ASSISTANT OFFICIAL – PREPARATION OUTLINE

The assistant official shall refer to the following rules.

Rule 1 Facilities and Equipment
1.1 Competition area
   1.1.1 Player’s area
   1.1.3 Special provisions – facility equipment
      1.1.3.2 Foul detection device (foul lights)
   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
1.3 Safety measures
   1.3.1 Surface
   1.3.2 Approaches, must not be defaced
   1.3.3 Unsecured bowling equipment

Rule 2 Player Equipment
2.1 Balls for competition
2.2 Special equipment to grip the bowling ball
2.3 Altering of equipment surfaces
   2.3.1 Use of substance on bowling ball during competition
   2.3.2 Use of bowling towel to maintain surface
   2.3.3 Use of additional equipment to alter surface
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
   3.1.1 Uniform
   3.1.2 Jerseys
   3.1.3 Uniform fit
   3.1.4 Shoes
   3.1.5 Undergarments
   3.1.6 Non-competition apparel
   3.1.7 School name and uniform numbers
   3.1.8 Blood situations
3.2 Non-compliance of apparel guidelines
3.3 Logo restrictions for apparel

Rule 4 Teams
4.1 Team members
   4.1.1 Players
4.1.2 Roster size and travel party size
4.2 Designation of coaches and captains
4.4 Competition lineup
  4.4.1 Inability to maintain lineup after match begins
4.5 Substitutions

**Rule 5 General Rules and Scoring**

5.1 General Rules
  5.1.1 Order of bowling, five-person games
  5.1.2 Order of bowling, Baker format
  5.1.3 Official lineup
  5.1.4 Legal delivery
  5.1.5 Special considerations to deliver the ball
  5.1.6 Legal pinfall
5.2 General scoring
  5.2.1 Games, how scored
  5.2.2 Scoring, how recorded
  5.2.3 Definition of a foul
    5.2.3.1 Deliberate foul
    5.2.3.2 Apparent foul
  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
7.3 Competition guidelines
7.4 Match interruptions
  7.4.1 Illegal pinfall
  7.4.2 Pins – improperly set, first ball
  7.4.3 Pins – improperly set, second ball
  7.4.4 Pins – re-racks
  7.4.5 Pins – rebounding
  7.4.6 Pins – replacement
  7.4.7 Dead ball
  7.4.8 Bowling on wrong lane
7.4.9 Provisional ball
7.4.10 Equipment failure
7.4.11 Match-legal lineup not maintained
7.5 Interruptions – player/team conduct
  7.5.1 Unfair tactics
    7.5.1.1 Equipment
    7.5.1.2 Disruption of play
  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
7.8 Decisions and protests
  7.8.1 Appeal or protest
  7.8.4 Competition (tournament and dual match) protest procedures

**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
8.3 Failure to comply