

## 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