

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 1/2 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.

The form is titled 'NATIONAL YOUTH DUCKPIN ASSOCIATION REGISTRATION FORM'. It is divided into several sections: 'YOUTH INFORMATION', 'PARENT/GUARDIAN INFORMATION', and 'LEAGUE INFORMATION'. Each section contains fields for personal details, contact information, and league-specific data. At the bottom, there is a small note: 'Form BY 11/2011'.

This form is titled 'NATIONAL DUCKPIN YOUTH ASSOCIATION LEAGUE SANCTION APPLICATION'. It includes fields for league name, date, address, and contact information. A table lists members with columns for 'MEMBER' and 'MEMBER' (likely a typo for 'MEMBER'). Below the table, there are sections for 'CENTER PERSONNEL' and 'MAILINGS WILL BE SENT TO PERSON LISTED'. A box on the right indicates 'NDYA League No. MD-648'.

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.

This form is titled 'NATIONAL DUCKPIN YOUTH ASSOCIATION SUPPLEMENTAL SANCTION APPLICATION'. It includes a table for listing additional bowlers with columns for 'BOWLER' and 'LEAGUE SANCTION NO.'. Below the table, there are sections for 'TOTAL NUMBER ADDITIONAL MEMBERS ON THIS APPLICATION' and 'MAILINGS WILL BE SENT TO PERSON LISTED'. A note at the bottom states: 'NOTE: If a bowler is sanctioned in one league and joins additional leagues, please list the name and circle the number by the name.' The form also includes a small box for 'NDYA League No. MD-648'.

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 (<i>not 22 on 1 September</i>)

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.

NDYA YOUTH LEAGUE						DATE 9/9 XX					
TEAM #1 - CHAMPS						TEAM #2 - VIOLETS					
			LANE 1						LANE 2		
HDCP.	PLAYERS	1	2	3	TOTAL	HDCP.	PLAYERS	1	2	3	TOTAL
28	JANE BROWN	121	133	117	371	26	BILLY JONES	128	130	156	414
33	IRMA SMITH	100	106	128	334	31	BOBIE TAYLOR	101	122	133	356
30	MARY FRY	146	120	137	403	28	LEE JOHNSON	93	93	137	299
21	BETTY FOX	115	106	103	324	19	ANN TUCKER	114	108	125	347
14	JEDN SIMM	128	141	120	389	12	CAROL BURNS	109	130	141	380
136		Tot. Hdcp.		Sub Total		110		Tot. Hdcp.		Sub Total	
1		Handicap		101100105150		2		Handicap		116116116348	
2		TL Inc. Hdcp.		7377337131300		1		TL Inc. Hdcp.		63873719712172	
Indicate by (X) Games Won						Indicate by (X) Games Won					
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>					
Coach: <i>Janet Smith</i>						Captain: <i>Ann Tucker</i>					

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.

NATIONAL DUCKPIN YOUTH ASSOCIATION														
SEASON 20 XX - 20 XX												<input type="checkbox"/> TEAM SCORING RECORD <input type="checkbox"/> INDIVIDUAL SCORING RECORD		
TEAM OF INDIVIDUAL NAME		TEAM #		AVE. LAST SEASON		LEAGUE		SET YOUTH						
AGE	BIRTH DATE (Month) (Day) (Year)			AGE		PHONE								
DATE	LANES	TEAM		PER- CENTAGE	GAMES			TOTAL	GRAND TOTAL	NO. GAMES	AVERAGE	HANDICAP	HIGH GAME	HIGH THREE
		WON	LOST		1	2	3							
9/9	1+2	1	2	1-2	609	746	613	1997	1997	3	665		746	1997
9/16	3+4	3	0	4-2	651	639	619	1909	3906	6	651			
9/23	5+6	3	1	6-3	638	701	671	2010	5916	9	657			2010
9/30	1+2	0	3	6-6	640	673	637	1950	7806	12	655			

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.

NATIONAL DUCKPIN YOUTH ASSOCIATION														
SEASON 20 XX 20 XX												<input type="checkbox"/> TEAM SCORING RECORD <input checked="" type="checkbox"/> INDIVIDUAL SCORING RECORD		
TEAM OF INDIVIDUAL NAME		JOHN SMITH		AVE. LAST SEASON		100		LEAGUE		SAT YOUTH				
ADD:		101 PARK ST		BIRTH DATE		JUN 19		AGE		18				
DATE	LANES	TEAM WON	LOST	PER CENTAGE	GAMES			TOTAL	GRAND TOTAL	NO. GAMES	AVERAGE	HANDICAP	HIGH GAME	HIGH THREE
9/9	40+				101	167	94	362	362	3	120	16	167	362
9/16	20+				149	131	125	425	787	6	131	7		425
9/23					116	121	107	344	1131	9	125	12		
9/30					121	147	126	404	1535	12	127	10		

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

National Duckpin Youth Association (Bowling Center) 9:15 Saturday Mixed League 28 April 2009												
Lanes Assignments												
Lanes	19-20	21-22	23-24	25-26	27-28	29-30						
Teams	2-4	1-5	10-12	11-8	6-3	9-7						
Team 1	Avg HC	Pins	Gms	Team 7	Avg HC	Pins	Gms					
Mallory Smith	70	56	3936	56	60	3408	52					
Maria Baker	79	48	4591	58	45	76	2086	46				
Alyssa Edwards	86	43	4412	51	53	69	1927	36				
Abigail Perry	62	62	2866	46	55	68	2876	52				
Team 2	58	65	2241	38	Team 8	85	60	2956	45			
Brandon Snow	55	68	2786	50	Kirstin Kirkpatrick	47	74	2181	46			
Lyndsay Snow	57	66	2866	50	Heaven Williams	43	77	1051	24			
Harvey Nick	78	49	3778	48	Blind							
Team 3	51	71	2458	48	Team 9	65	60	3408	52			
Joey Clark	85	60	3514	54	Jake Johansen	45	76	2086	46			
C.J. Johnson	62	62	3234	52	Hunter Seidel	53	69	1927	36			
Matthew Brown	45	76	1558	34	Merissa Engelke	55	68	2876	52			
Brianna Johnson							Nicky Butters					
Team 4	70	56	3675	52	Team 10	70	56	3675	52			
Chase Stull	48	73	1934	40	Chase Harvey	48	73	1934	40			
Brian Hines	69	56	3357	48	Shawn Simmons	69	56	3357	48			
John Smith	45	76	2290	50	Simon Stull	45	76	2290	50			
Taylor Gordon							Aidan Smith					
Team 5	67	58	3635	54	Team 11	65	60	3408	52			
Ian Cavey	73	53	3250	44	Jake Anthony	45	76	2086	46			
Tyler Harvey	75	52	3759	50	Hunter Hardesty	53	69	1927	36			
Danny Dunn							Merissa Hughes					
Blind							Nicky Collins					
Team 6	75	52	4089	54	Team 12	80	48	4497	56			
LaRee Simms	45	76	2161	48	Cole Cunningham	60	64	3527	58			
Kevin Buton	54	68	2842	54	Eric Chavez	55	68	3135	56			
Eleana Zimmerman	63	61	3035	48	Jayden Jones	55	68	3135	56			
Cheryl Daily							Donovan Grant					

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: $160 - \text{average} \times .80 = 1\text{-game handicap}$ (*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 ($332-296=36$. $36 \times .10 = 3.6 / \text{round up to } 4$).

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
25	108	324
26	107	321
27	106	318
28	105	315
29	104	312
30	104	312
31	103	309
32	102	306
33	101	303
34	100	300
35	100	300
36	99	297
37	98	294
38	97	291
39	96	288
40	96	288
41	95	285
42	94	282
43	93	279
44	92	276
45	92	276
46	91	273
47	90	270
48	89	267
49	88	264
50	88	264
51	87	261
52	86	258
53	85	255
54	84	252
55	84	252
56	83	249
57	82	246
58	81	243
59	80	240
60	80	240
61	79	237
62	78	234
63	77	231
64	76	228
65	76	228
66	75	225
67	74	222
68	73	219
69	72	216
70	72	216

Avg	1-Ga	3-Ga
71	71	213
72	70	210
73	69	207
74	68	204
75	68	204
76	67	201
77	66	198
78	65	195
79	64	192
80	64	192
81	63	189
82	62	186
83	61	183
84	60	180
85	60	180
86	59	177
87	58	174
88	57	171
89	56	168
90	56	168
91	55	165
92	54	162
93	53	159
94	52	156
95	52	156
96	51	153
97	50	150
98	49	147
99	48	144
100	48	144
101	47	141
102	46	138
103	45	135
104	44	132
105	44	132
106	43	129
107	42	126
108	41	123
109	40	120
110	40	120
111	39	117
112	38	114
113	37	111
114	36	108
115	36	108

Avg	1-Ga	3-Ga
116	35	105
117	34	102
118	33	99
119	32	96
120	32	96
121	31	93
122	30	90
123	29	87
124	28	84
125	28	84
126	27	81
127	26	78
128	25	75
129	24	72
130	24	72
131	23	69
132	22	66
133	21	63
134	20	60
135	20	60
136	19	57
137	18	54
138	17	51
139	16	48
140	16	48
141	15	45
142	14	42
143	13	39
144	12	36
145	12	36
146	11	33
147	10	30
148	9	27
149	8	24
150	8	24
151	7	21
152	6	18
153	5	15
154	4	12
155	4	12
156	3	9
157	2	6
158	1	3
159	0	0
160	0	0

Based on 80% from 160 Scratch – Drop All Fractions

