# Sioux Empire PSA - Bowling Athletic Code

Ratified 1/1/2024

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# Mission Statement

1.  Sioux Empire Pride Sports Association- Bowling (Sioux Empire PSA- Bowling) is a non-profit adult community-based sports organization created to support the bonds of Lesbian, Gay, Bisexual, and Transgendered (LGBT) fellowship to play bowling in a safe environment of friendly competition; free of discrimination based on age, race, creed, religion, sex, national origin, sexual orientation, gender identity or playing ability.

2.  The Sioux Empire Pride Sports Association- Bowling also fosters knowledge and training in bowling to educate the community it serves as to the physical, social, psychological, and intellectual benefits of athletics.

# League Structure

1.  The structure of Sioux Empire PSA - Bowling shall be determined by the annual August team manager meeting. In this meeting, Bowling League Commissioners and Team Managers will determine:

    1.1.    Dates and Times for each season.

    1.2.    Structure of each Season. Example to add variants to the game for either or both of the seasons.

    1.3.    Determine team fees.

    1.4.    Determine player handicap score. Explanation in bowling handicap.

1.5.    Announce any changes that the bowling alley has passed along.

2.    Manager Meeting will be held once a month during league play.

3.    In all variants of the game. Each player will have the opportunity to bowl a maximum of two (2) times. If the bowler would knock all the pins down on their first attempt this would be a strike.

3.1.    In some variants of the game a strike can be determined by how many were knocked down. Example in 9-Pin tap variant. The bowler would get a strike if only 9 pins are knocked down.

# Team Manager Responsibilities

1.    Represent their team at the manager meetings (They may designate a proxy in their absence).

2.    Report the results of the manager meetings back to their team.

3.    Collect and submit to the Bowling League Commissioners:

3.1.    Team Rosters

3.2.    Sponsor Contributions

3.3.    Team Fee along with player fees from their team if player fees are required.

4.    Maintain team sportsmanship at all SEPSA games and events.

5.    Remind players of bowling etiquette. (Bowler to remain off platform while other bowlers on either side are setting up for their next bowl.)

6.    Organize their team in the bowling alley and order their team and set absentees.

# New Player Recruits

1.    Each year Sioux Empire PSA - Bowling shall recruit free agents.

2.    New Players that have been recruited may join a team of their choosing, be placed on a team needing players to fill their roster, form a new team, or be a whole league substitute.

3.    Teams needing players shall inform the Bowling League Commissioners of the desired number of players needed. The recruitment list will be provided to any Team manager requesting it.

4. Teams may form with players of all playing abilities.

5. Player participation if Sioux Empire PSA - Bowling is voluntary.

6. Players may be requested to be just a substitute player and do not belong to a team and be requested to play on any team while the player sees fit to play.

7. All League Substitutes are allowed to join the league up to the last week of regular league play. All League Substitutes will not not be allowed to join for the tournament.

# Team Rosters

1. A team must consist of a minimum of four (4) players with a maximum of six (6) players.

2. Players have until the second week of the season to move teams. After the second week team rosters are locked for the season.

    2.1. Players leaving teams need to notify the current team manager and team manager of the new team. Along with informing Bowling League Commissioners.

# Weekly Team Rosters

1. Every week a maximum of four (4) players may play with their team.

2. If a player or team is unable to attend. A team has the below options:

    2.1. Request a substitute form the available all league substitutes.

    2.2. Request extra players from other teams that the team is not competing against. Maximum of two (2) players can be recruited from another team.

    2.3. Players and/or the entire Team can choose to use their average score minus ten (10) pins for that week's score.

    2.4. Makeup games are not allowed.

# Bowling Scoring

1. Scoring is determined by how many pins are knocked down in a frame.

2. There are ten (10) frames in each game of bowling. A frame is two (2) attempts to knock down all ten (10) pins. In the tenth frame a bowler is allowed a maximum of three (3) attempts if the bowler knocks down all ten (pins) either or both of the first two attempts.

3. On the first attempt if a player knocks all ten (10) pins it is considered a strike. A variant of the game may determine a strike if a lesser amount is knocked down.

   3.1. The score of the strike is not determined until the next two (2) balls are thrown by that bowler.

   3.2. The strike is calculated as ten (10) pins plus the number of pins knocked down in the next two (2) balls.

4. On the second attempt if a player knocks down all or all remaining pins it is considered a spare.

   4.1. The score of the spare is not determined until the next one (1) ball is thrown by that bowler.

   4.2. The spare is calculated as ten (10) pins plus the number of pins knocked down in the next one (1) ball.

5. A player's scratch game is the total score for a game not including their handicap.

6. All scores for league points are using the bowler's scratch game plus their handicap for each game.

# League Points

1. In every league play week there are three (3) games played and each team has the opportunity to get any or all of the four (4) points available.

2. The first three (points) are determined on a game by game basis. The winning team with the all players scores including handicaps is highest gets the point.

3. The last point is determined by the sum of all three (3) games for each team and the highest gets the fourth point.

4. Standings in the league are determined by how many league points the team has won and how many points the team has not won.

# Bowling Handicap

1. A bowling handicap is a method to keep the game fair between experienced players and novice players.

2. Bowling handicap is used in all variants of the game.

3. If a bowler's average is over the bowling handicap score their handicap is 0 and will never be negative.

4. On the first week of the season all bowlers either have a 72 handicap or a 0 handicap as the bowling alley controls this.

5. After the first week of play handicaps are calculated and handicaps are set. This continues every week throughout the season and will change for the following week.

6. Handicap Calculation is determined by setting the handicap score to 200 or to 210.

    6.1. After three (3) games, the average of those games becomes the bowlers average. (145, 120, 133) = Bowling Average (133)

    6.2. Then the difference of the bowling handicap minus the bowler's average. (210 - 133) = Bowling Difference (77)

    6.3. Bowlers handicap is then ninety percent (90%) of the bowling difference (77 * .9) = Bowling Handicap (69)

7. Every week the handicap of each bowler is adjusted for all games the bowler has completed. This is why if a bowler is absent their average will go down and adjust their handicap.

# Player Conduct

1. As Sioux Empire PSA - Bowling is hosted at a bowling alley there is no outside food or drinks allowed from outside the facility.

2. Players are allowed to consume alcoholic beverages (responsibly) provided with purchase at the bowling alley.

3. Must always maintain bowling etiquette. No bowler steps onto the bowling platform while a bowler on either side is setting up for their bowl.

# Tournament Rules

1. The tournament shall be held at the end of each season of Sioux Empire PSA - Bowling using the same variant that was set for that season.

2. The Bowling Scoring and Bowling Handicaps are the same.

3. Teams may still use substitutes or use a player's average minus ten (10) pins.

4. Teams will bowl against appointments but are playing against all teams.

5.  Instead of getting points on a game for game basis. The sum of all 3 games plus handicaps are used to determine tournament placement.

6.  Each team will be awarded 1 point for each team that they bowled higher than. Example if there are 16 teams and your team scores the highest, your team will be awarded 15 points.

7.  These points will be added to each team's league point values.

8.  The team that has the most points is awarded first place. Second and third respectively.

# Awards

1.  Awards will be given to First, Second, and Third Place teams.

2.  The four (4) bowlers for each placement that participated in the tournament.

3.  Additional awards may be established at the All League Banquet. These awards will be determined by the Bowling League Commissioners.