HEAD OFFICIAL – PREPARATION OUTLINE

The head official shall be familiar with all playing rules (including the Assistant Official’s duties), with special emphasis on the following:

**Rule 1 Facilities and Equipment**

1.1 Competition area
   1.1.1 Player’s area
   1.1.2 Facility requirements – two lanes required
   1.1.3 Special provisions – facility equipment
      1.1.3.1 Bowling pins
      1.1.3.2 Foul detection device (foul lights)
      1.1.3.3 Lane maintenance for competition
   1.1.4 Additional zones within the competition area
      1.1.4.1 Team/coach area
      1.1.4.2 Warm-up area
      1.1.4.2.1 Inappropriate use of warm-up area
      1.1.4.3 Equipment storage area

1.2 Non-competition areas
   1.2.1 Spectator seating areas
   1.2.2 Media area
   1.2.3 Event management / scorekeeping area
   1.2.4 Medical area / training room

1.3 Safety measures
   1.3.1 Surface
   1.3.2 Approaches, must not be defaced
   1.3.3 Unsecured bowling equipment
   1.3.4 Head official discretion

1.4 Other equipment
   1.4.1 Bowling equipment racks
   1.4.2 Dividers

**Rule 2 Player Equipment**

2.3 Altering of equipment surfaces
2.4 Use of pro shop services
2.5 Additional player equipment
2.6 Logo restrictions for equipment

**Rule 3 Uniforms and Apparel**

3.1 Competition uniform
   3.1.3 Uniform fit
3.2 Non-compliance of apparel guidelines
3.3 Logo restrictions for apparel

**Rule 4 Teams**

4.1 Team members
4.4 Competition lineup
4.5 Substitutions
Rule 5 General Rules and Scoring
5.2 General scoring
    5.2.4 Scoring errors
        5.2.4.1 Scoring errors corrections by non-official
    5.2.5 Malfunction of foul detection device
    5.2.6 Scores, loss of

Rule 6 Duration of Matches
6.1 Team matches (five person)
6.2 Baker, match play
6.3 Baker, total pinfall
6.4 Resolving tied games
    6.4.1 Sudden-death roll-off
        6.4.1.1 Shoot-out
        6.4.1.2 Modified baker
6.5 Resolving ties – final event place finish

Rule 7 Protocols
7.1 Competition schedule
    7.1.2 Matches – number per day
7.2 Pre-match events
7.3 Competition guidelines
7.4 Match interruptions
7.5 Interruptions – player/team conduct
    7.5.1 Unfair tactics
    7.5.2 Unsportsmanlike conduct
    7.5.3 Interrupted game/match – individual and team sanctions
    7.5.4 Forfeit
    7.5.5 Delay of game
7.6 Post-Competition events
7.7 Crowd control
    7.7.1 Event management procedures – resolving problems
    7.7.2 Failure to comply – host or offending team sanctions
    7.7.3 Artificial noisemakers and bands
7.8 Decisions and protests
    7.8.1 Appeal or protests
    7.8.2 Protests to be considered
    7.8.3 Non-competition protest procedures
    7.8.4 Competition (tournament and dual match) protest procedures
    7.8.5 Protest situations – results dependent on previous matches
    7.8.6 Protested facts to be recorded
    7.8.7 Protested game/match – nullification of protest

Rule 8 Individual and Team Sanctions
8.1 General guidelines
    8.1.1 Definition of misconduct
    8.1.2 Individual player or coach misconduct sanctions
        8.1.2.1 Warning
8.1.2.2 Penalty
8.1.2.3 Expulsion
8.1.2.4 Disqualification
8.1.3 Team discipline
8.2 Assessment of sanctions
  8.2.1 Event manager’s and head official’s authority
  8.2.2 Sanction procedures during play
  8.2.3 Sanction procedures between games
  8.2.4 Multiple sanctions
8.3 Failure to comply

**Rule 9 Officials and Their Duties**
9.1 Event Manager
9.2 Official
  9.2.1 Head Official
  9.2.2 Scorekeeper
  9.2.3 Event officials