

## **I. NDYA CODE**

### **A. MEMBERSHIP**

1. Every coach and member of the NDYA Program is expected to show good sportsmanship and courtesy at all times. This includes:
  - a. welcoming all youth bowlers regardless of ability and skill levels;
  - b. keeping accurate scores;
  - c. using proper language (no profanity or obscene gestures);
  - d. respecting coaches, managers, scorekeepers, and other bowlers;
  - e. using all lane equipment properly;
  - f. no playing of game machines during league play/tournaments;
  - g. no use of tobacco products during league play/tournaments;
  - h. no use of electronic devices (cell phones, MP3 players, headsets, etc.) on the lanes or in the bowlers' area during league play/tournaments;
  - i. no drinking of alcohol during league play/tournaments; and,
  - j. obeying all rules of the NDYA and the NDBC.
2. NDYA members are prohibited from bowling, substituting, or pacing in ANY adult duckpin money and/or merchandise leagues/tournaments. Any NDYA members found in violation of this rule will be subject to permanent suspension from the NDYA based on a case-by-case review by the Board of Directors.
3. Youth shall observe the eligibility RULE of their state high school athletic association.
4. NDYA members may be awarded merchandise prizes for NDYA-sponsored events:
  - a. Free games of bowling;
  - b. Bowling balls, bags, shoes, and wearing apparel;
  - c. Prepaid entry into a bowling event, providing recipient has qualified through a previous event – not transferable;
  - d. Merchandise such as trophies, medals, plaques, gift certificates, movie tickets, CDs, etc.; not to exceed a total value of \$50 as one prize; and/or,
  - e. Scholarships in any amount paid directly to an educational institution.

\*\*\*\*Under no circumstances may an NDYA bowler win cash. \*\*\*\*

### **B. SUSPENSION OF MEMBERSHIP**

1. Any member of the NDYA violating the provisions of the NDYA Code as outlined below shall be liable for the penalties indicated, and anyone who is not a member of the NDYA but who has violated the provisions of this code shall be refused membership until the NDYA Board of Directors approves their application. A player suspended from or denied membership in NDYA shall be ineligible to participate in any and all NDYA-sanctioned leagues or tournaments, or to hold any league or NDYA office.

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2. Any youth that attempts to gain an unfair advantage by performing one of the following acts will be subject to the penalties indicated:
  - a. By directly or indirectly tampering with lanes, bowling pins and/or balls so they no longer meet NDBC specifications. Penalty – Suspension of membership up to 6 weeks.
  - b. By misrepresenting an average either to gain a greater handicap or qualify for a lower classification in a sanctioned league or tournament. Penalty - Suspension of membership up to 6 weeks.
  - c. By establishing an average below their ability and thereby gaining an unfair advantage in handicap or classified competition. Penalty – Loss of game or games including awards and suspension of membership up to 6 weeks.
  - d. Using an assumed name or bowling under the name of another person scheduled to bowl in a sanctioned league or tournament. Penalty – Forfeiture of all games in which such a player was used and all involved and found guilty shall be liable for suspension of membership for up to 6 weeks.
  - e. When a team knowingly uses a suspended player it shall forfeit all games in which the suspended player was used, and all involved and found guilty shall be liable for suspension of membership for up to 6 weeks.
3. Any youth that misuses any funds entrusted to them shall be suspended from 6 weeks to indefinitely dependent upon the severity of the situation and the youth's willingness to make proper restitution.
4. A Program Director may declare a member under their supervision ineligible for participation in NDYA-sanctioned competition for a period up to 3 weeks from the date of the infraction of NDYA rules, league rules, and/or the NDYA Code. Program Directors will seek NDYA Board approval for suspensions in excess of 3 weeks.
5. The Program Director must advise the member in writing of the rule(s) violated, the period of ineligibility, and that they are ineligible to participate in all NDYA-sanctioned competition during the period of ineligibility (*see page 21 for sample letter*). A copy of the Youth Director's letter must be given to the proprietor of the bowling center and the NDYA office. The member or his/her parents or legal guardian may file a written request for a hearing with the NDYA. When such a request is received, the NDYA shall notify the Program Director and the member that the suspension shall be held in abeyance until the NDYA has conducted a hearing and rendered a decision.
6. A suspended bowler will be eligible for any award won on merit prior to the incident causing suspension. Should any bowler qualify for an award after the incident for which suspension is sought, and before a determination has been made, the question of eligibility of the suspended bowler to receive the award will be decided by the NDYA Board of Directors. A suspended bowler is ineligible to receive a team award won by a team of which they were a member at the time suspension was invoked.

SAMPLE SUSPENSION LETTER

Bowler's Name  
Bowler's Address  
City, State, Zip

Dear *Bowler's Name*,

It is with much disappointment that I confirm your three-week suspension from the NDYA league at Bowling Center, for violation of the NDYA Code, sections *XXXX and XXXX*. The suspension is effective (*date*), and will remain in effect through the (*date*) league session. During this period, you will be ineligible to participate in any NDYA-sanctioned competition or events.

You or your parents/guardians may file a written request for an appeal hearing with the NDYA Board of Directors. If you intend to file such an appeal, please contact the NDYA Office at 401-391-2561 on or before (*date – 14 days after date of letter*), and your suspension will be held in abeyance until the NDYA Board has conducted a hearing and rendered a decision.

It is my sincere hope that you have learned a difficult but valuable lesson about honesty and integrity (*sportsmanship, etc.*) and will return to our league, putting this unfortunate incident behind you. If you have any questions or would like to discuss this matter further, please do not hesitate to contact me at (*coach's contact information*).

Very respectfully,

*Program Director's Name*  
NDYA Program Director  
Center Name

cc:

*Coach's Name*, League Coach  
*Center Manager's Name*, Center Manager  
NDYA Office

C. MISCELLANEOUS

No alcoholic beverages shall be consumed in the area where members are engaged in NDYA functions.

### II. NDYA RULES

The following playing rules shall be those of the NDYA. If a particular situation is not covered by an NDYA rule, refer to the National Duckpin Bowling Congress rules.

1. *AVERAGE* – A bowling average is determined by dividing the bowler's total pinfall in a league by the number of games bowled in that league, dropping all fractions.
2. *HIGHEST AVERAGE* – The best average attained in any one of several sanctioned leagues in which the bowler competes.
3. *HANDICAP* – Method of equalizing competition. Based on percentage of average score, given number of pins are added to those earned. Use NDYA Handicap Chart (*see page 18 of this manual or www.ndya.org*).

#### 4. *TEAM MEMBERSHIP*

- a. To establish a league, there must be a minimum of 4 teams. A team may consist of two, three, four, or five bowlers. If you have a six-man team, all six bowlers will bowl every game, dropping the low score each game to determine the win or loss.

#### b. Legal Lineup

*Option I* – Two bowlers for five-member team, one bowler for four-member, three-member or two-member teams. Forfeit is granted to team 1, if team 2 does not have a legal lineup.

*Option II* – No team shall forfeit as long as one bowler of that team is present and able to bowl. After three weeks, if only one member attended league sessions, the team shall be disbanded and the one remaining bowler shall be placed on another team.

*NOTE: Scores rolled by non-NDYA members (i.e., non-sanctioned substitutes, pacers, etc.) do not count for league competition or awards.*

#### c. Absentee Score

*Option I* – Use bowler's full average and full 80% handicap.

*Option II* – Use bowler's average minus five pins and full 80% handicap.

#### d. Vacancy Score

*Option I* – Pee Wees – 60, Preps – 70, Bantams – 80, Juniors – 90, Majors – 100, plus full 80% handicap.

*Option II* – Use the league average, plus full 80%. This is determined by adding all averages together and dividing by the total number of bowlers.

*Option III* – Preps/Bantams mixed – 75, Juniors/Majors mixed – 95.

- e. Late members will not catch up, but will receive 1/10th of their average (*dropping all fractions*) per frame for each frame missed, number of pins not to exceed 10 per frame. Such a game will count toward the individual's average. A late bowler may enter a game at any point.
5. **BUMPER BOWLING** – At the discretion of the Program Director, Bumper Leagues may be established for Pee Wees who bowl while gutter bumpers are in place. Bumper leagues are recognized as official NDYA leagues with bowlers being eligible for several individual awards; however, some additional rules apply (*see Chapter 5 “Awards and Recognition” for award eligibility*).
- a. All members of the league will be sanctioned as bumper bowlers, whether the bumpers routinely affect their scores or not.
  - b. At such time that a bumper bowler transitions into a regular non-bumper league, the bowler must establish a new non-bumper average before becoming eligible for awards and before their scores count toward team competition.
6. **BOWLING SHOES** – All bowlers must wear bowling shoes. In the event a child's feet are too small for bowling shoes and they deliver the ball from a stationary position, allow them to bowl in rubber-soled shoes. Remind them to bring such shoes in a separate bag on inclement days. Never allow a child to bowl in their socks or bare feet.
7. **LOFTING** – Any ball delivered in anger that, while in the air, passes the furthest ducktail, dot, arrow, or 15 feet is a lofted ball. Penalty – first time warning, second time zero for frame; third time zero for game.
8. **FOUL LINE** – All fouls shall be handled in accordance with the following:
- a. Definition of Foul – If any part of the bowler's person or clothing touches the foul line or touches any point past the foul line, during or after release of the ball, this shall be considered a foul. If any object falls from the bowler's person and breaks the light beam during or after release of the ball, this shall be considered a foul. If the light beam is not broken, no foul shall be called. Upon notification to the opposing team captain or member of the opposing team, a player may cross over the foul line to remove any obstructions. If, for whatever reason, a bowler goes over the line or touches any point beyond the line but does not release the ball, no foul shall be called.
  - b. When a foul occurs on the first ball, all pins shall be re-spotted and the bowler rolls his second and third balls.



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- c. When a foul occurs on the second ball, that ball is lost and all pins knocked down by the second ball, if any, shall be reset and the bowler rolls a third ball.
- d. When a foul occurs on the third ball, both the ball and the pins knocked down by that ball are lost and the bowler is through for that frame.
- e. Should a bowler make a strike in the 10th frame or any extra frame and foul on the first roll-off ball, that ball shall be lost and the pins knocked down by that ball shall be reset. The bowler will then continue to roll his/her second count ball. Should a foul occur on the second ball, both the ball and the pins knocked down by that ball are lost, and only the pins knocked down by the first ball count.
- f. If it is apparent that a player deliberately fouls to benefit by the calling of such foul, he shall receive a zero for that frame. Where an automatic pinsetting machine is in use and it is apparent that a bowler deliberately steps on the pedal or pushes the button that activates the deadwood removal mechanism to benefit by such action, then the act of the bowler shall be considered as a deliberate foul, recorded as such, and bear the same penalty as outlined in previous paragraphs.
- g. Bowlers shall show lane courtesy to bowlers on adjacent lanes who are ready to start, or already in, their approach. Bowlers shall make every effort to bowl ball-for-ball (*start your approach as soon as the bowlers on the adjacent lanes have completed their delivery*). Any bowler who waits for a bowler two or more lanes away shall be deemed to have committed a deliberate foul and shall receive a zero for that frame.

*NOTE: The above foul rules shall be used for both manual and automatic machine pinsetting.*

### 9. DEADWOOD

- a. Deadwood must be removed from the lane and gutters after each ball is rolled, mechanically if possible. Any pin(s) falling after the bowler activates the deadwood/reset mechanism, shall not count as pins down. Failure to remove deadwood or balls from the lane or gutters shall be ruled as follows:
  - First ball* – The ball shall be declared dead; the bowler must reset and deliver again his/her first ball again.
  - Second/Third ball* – 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.
- b. When an automatic pinsetting machine is in use, and the 7 pin and/or the 10 pin is knocked down by pins being cleared by the gutter belt, such pin(s) shall be regarded as down so long as the deadwood or reset mechanisms have not been activated. Any pin or pins knocked down by the 7 pin and/or the 10 pin as a result of this action, shall also be counted as down.

10. *ILLEGAL PINFALL*

- a. A ball must hit a pin before leaving the playing area; if a ball returns to playing area knocking down pins, such pins are counted down. If a ball does not hit pins upon delivery, but rebounds knocking down pins, such pins must be reset.
- b. If the first ball rolled rebounds from the gutter and knocks down pins, the pins must be reset and two balls are then rolled.
- c. If the second ball rebounds from the gutter, the pins must be reset and the third ball is then rolled.
- d. If the third ball rebounds from the gutter, only the pins knocked down by the first and second balls shall be counted as down.

11. *PLAYING LANES*

- a. The lanes immediately adjoining each other shall be used in all games. The contesting team shall successively and in regular order roll one frame on the one lane, and then change lanes for the next frame, alternating lanes each frame until the game is completed. The teams must start the following game on the same lanes on which the tenth frame of the previous game was rolled.
- b. At the option of the league, two frames may be rolled consecutively on one lane by each bowler on the team before alternating lanes. Where this procedure is followed, the teams will start each succeeding game on the opposite lane from which the tenth frame of the previous game was rolled.

12. *DISPUTES* – Any match that is under dispute must be made known to opposing team captain and official in charge. Play should not begin until dispute is clarified and satisfied. Should the players on protesting team roll the next ball before the protest is made, no protest shall be given consideration.

13. *POSTPONED TEAM MATCHES*

- a. At the discretion of the Program Director and the center's management, team matches may be rolled in advance or postponed. If granted, such postponements should be rolled off within three weeks of the date of the postponements and must be rolled under league conditions and strict ADULT supervision.
- b. Individual awards will be recognized under the above conditions ONLY.

14. *INDIVIDUAL PRE-BOWLING*

- a. At the discretion of the Program Director and the center's management, bowlers may roll in advance of their scheduled match. If granted, such games must be rolled under league conditions and strict adult supervision. A frame-by-frame scoresheet must be submitted.

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- b. Pre-bowled games will not be recognized with NDYA awards; however, center-specific awards could still be earned. Please make the bowler and their parents/guardians aware of this prior to their pre-bowling.
- c. A bowler may not roll his/her games for a previous league session.

### 15. TIE GAMES

- a. Leagues should determine before the season which of the following methods is to be used to resolve ties:
  - 1) Each team is awarded one-half game won and one-half game lost.
  - 2) Use 1st frame of next game, plus one-tenth of handicap, to break tie.  
*NOTE: Last game tie or tie for series would be determined with one additional frame. This additional frame does not count toward individual or team scores.*
- b. In the event of a tie at the end of the season for the League Championship, the number of games required for a regular league session must be rolled, total pins including handicap for number of games deciding the winner. In rolling-off for the Championship, all bowlers must be regular team members; otherwise, the team must take an absentee score. *NOTE: Additional frame does not count toward individual or team scores.*

16. *INCLEMENT WEATHER* – If inclement weather, or other extenuating circumstances, make it necessary to cancel league competition, a fun day for those in attendance should be substituted with bowlers being notified prior to bowling. Scores are not eligible for NDYA awards.

17. *END-OF-SEASON AVERAGES* – A final standings sheet listing bowlers' first and last names, number of games, total pinfall, and average must be submitted to the NDYA Office within 30 days of the final week of league schedule (but not later than 31 May). Average sheets submitted after 31 May will not be considered in determining record scores. The NDYA will also provide "Top Five Average Forms" for completion. These forms will be used to determine the Norm Fleury All-American Teams and the Evelyn and Archie Larochelle award winners (*see page 30*) and should be submitted along with the final standings sheets.