10)

540-652-8126

RT 340 NORTH, SHENANDOAH, VA 22849

**WASHINGTON, DC METROPOLITAN AREA
GREATER WASHINGTON
DUCKPIN ASSOCIATION**

SUITLAND LANES (24)

301-735-9534

4811 SILVER HILL RD., SUITLAND, MD 20746

WHITE OAK BOWLING LANES (24)

301-593-3000

11207 NEW HAMPSHIRE AVE., SILVER SPRING, MD 20904

BONDING INSURANCE

1. The league must elect at least two officers (president and secretary).
2. All losses, to be considered for reimbursement by the insurance company must be reported to the National Duckpin Bowling Congress within 5 days from the date it occurred. The report must be written and include the amount of loss and the circumstances. A copy of the police report must be attached to the written notification.
3. Policy limit is \$10,000, in excess of the \$1,000 deductible, and covers the misuse or theft of the league's money.
4. The policy includes league secretaries as insured persons.
5. The funds must be deposited weekly in a recognized banking institution in the name of the league. The bank must be a member of the Federal Deposit Insurance Corporation.
6. Two officers of the league must co-sign for all withdrawals. Checks must be made payable to and endorsed by both officers.
7. When the bowling center provides a league fund deposit service, monthly statements must be provided to the league officers. All withdrawals from the account must be by check and payable to both officers.
8. The Insurance Company shall not be liable for any loss if all the above conditions have not been fully met.
9. Leagues should report all potential losses to the Congress and cooperate in the claims process.
10. Any individual who misuses the funds of a league shall be suspended from the Congress. The Insurance Company will not extend further coverage to any individual involved in a loss under the policy.



AWARDS PROGRAM

The Awards Program consists of special achievement awards, available to all member bowlers. There are four levels of awards, based on pins over the bowler's average. You must consult the Awards Chart on the following pages to determine which award has been won.

For more information please check with your league Secretary.

HIGH GAME / 3-GAME HIGH SET

AWARDS CHART

HIGH GAME AWARDS					HIGH SET AWARDS			
Avg.	BRASS GAME	BRONZE GAME	SILVER GAME	GOLD GAME	BRASS SET	BRONZE SET	SILVER SET	GOLD SET
60	90	105	115	135	220	245	260	280
61	91	106	116	136	223	248	263	283
62	92	107	117	137	226	251	266	286
63	93	108	118	138	229	254	269	289
64	94	109	119	139	232	257	272	292
65	95	110	120	140	235	260	275	295
66	96	111	121	141	238	263	278	298
67	97	112	122	142	241	266	281	301
68	98	113	123	143	244	269	284	304
69	99	114	124	144	247	272	287	307
70	100	115	125	145	250	275	290	310
71	101	115	126	146	253	278	293	313
72	102	117	127	147	256	281	296	316
73	103	118	128	148	259	284	299	319
74	104	119	129	149	262	287	302	322
75	105	120	130	150	265	290	305	325
76	106	121	131	151	268	293	308	328
77	107	122	132	152	271	296	311	331
78	108	123	133	153	274	299	314	334
79	109	124	134	154	277	302	317	337
80	110	125	135	155	280	305	320	340
81	111	125	136	156	283	308	323	343
82	113	128	138	158	287	312	327	346
83	114	129	139	159	290	315	330	349
84	115	130	140	160	294	319	334	353
85	117	132	142	162	297	322	337	356
86	118	133	144	163	301	326	341	360
87	120	135	146	165	304	329	344	363
88	121	136	148	166	308	333	348	367
89	123	138	150	168	311	336	351	370
90	124	139	152	170	315	340	355	374
91	126	141	154	172	319	344	359	377
92	127	142	156	174	323	348	363	381
93	129	144	158	176	327	352	367	385
94	131	146	160	178	331	356	371	389
95	133	148	162	180	335	360	375	393
96	135	150	164	182	339	364	379	397
97	137	152	166	184	343	368	383	401
98	139	154	168	186	347	372	387	405
99	141	156	170	188	351	376	391	409
100	142	157	172	190	355	380	395	412
101	144	159	173	191	358	383	398	416
102	145	160	175	192	361	386	401	419
103	146	161	176	194	364	389	404	423
104	148	163	178	195	367	392	408	427
105	150	165	180	197	371	396	412	431
106	151	166	181	198	375	400	416	435
107	153	168	183	200	379	404	419	439
108	154	169	184	201	383	408	423	443
109	156	171	186	203	387	412	426	447
110	158	173	187	204	391	416	430	452

HIGH GAME / 3-GAME HIGH SET

AWARDS CHART

(continued)

HIGH GAME AWARDS					HIGH SET AWARDS			
Avg.	BRASS GAME	BRONZE GAME	SILVER GAME	GOLD GAME	BRASS SET	BRONZE SET	SILVER SET	GOLD SET
111	160	175	189	206	396	421	434	456
112	162	177	191	207	400	425	438	460
113	164	179	193	208	405	430	442	464
114	166	181	195	210	409	434	446	468
115	168	183	197	211	413	438	450	472
116	170	185	199	213	417	442	455	477
117	172	187	201	215	421	446	459	482
118	174	189	202	217	426	451	464	486
119	176	191	204	219	430	455	469	491
120	178	193	205	220	435	460	473	495
121	179	194	206	221	439	464	478	500
122	180	195	207	222	444	469	482	505
123	181	196	208	223	448	473	487	510
124	182	197	209	224	453	478	491	515
125	183	198	210	225	457	482	496	519
126	184	199	211	226	462	487	500	523
127	185	200	212	227	466	491	505	527
128	186	201	213	228	471	496	509	531
129	187	202	214	229	475	500	514	535
130	188	203	215	230	479	504	518	538
131	189	204	216	231	482	507	522	541
132	190	205	217	232	485	510	524	544
133	191	206	218	233	488	513	526	547
134	192	207	219	234	491	516	529	549
135	193	208	220	235	494	519	532	551
136	194	209	221	236	496	521	534	553
137	195	210	222	237	498	523	536	555
138	196	211	223	238	500	525	538	557
139	197	212	224	239	502	527	540	559
140	198	213	225	240	505	530	542	561
141	199	214	226	241	505	530	545	563
142	200	215	227	242	505	530	547	565
143	200	215	228	243	505	530	549	567
144	200	215	229	244	505	530	550	569
145	200	215	230	245	505	530	550	571
146	200	215	230	245	505	530	550	573
147	200	215	230	245	505	530	550	575
148	200	215	230	245	505	530	550	575
149	200	215	230	245	505	530	550	575
150	200	215	230	245	505	530	550	575
151	200	215	230	245	505	530	550	575
152	200	215	230	245	505	530	550	575
153	200	215	230	245	505	530	550	575
154	200	215	230	245	505	530	550	575
155	200	215	230	245	505	530	550	575
156	200	215	230	245	505	530	550	575
157	200	215	230	245	505	530	550	575
158	200	215	230	245	505	530	550	575
159	200	215	230	245	505	530	550	575
160	200	215	230	245	505	530	550	575
161	200	215	230	245	505	530	550	575

4-GAME HIGH SET

AWARDS CHART

Avg.	Brass	Bronze	Silver	Gold	Avg.	Brass	Bronze	Silver	Gold
70	333	367	387	414	116	556	590	607	636
71	337	371	391	418	117	562	595	613	643
72	341	375	395	422	118	567	601	619	648
73	345	379	399	426	119	573	607	625	655
74	349	383	403	430	120	580	613	631	660
75	353	387	407	434	121	585	619	637	666
76	357	391	411	438	122	592	625	643	674
77	361	395	415	442	123	598	631	649	678
78	365	399	419	446	124	604	638	655	686
79	369	403	423	450	125	610	643	662	692
80	373	407	427	454	126	616	650	670	699
81	377	411	431	458	127	622	655	674	703
82	382	416	436	462	128	628	662	679	708
83	386	420	440	466	129	634	667	686	714
84	391	425	445	471	130	639	672	691	718
85	396	430	450	475	131	643	676	696	722
86	401	435	455	480	132	647	680	699	726
87	406	439	459	484	133	651	684	701	729
88	411	444	464	490	134	655	689	707	732
89	415	448	468	494	135	659	692	710	735
90	420	454	474	499	136	662	695	712	737
91	426	459	479	503	137	664	697	715	740
92	431	464	484	508	138	667	700	718	743
93	436	470	491	514	139	669	703	720	745
94	442	475	495	519	140	673	707	723	748
95	447	480	500	524	141	675	710	726	751
96	452	486	506	530	142	675	710	729	753
97	458	491	511	535	143	675	710	732	755
98	463	496	516	540	144	675	710	735	758
99	468	502	522	546	145	675	710	735	762
100	474	507	528	550	146	675	710	735	764
101	478	511	531	555	147	675	710	735	765
102	481	515	535	559	148	675	710	735	765
103	486	519	539	564	149	675	710	735	765
104	490	523	544	570	150	675	710	735	765
105	495	528	550	575	151	675	710	735	765
106	500	534	555	580	152	675	710	735	765
107	506	539	559	586	153	675	710	735	765
108	511	544	564	591	154	675	710	735	765
109	516	550	568	596	155	675	710	735	765
110	522	555	574	602	156	675	710	735	765
111	528	561	578	608	157	675	710	735	765
112	533	567	584	613	158	675	710	735	765
113	540	573	589	619	159	675	710	735	765
114	545	579	595	624	160	675	710	735	765
115	551	584	600	629	161	675	710	735	765

**HAGERSTOWN
TRI-STATE BOWLING
ASSOCIATION**

**BOWLERS ASSOCIATION
OF CONNECTICUT**

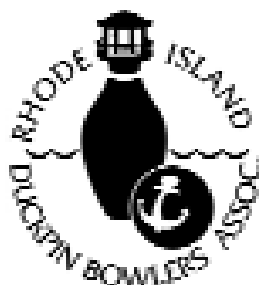


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