I. REGISTRATION AND SANCTIONING

1. League members register on an individual registration sheet and pay the current annual sanction fee ($15). Membership is valid from 1 September through 31 August. New members registering between 1 April and 31 August will pay ½ of the current annual sanction fee. Be sure to mark the sheet paid, to include the date and the type of payment (cash or check number). A copy is kept for the League Secretary and the original is given to the Program Director.

2. Give registration fees to Program Director and obtain a receipt for same.

3. When the league is formed, complete a League Sanction Application with all required information, and give to Program Director for processing. No league will be sanctioned unless sanction form is filled out completely and sanction fees paid.

4. The Program Director will forward League Sanction Applications, original copies of each individual registration sheet, and sanction fees to the NDYA Office within 30 days after league starting date. Checks payable to NDYA.

5. In cases where youth bowl in more than one league, they do not pay an additional sanction fee, but the registration form must be completed, indicating name and sanction number of league where fee was paid.

6. Supplemental Sanction Applications are completed when individual bowlers join the league after the original League Sanction Application has been submitted to the NDYA Office. The Program Director will forward the Supplemental Applications, a copy of each individual registration sheet, and sanction fees to the NDYA Office within 30 days after registration date. Checks payable to NDYA.

7. When sanctioning Youth/Adult Leagues, all youth and adults must be sanctioned through the NDYA and NDBC respectively.

II. SETTING UP LEAGUES AND TEAMS

1. An NDYA bowler's age division is determined by their age on 1 September of the current season. It is recommended, where possible, that leagues be formed according to the following divisions:

> PEE WEES   6 years of age and under
> PREPS   7-9 years of age
> BANTAMS   10-12 years of age
> JUNIORS   13-15 years of age
> MAJORS   16-21 years of age *(not 22 on 1 September)*

2. Leagues may be established with a minimum of 4 teams – all boys, all girls, or mixed.

3. Teams may be composed of 2, 3, 4, or 5 members.

4. Bumper leagues may be established for Pee Wees who bowl while gutter bumpers are in place. See specific bumper league information under the "Code of Conduct and Rules" and "Awards and Recognition" sections.

III. HINTS FOR GETTING STARTED

The following program is recommended *(suggest an Instruction Clinic be held prior to the league starting date)*:

1. First Two Weeks—All members roll for an average *(use 3 weeks if necessary).*

2. Prior to third week, set up teams according to averages. There are three ways to do this:

    a. Arrange teams for the younger children. For example, if you have a 4-team league, you would list the names and averages of all your bowlers from highest to lowest according to average. Start with the four highest putting them on separate teams and making them team captains. Then, come back to the four lowest, putting them on separate teams. Then, keep reversing the procedure until all children are placed on teams. Try not to have more than a four- or five-pin team average spread from the highest to lowest team.

    b. With older children, you will find they like to pick their teammates. This is fine, but you should control it. For example, again with a 4-team league, you would pick the four highest average bowlers and make each of them a team captain. Then, group the other children's names on a list according to average. All 70s together, all 80s together, all 90s together, etc. Now, in allowing team captains to choose their teammates, they must pick one member from the 90s, 80s, then 70s, etc. By doing this, they have been satisfied; you have been satisfied; and the league will operate more efficiently and fairly.

c. On the first week, you can also announce that you will take recommendations for teammates but that you cannot make any guarantees. If they give you full teams, ask that they also tell you who to keep together in the event you have to break up the team due to averages. First, work everyone onto teams using their requests. In an effort to create equal teams, fill in the blanks with those children who did not request a certain team. Move those children from team to team until you have four teams close in average. If you cannot get the teams to even out, it will be necessary to break up some of the suggested teams. Remember to follow their requests for separating the teams, where possible. This generally makes for an acceptable compromise.

3. At the discretion of the Program Director, have the league members elect a League President, Secretary, and Treasurer *(if old enough to handle money)*. Have each team choose a Team Secretary, Team Treasurer, and Team Captain *(recommended for Bantams, Juniors, and Majors only)*.

4. Have league meetings periodically to discuss upcoming events, attendance, sportsmanship, concerns, and new ideas.

5. At the discretion of the Program Director, divide your league season into two halves with a 1st-round winner and a 2nd-round winner having a 3-game total pinfall roll-off at the end of the season to determine League Champions. This can also be done with 1st- and 2nd-round second place winners to determine third and fourth place.

6. Fall/Winter Season generally ends in mid-May, depending on area activities. Summer sanctions will start on 1 April. An existing sanctioned Fall/Winter league does not need to obtain a summer sanction in order to conclude its bowling season if it runs beyond 1 April.

IV. COMPLETING TEAM SCORE SHEETS

1. During each league session, the captains of each team fill out Team Score Sheets. It is a good idea to have these sheets prepared in advance for younger children. These sheets will be obtained from your bowling center and may vary in actual appearance. The Team Score Sheet is a record of what each team and its members bowled that day; their scores, handicaps, series; and team wins and losses.

2. The Team Score Sheets and the actual telescores or hard copy frame-by-frame game sheet must be turned into the League Secretary at the end of each league session.

V. KEEPING LEAGUE AVERAGES AND HANDICAPS

1. The League Secretary is to keep the averages of each member of the league as well as the team standings. The Team Scoring Record/Individual Scoring Record forms are furnished for this purpose. The team and individual records are kept on the same form, but annotated differently.

2. In setting up your books, mark one sheet as the Team Scoring Record for Team 1 and then mark sheets as Individual Scoring Records for each of the members on that team. Do the same for Team 2, 3, 4, etc. Explanations for using this form for a Team and for an Individual Scoring Record follows:

TEAM SCORING RECORD

DATE – Enter the date of competition.

LANES – Enter lane numbers rolled on that date.

TEAM WON/LOST – Enter wins/losses.

PERCENTAGE – Enter cumulative won/lost

records. For example, if the team won one game and lost two on 9/9 - this column would read 1-2. On the following week, the team won 3 and lost none - this column would read 4-2. The total of this column should always agree with the No. of Games column.

GAMES – Enter the team scores *(including handicap)* for each game rolled by the team.

TOTAL – Enter the total score for the series of that date.

GRAND TOTAL – This is the cumulative total pinfall for the season. Add the previous grand total figure to the newly entered series total for a new grand total.

NO. GAMES – This is the cumulative total number of games rolled by the team. Add the number of games rolled after each week of competition.

AVERAGE – Optional column. Divide grand total pinfall by number of games for the team averages.

HANDICAP – Optional column. Handicaps are figured on an individual bowler basis. The total individual bowler handicaps on each team equals the team's handicap per game.

HIGH GAME – Shows the highest team game bowled to date. It is not necessary to repeat the 746 each week; just enter a new figure when needed.

HIGH THREE (SET) – Shows the highest team set/series bowled to date. The number of games in a set is determined by your league format (2 games or 3 games). If the team rolled a high set of 1,997 on 9/9 and bowled a 2,010 two weeks later, the new score of 2,010 is entered. It is not necessary to repeat the 2,010 each week; just enter a new figure when needed.

INDIVIDUAL SCORING RECORD

DATE – Enter date of competition.

LANES – Optional column. Enter lane numbers rolled on that date or keep track of awards *(i.e., 20+, 30+, etc.)*.

TEAM WON/LOST – Optional column. This is an ideal place to keep track of bowlers' strikes and spares.

PERCENTAGE – Optional column. This column can be used to write the team number of the opposing team on that date or to keep a individual cumulative total of strikes and spares.

GAMES – Enter the individual scratch scores *(no handicap)* rolled by the bowler on that date.

TOTAL – Enter the total scratch set *(no handicap)* for the games rolled by the bowler on that date.

GRAND TOTAL – This is the cumulative total pinfall for the bowler for the season. Add the previous grand total figure to the newly entered set total for a new grand total.

NO. GAMES – This is the cumulative total number of games rolled by the bowler. Add the number of games rolled after each week of competition.

AVERAGE – Divide Grand Total pinfall by number of games rolled to date to determine average. Remember to drop all fractions; never round up.

HANDICAP – Using the official NDYA Handicap Chart, write the bowler's per-game handicap in this column *(see chart and calculation for manually determining handicap on pages 17 & 18)*.

HIGH GAME – This column shows the highest game rolled by the bowler to date. It is not necessary to repeat the 167 each week; just enter a new figure when needed.

HIGH THREE (use for 2- or 3-game sets) – This column shows the highest set/series rolled by the bowler to date. If the team rolled a high set of 362 on 9/9 and then a 425 a week later, the 425 becomes the new figure in the high set column. It is not necessary to repeat the 425 each week; just enter a new figure when needed.

VI. PREPARING WEEKLY SCHEDULES

1. A copy of the league schedule must be posted at the bowling center and the League Coach/ Secretary should also retain a copy with their records.

2. The first two teams competing will be assigned numbers 1 and 2, respectively, and their team names will be listed on the schedule code key in the space provided. The remaining teams will be numbered accordingly.

3. The proper lane numbers should be inserted in the space provided.

4. Below the "Date" in the space for week #1, the date of the first day of competition is entered. The remaining dates for the entire schedule are entered making allowances for holiday dates falling on regular bowling days. In the event a scheduled week's match is postponed because of inclement weather, etc. that week's schedule will be followed the next week and an additional date is added in the last week in the schedule. Example: 2/17 *(week 22 of bowling)* is postponed. The week of 2/24 would become week 22 of bowling.

VII. PREPARING LEAGUE STANDINGS SHEETS

1. League standing sheets must be posted weekly.

2. Standings sheets should include the following information:

   a. center name and league name;
   b. sanction number;
   c. date and lane assignments;
   d. team names/numbers;
   e. total team handicap;
   f. bowlers' first and last names;
   g. bowlers' number of games;
   h. bowlers' total pinfall;
   i. bowlers' averages; and,
   j. bowlers' handicaps.

VIII.   CALCULATING HANDICAP FOR BOWLERS AND TEAMS

1. Use the NDYA Individual Handicap Chart *(see page 18)* to calculate bowler handicaps.

2. When determining handicap for individual bowlers with averages lower than 27, perform the following calculation: 160 – average X .80 = 1-game handicap *(drop all fractions)*.

3. When determining handicap for a team, add each individual bowler's handicaps together *(drop all fractions)*. The sum is the team handicap.

4. In the event of a tie game, where the win is to be determined by a frame-by-frame roll-off, take 10% of the difference between the team handicaps and round up. In other words, if team 1 has a 332 handicap and team 2 has a 296 handicap, team 1 would get 4 pins per roll-off frame *(332-296=36. 36 X .10 = 3.6 / round up to 4)*.

IX. HOSTING IN-HOUSE AND OPEN TOURNAMENTS

1. NDYA tournaments that fall outside of regularly scheduled NDYA league sessions must be sanctioned. Complete the "NDYA Tournament Sanction Request" *(can be downloaded from www.NDYA.org, under Coach's Corner)* and submit the request along with a copy of the tournament rules and flyer to the NDYA Office prior to advertising the tournament, but not later than two weeks prior to the tournament.

    NOTE: Bowlers will be ineligible for NDYA awards if the tournament is not properly sanctioned beforehand.

2. Once NDYA sanction approval is received, post signs, distribute flyers, etc. to ensure maximum participation. NDYA league bowlers from other centers can be invited (open) or participation can be limited to the host center's bowlers (in-house).

3. Be consistent in enforcing all NDYA and NDBC rules throughout the tournament. The NDYA Code *(page 19)* describes acceptable prizes.

4. Within 30 days after the tournament, submit the "NDYA Tournament Results Form" and along with a copy of the final results to the NDYA Office.

X. OFFICIAL NDYA INDIVIDUAL HANDICAP CHART

Avg	1-Ga	3-Ga	Avg	1-Ga	3-Ga	Avg	1-Ga	3-Ga
25	108	324	71	71	213	116	35	105
26	107	321	72	70	210	117	34	102
27	106	318	73	69	207	118	33	99
28	105	315	74	68	204	119	32	96
29	104	312	75	68	204	120	32	96
30	104	312	76	67	201	121	31	93
31	103	309	77	66	198	122	30	90
32	102	306	78	65	195	123	29	87
33	101	303	79	64	192	124	28	84
34	100	300	80	64	192	125	28	84
35	100	300	81	63	189	126	27	81
36	99	297	82	62	186	127	26	78
37	98	294	83	61	183	128	25	75
38	97	291	84	60	180	129	24	72
39	96	288	85	60	180	130	24	72
40	96	288	86	59	177	131	23	69
41	95	285	87	58	174	132	22	66
42	94	282	88	57	171	133	21	63
43	93	279	89	56	168	134	20	60
44	92	276	90	56	168	135	20	60
45	92	276	91	55	165	136	19	57
46	91	273	92	54	162	137	18	54
47	90	270	93	53	159	138	17	51
48	89	267	94	52	156	139	16	48
49	88	264	95	52	156	140	16	48
50	88	264	96	51	153	141	15	45
51	87	261	97	50	150	142	14	42
52	86	258	98	49	147	143	13	39
53	85	255	99	48	144	144	12	36
54	84	252	100	48	144	145	12	36
55	84	252	101	47	141	146	11	33
56	83	249	102	46	138	147	10	30
57	82	246	103	45	135	148	9	27
58	81	243	104	44	132	149	8	24
59	80	240	105	44	132	150	8	24
60	80	240	106	43	129	151	7	21
61	79	237	107	42	126	152	6	18
62	78	234	108	41	123	153	5	15
63	77	231	109	40	120	154	4	12
64	76	228	110	40	120	155	4	12
65	76	228	111	39	117	156	3	9
66	75	225	112	38	114	157	2	6
67	74	222	113	37	111	158	1	3
68	73	219	114	36	108	159	0	0
69	72	216	115	36	108	160	0	0
70	72	216						

Based on 80% from 160 Scratch – Drop All Fractions