

FLINT METRO LEAGUE BOYS AND GIRLS BOWLING BY-LAWS

Effective 1 November 2019

Section 1: Scheduling

- Matches will be dual matches with all duals being held on the same day at the same site.
- Sites will rotate each week.
- All matches will be bowled on a Saturday when possible.
- Each school will host one match at their home center. For centers that host more than 2 teams the league will bowl a minimum of 2 times in that center.
 - I. In the event that a center does not have at least 24 lanes and/or they cannot host the match with full league participation at the same time, one of two options are recommended:
 1. Run a split squad at that center
 2. Host in another center of the host schools choice that has the availability to host the entire league.
- When possible scheduling will try to create equality in the league.
- All FML Schools will bowl each other ONCE in the season with all matches counting towards the conference championship.
- When an odd number of schools are in the conference, a non-league school may be invited to attend an event to bowl a non-conference match with the FML team not matched that week with the understanding that the scores and wins/losses will not count toward FML conference statistics.
- A final singles event will be held the Saturday prior to the MHSAA Regional Event.
 - I. Rules and information will be provided to coaches at least one week prior to the event.
 - II. Scores from the first 3 games (only) of the singles event will count toward FML averages
 - III. The singles event will be rotated to different bowling center from year to year. The event can be split to where Girls will bowl one session and the Boys another session based on Bowling Center lane availability.
- FML Team Tournament will be held Mid-Season
 - I. All FML Teams will compete in Qualifying
 - A. all individual games bowled in this tournament for qualifying will count toward FML Conference average
 - B. a minimum of 2 regular games will be bowled for qualifying.
 - C. rules and information will be provided to coaches at least one week prior to the event.
 - D. this team event will be rotated to different bowling centers from year to year.
 - E. the event can be split to where Girls will bowl one session and the Boys another session based on Bowling Center lane availability
 - F. scheduler will make best effort to put this as close to mid-season as possible
- A position round will be added at the end of the season where 1st Place will bowl 2nd Place, 3rd Place will bowl 4th Place, and so on.
 - I. This match will be a normal match where wins and losses will count toward each teams FML Conference Record and will help determine a conference champion

II. All games bowled will count toward the bowlers FML Average

III. For the final position round, if an odd number of teams are in the conference, the last place team will be expected to bowl unopposed as the games will be used for all conference purposes.

Section 2: Warm-up

- Each team will be allowed 10 minutes of warm-up prior to each match (five minutes per lane). Practice will only be allowed to take place on lanes that are not scheduled to be used for that day's competition.
- Subs should warm-up during the ten minute pre-match warm-up period.

Bowling is allowed at the competition center on the day of the match. However you are not allowed to practice on your assigned lane. If your team or individual is going to practice before a match, you must practice on lanes that are not scheduled to be used for that day's competition.

Section 3: Rules of the Game

- All MHSAA and Flint Metro Leagues rules will be followed.
- All bowlers and coaches must wear a collared or mock turtle neck shirt as their team shirt.
- No cell phones or electronic devices, such as I-pods, may be used by the bowlers during warm-up or matches.
- No jeans or hats may be worn by athletes or coaches during the matches.
- Only coaches can fill in the score sheet.
- Warm-up for Subs must take place prior to match. No warm-up for subs is allowed during the match.

Section 4: Regular Season Game Format

- Dual match format will be followed
- Home team will be determined by the schedule.
- Visiting team will set their line-up first, then the home team.
- Baker Games will be bowled first and then individual matches.
- Each team will bowl one baker set (two games). Teams will earn four points for a baker win (total of eight points can be earned). An additional two points will be awarded for the high pin total for both baker games. A team must have two or more members to bowl in the baker games.
- Five individuals will bowl two head-to-head games. Each win is worth one point for the team (total of five points after round one). Four points will be awarded to the team with the highest pin totals after the first round of individual matches. Round two awards one point for each win and four points for high pin total for the team. An additional two points will be awarded for the high pin total from all ten games bowled. Total points earned can be twenty from the individual matches and ten from the baker matches.
- In the individual games only, the team assigned to the left lane will post their lineup first, after the team on the left posts their line up. It can not be changed until after the 1st frame, if a change is made before the game begins than a point will be forfeited from the team points.
- Teams bowling short in a baker game will record zeros in the spot where the missing bowler would have been in the lineup. Zero frames must be five frames apart. Missing bowlers must bowl the first frames. For example, if a team is missing two bowlers, zeros will be taken for frames 1, 2, 6 and 7.
- Any teams not fielding a minimum of five bowlers will forfeit those points in individual games only (Not in the Baker games).
- In the event of a tie, the tie will be broken utilizing the following format:
 - I. Each team will field five bowlers.
 - II. A Baker set of 2 games (total pin-fall) will be bowled to break the tie. If still tied a 6 – 10 frame Baker roll-off(s) will be bowled until the winner is determined.
- No tiebreaker for conference champions. If there is a tie, both teams will be awarded conference championships.
- Each team may have a roster of ten bowlers.
- Substitutions can be made at any point during a game, even in the middle of a frame. However, once a bowler has been removed, they cannot re-enter until the next game or match begins.
- League rules and etiquette apply to the high school matches as well.

- Excessive cheering, yelling, and loud chants are discouraged, and foul language and taunting are not allowed and can lead to immediate disqualification.

When the Flint Metro League has an uneven number of teams, each team will have a bye during the season. Any scores bowled during your bye week will not count toward all conference.

Section 5: Make –Up Dates

- Matches will be played if the host school can safely host that week's matches. If cancelled, matches will be made up on the next available date.
- If a league school can't make it to the scheduled match, every effort should be made to make-up matches at the host site for that week on the next available date.
- The host school should be notified by 12:30 p.m. if a team is not attending due to inclement weather.

Section 6: All- Conference

- To determine the top 18 averages a minimum of 60% of potential games will be required for consideration for all conference. The average for all bowlers over the 60% (rounding down) games will be calculated based on ALL GAMES bowled during the regular season (Full games only), including FML Tournaments, as noted in the By-laws, as well as the position round.

Each coach would be allowed one honorable mention (The game minimum, as defined in section 6.4 does not apply to honorable mention choice). Any player can be named honorable mention