



IJAAG

*Independent Interscholastic
Athletic Association of Guam*

**2025-2026
MIDDLE SCHOOL
BOWLING LEAGUE**

RULES & REGULATIONS

Hosted by



Governance

Participation in the Guam Middle Schools Bowling League will be governed by these By-Laws, Playing Rules and the Independent Interscholastic Athletic Association of Guam.

League By-Laws and Playing Rules are provided to ensure the safety of the athletes, coaches and the organizing committee.

The league will be organized by the Guam Bowling Congress.

Rules not covered in this pamphlet shall be reverted to the adopted playing rules of the Guam Bowling Congress.

Guam Bowling Congress playing rules and regulations is adopted from International Bowling Federation and USABowling.

Benefits of Middle School Bowling

- Promotes grades through participation.
- Offers student-athletes a safe, clean, supervised, alcohol and tobacco free environment.
- No age, size, strength or gender limitations.
- Does not compete with other sports for athletes.
- Offers another sport to add to a Middle school athletic program.
- Minimal start-up expenses.
- An excellent non-contact sport.

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Team Guam

Guam Bowling Congress is affiliated with the Guam National Olympic Committee, International Bowling Federation, Oceania Bowling Federation, East Asian Bowling Council, Asian Intercity Bowling Council and the Asian Seniors Bowling Council.

Guam Youth Bowlers compete annually in the Asian Schools Bowling Championship, U22 Asian Tour, Asian Youth Championships, Youth World Cup, and World Youth Championships. The focus of this event is to develop the local youth pool to compete in these events.

BOWLING RULES

Note: The following rules are adopted playing rules for Middle school bowling competition from the United States Bowling Rulebook.

Rule 1. LANE AND PIN DIAGRAM

Art. 1 – Lane/Equipment Specifications

Competitions will be scheduled at the Central Lanes Bowling Center.

Rule 2. GENERAL PLAYING RULES

Art. 1a – Game – Definition

A game of tenpins consists of 10 frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the 10th frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

Art. 1b – Baker System

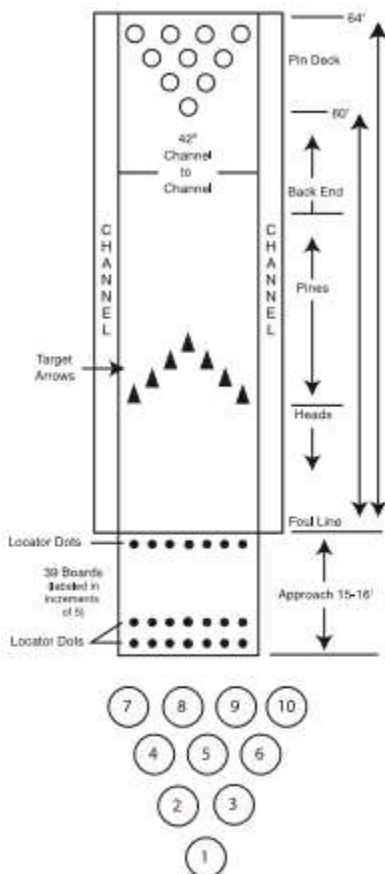
The Baker System is a modified format consisting of teams of two or more bowlers.

Art. 2a – Strike

A strike is made when the full setup of 10 pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper-right corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

Art. 2b – Double

Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.



Art. 2c – Triple or Turkey

Three successive strikes is a triple or turkey. The count for the first strike is 30.

Art. 2d – Spare

A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper-right corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

Art. 2e – Open

An open is recorded when a player fails to knock down all 10 pins after two deliveries in a frame.

Art. 2f – Split

A split is a setup of pins left standing after the first delivery, provided the head pin is down and:

- At least one pin is down between two or more standing pins; i.e., 7-9 or 3-10.
- At least one pin is down immediately ahead of two or more standing pins;
- i.e., 5-6.

Art. 3 – Scoring

Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right-hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

Art. 4 – Series – How Bowled

Two lanes immediately adjoining each other shall be used in each game of league play. The first game of a series shall start on the lane where the team is scheduled with each succeeding game starting on the lane where the team finished its previous game. At the option of the league, each game may be bowled on a different pair of lanes, but a full game must be bowled on each pair.

Art. 5a – Order of Bowling

Members of competing teams shall successively and in regular order bowl one frame on one lane, and for the next frame alternate and use the other lane until five frames are bowled on each lane of the pair. No changes can be made in the order of players after the start of a game.

Art. 5b – Uneven Number of Teams

In the event a competition has an uneven number of teams participating, the first bowler of a team cannot begin his/her next frame until the last bowler has completed the first ball of the team's previous frames.

Art. 6a – Legal Delivery

A delivery is made when the ball leaves the player's possession and crosses the foul line into playing territory. Every delivery counts unless a dead ball is declared. A delivery must be made entirely by manual means. Each delivery must be made with the same hand with the exception of injury or disability. No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery except those approved by USBC. A permanently disabled player may use special equipment to aid in grasping and delivering the ball.

Art. 6b – Changing Delivery

If because of injury or disability a bowler finds it necessary to change delivery from right-handed to left-handed or vice versa, the competition manager may permit the bowler to change delivery. If approval is obtained, the bowler must establish a new average.

Art. 7a – Definition of a Foul

A foul occurs when a part of the player's body or footwear encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery. When a foul is recorded, the delivery counts but the player is not credited with any pins knocked down by that delivery.

Art. 7b – Deliberate Foul

When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pinfall for that delivery and not allowed further deliveries in that frame. If questions arise, Article 12, Provisional Ball should be followed.

Art. 7c – Foul Detection

An approved automatic foul-detecting device must be used if available. When not available, a foul judge must be stationed in a position to have an unobstructed view of the foul line.

Should a foul-detecting device become temporarily inoperative, the competition manager may designate an individual(s) to call fouls.

Art. 7d – Apparent Foul

A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to: Both coaches or one or more members of each of the opposing teams, official scorer, or competition manager. If there is a dispute, refer to Article 12, Provisional Ball.

Art. 8a – Legal Pinfall

Pins to be credited to a player following a legal delivery shall include:

- Pins knocked down or off the pin deck by the ball or another pin.
- Pins knocked down or off the pin deck by a pin rebounding from a side partition or rear cushion.
- Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.
- Pins that lean and touch the kickback or side partition.
- All such pins are termed dead wood and must be removed before the next delivery. No pins may be conceded and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.

Art. 8b – Illegal Pinfall

When any of the following occur, the delivery counts but the resulting pinfall does not:

- A ball leaves the lane before reaching the pins.
- A ball rebounds from the rear cushion.
- A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
- A pin is touched by mechanical pinsetting equipment.

- Any pin knocked down when dead wood is being removed.
- Any pin knocked down by a human pinsetter.
- The player commits a foul.
- A delivery is made with dead wood on the lane or in the gutter and the ball contacts such dead wood before leaving the lane surface.
- If illegal pinfall occurs and the player is entitled to additional deliveries in the frame, the pin(s) illegally knocked down must be respotted where they originally stood before delivery of the ball.

Art. 9a – Pins – Improperly Set

It is each player's responsibility to determine if a setup is correct. The player shall insist that any pin(s) incorrectly set be respotted before delivering the ball, otherwise the setup is deemed to be acceptable. When bowling at a full setup or to make a spare if it is discovered immediately after the delivery that one or more pins are set improperly but not missing, the delivery and resulting pinfall count. No change can be made in the position of any pin(s) left standing after the bowler's first delivery, unless:

1. The pinsetter moved or misplaced any pin(s), or
2. Any standing pin(s) is/are outside the range of the sweep bar. Any such pin(s) will be respotted where it (they) originally stood before the delivery.

Art. 9b – Pins – Rebounding

Pins that rebound and stand on the lane must be counted as standing pins.

Art. 9c – Pins – Replacement

Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set-in use. The competition manager shall determine whether pins shall be replaced. A broken pin does not change the score made by the bowler. The pins knocked down are counted, and then the broken pin is replaced.

Art. 10 – Dead Ball

When a dead ball is called, the delivery does not count, and the correct pins must be respotted. The player is allowed to rebowl that delivery. A ball shall be declared dead if any of the following occur:

- After a delivery, attention is immediately called to the fact that one or more pins were missing from the setup.
- A human pinsetter interferes with any standing pin before the ball reaches the pins.
- A human pinsetter removes or interferes with any downed pin before it stops rolling.
- A player bowls on the wrong lane or out of turn, or one player from each team on the pair of lanes bowls on the wrong lane.
- A player is interfered with by the pinsetter, another player, spectator, or moving object as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball called.
- Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
- A delivered ball comes in contact with a foreign obstacle.

Art. 11 – Bowling on Wrong Lane

During competition, a dead ball shall be called, and the player or players required to rebowl on the correct lane when:

- One player bowls on the wrong lane.
- One player from each team on the pair of lanes bowls on the wrong lane.
- If more than one player on the same team bowls on the wrong lane in turn, all deliveries stand as bowled. Upon discovery, bowlers shall complete subsequent frames on the correct lanes.
- In singles match-play competition where a player normally bowls two frames each time it is the player's turn to bowl, and the player bowls on the wrong lanes, a dead ball shall be called, and the player required to rebowl on the correct lanes,

providing the error was discovered before the opposing player has made a delivery. Otherwise, the score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

Art. 12 – Provisional Ball

A provisional ball or frame shall be bowled when a protest involving a foul, legal pinfall or a dead ball is made and cannot be resolved. The following procedures apply when a dispute occurs: For the first ball of any frame, or after the second ball in the 10th frame if the first ball was a strike:

- **Foul:** The player shall complete the frame and then bowl one provisional ball at a full setup of pins.
- **Illegal pinfall:** The player shall complete the frame and then bowl one provisional ball at the same setup which would have remained standing had the disputed pin(s) not have fallen.
- **Dead ball:** The player shall complete the frame then bowl a complete provisional frame. On a spare attempt or the third ball of the 10th frame:
- **Foul and illegal pinfall:** No provisional ball is necessary.
- **Dead ball:** A provisional ball shall be bowled at the same setup which was standing when the disputed ball was bowled. The scoresheet and a record of both scores for the frame in which the provisional delivery was made shall be kept. The protest must be referred to the competition manager/games committee for a final decision.

Art. 13a – Scoring

Scores must be recorded in plain view of opposing players. Every frame bowled by each player shall be recorded. The recorded scores are the official record. Correction of clerical errors will be done in accordance with the procedures adopted by each state athletic/activities association.

Art. 13b – Scores – Lost

A game(s) or frame(s) within a game which is irretrievably lost in the scoring process is null and void. The game(s) or frame(s) must be rebowled unless one of the following conditions is met:

- Scores of any players that have been lost can be documented.
- The coaches can completely agree on one or more scores lost. If scores on a pair of lanes can be documented or agreed upon, the game shall be continued from the point of interruption. If some but not all of the scores
- can be documented or agreed upon, those bowlers whose scores cannot be substantiated shall rebowl the game to the point of interruption, at which the game shall be continued in regular order.

Art. 14 – Forfeit – Delay of Game

No unreasonable delay in the progress of any game is permitted. If a player or team refuses to proceed with a game after being directed to do so by the competition manager/games committee, the contest shall be declared a forfeit.

Art. 15 – Interrupted Game

If equipment failure on a pair of lanes would delay the progress of a series, an official can:

- Authorize the game and series to be completed on another pair of certified lanes.
- Authorize the game and/or series to be bowled on one lane when another pair of certified lanes is not available. However, when the original pair or another pair of certified lanes becomes available, the team(s) may resume play on a pair of lanes. An interrupted game and series shall be resumed from the point of interruption.

Rule 3. COMPETITION

Art. 1 – Representation

Each team shall be represented by a minimum of four bowlers per division. There will be no limit to the number of competitors each school can be represented by.

Art. 2 – Competition Proper

Each team will compete for points. Each competitor will bowl a total of two games on a pair of lanes. Points will be awarded in ascending order as follows:

Athlete with the Highest total from the two games will receive 1 point.

2nd Highest bowler = 2 points

3rd Highest bowler = 3 points, etc.

Points will be designated to each athlete. The team with the least number of accumulated points, based on the top four finishers for each school, will be declared the winner. See competition schedule on page 11.

Art. 3 – Ties / Total Pinfall

If a tie exists between athletes, a one ball roll off between the athletes tied for the position, will decide the tie breaker and will continue until the tie is broken.

Rule 4. COMPETITION RULES

Art. 1 – Competition Manager/Games Committee

Competition shall be administered by the designated competition manager of the Guam Bowling Congress. In conjunction with the competition manager, a games committee shall assume responsibility for all aspects of the competition management.

The games committee shall make decisions on matters not specifically covered by the rules or on the misapplication of a rule during a competition. The decision of the competition manager and games committee is final.

Art. 2 – Competition Manager

The competition manager or his/her designee will conduct a pre-meet conference with a school representative from each team to review the competition procedures, lane assignments and provide any special instructions. The competition manager is responsible for making decisions on matters not specifically covered by the rules.

Art. 3 – Appeal

Appeals of on-site decisions will be determined in accordance with the procedures adopted by the IIAAG Middle School Bowling League.

Art. 4a – Roster/Lineup

No later than the start of the game, a coach shall submit to the competition manager an accurate roster of all eligible players on the team. The coach shall designate the starting lineup prior to the start of each game.

Art. 4b – Legal Lineup

All athletes must be present at the start of the match. Late athletes will be allowed to start on the frame he/she arrives. If a team is incomplete, a score of zero (0) will be used for each frame.

Art. 5a – Round – How Bowled

Two lanes immediately adjoining each other shall be used in each game of play. The first game of a round shall start on the lane where the team is scheduled with each succeeding game starting on the lane where the team finished its previous game. Each game may be bowled on a different pair of lanes, but a full game must be bowled on each pair.

Art. 5b – Order of Bowling

Members of competing teams shall successively and in regular order bowl one frame on one lane, and for the next frame alternate and use the other lane until five frames are bowled on each lane of the pair.

No changes may be made in the order of players after the start of a game. When a team

bowls against another team with the same number of bowlers, the next frame may be started prior to completion of the previous frame.

Art. 6 – Coach

To participate in a competition, each team is to have a coach present at all times. The coach will determine the members of the roster and is responsible for the eligibility of the team. The coach will determine the players and their order in the lineup for the competition. The Middle school coach will record the scores following a game or round.

Art. 7 – Uniform

Each school shall designate a team uniform to be worn during each meet. Jeans are not permitted. Athletes may use slacks, jogging pants and shorts.

Art. 8 – Lane Courtesy

One lane courtesy in both directions shall be given to the bowler on the approach. The bowler who steps up to the approach first shall have the right of way.

Rule 5. CONDUCT

Section 1 – Unsportsmanlike Conduct

Art. 1 – Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, or honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

Art. 2 – Taunting includes words or actions intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

Art. 3 – Improper tactics in connection with the game of bowling includes, but is not limited to, physical and verbal abuse toward other persons.

Section 2 – Conduct: Players, Coaches, School Representatives

Art. 1 – No player, coach and/or school representatives shall act unsportsmanlike, taunt or engage in improper tactics while on or near the competition before, during or between games.

Art. 2 – A team shall not refuse to play when directed to do so by the tournament manager.

Art. 3 – No official or game personnel shall use any form of alcohol or tobacco product beginning with arrival at the competition site until departure following the completion of the competition.

Section 3 – Penalties

Penalties for violations of these articles will be determined in accordance with the procedures adopted by each state athletic/ activities association.

Rule 6. TERMS AND DEFINITIONS

All terms are listed alphabetically in the definition section.

- A -

Absentee – The score used for a player on the roster who is absent.

Approach – Portion of lane behind foul line used by bowlers to build momentum to delivery.

Arrows – Aiming points embedded in the lanes starting about 15 feet from the foul line.

Award – Prizes given based on merit pinfall or position standings.

- B -

Baker System – A format consisting of two or more members following each other in order, each bowling a complete frame, until a complete game is bowled. Ten frames are combined to calculate a team game.

Bonus – Used in match-play formats for winning a match. A match can consist of one or more games in a particular match.

The amount of the bonus awarded is defined by each competition.

- C -

Certified – Bowling competition conducted in accordance with USBC rules, on equipment manufactured and installed to the organization's specifications.

Clean game – A game with spares or strikes in every frame.

Coach – An individual who counsels or gives suggestions that influence a player in determining his or her play, the choice of equipment or the method of delivery.

Competitor – Those participating in the competition.

Competition – An event where two or more teams compete.

Competition manager – The person who organizes and conducts a competition. They are responsible for all decisions made at each competition.

Count – Number of pins knocked down on each first ball.

- D -

Delivery – The combination of a bowler's approach and release.

Double – Two consecutive strikes.

Dressing (also oil) – The substance used to coat or dress the lanes, a necessity to protect the lane surface. Usually has a mineral oil base.

Dead wood – Any fallen pins remaining after the execution of any delivery.

Dead ball – Any delivery made not counting for score during competition.

- E -

Equipment – Anything used, worn or carried by or for the player.

Etiquette – The rules of acceptable behavior. If they are followed, all players will gain maximum enjoyment from the game. The overriding principle is that consideration should

be shown to others at all times during competition.

- F -

Foul – Touching or going beyond the foul line with any body part at delivery.

Foul line – A solid stripe, usually black, which separates the approach from the lane. The foul line is of infinite length including walls, flooring, posts and ball returns.

Frame – Each game is divided into 10 frames, the first nine allowing a maximum of two shots with a maximum of three shots allowed in the 10th frame.

- G -

Games committee – A committee appointed by the competition manager to assist with the competition.

- H -

Handicap – Pins awarded to individuals or teams in an attempt to equalize the competition.

Headpin – The 1-pin.

- L -

Lineups – The order in which members of a team will compete for the game or match.

Lane conditions – Distribution of lane conditioner on the playing surface.

- M -

Match play – Portion of competition in which bowlers are pitted against each other.

Mixed competition – Organized competition of men and women competing together.

- O -

Open – A frame in which a player fails to knock down all 10 pins after two deliveries is referred to as an open frame.

- P -

Perfect game – Rolling 12 consecutive strikes in one game for a score of 300.

Pin – A pin must weigh between 3 lbs., 6 oz. and 3 lbs., 10 oz. It is 15 inches Middle and 15 inches in circumference at its broadest point.

Pin deck – The area where the pins are set. (See Rule 1 Art. 1) Pit – Open area behind pin deck where pins and balls gather.

Position rounds – Part of competition when teams or players face each other based on their standings. Example, first place meets second, third meets fourth, etc.

- R -

Return – The track on which balls roll from the pit to the ball rack.

Rebowl – Usually done when a dead ball is called, or scores are lost.

Respotted – The act of setting a pin back on the pin deck on its proper spot.

- S -

Scorer – Individual responsible for maintaining a record of the competition.

Scratch – Competition calculated by only gross total pinfall.

Settee – The bowlers' area between the approach and concourse.

Spare – Knocking down all 10 pins with two balls.

Spirit of the game – Unlike many sports, bowling is played for the most part without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the rules.

Split – A spare leave in which the headpin is down, and the remaining combination of pins have a gap in them, ranging from the 4-5 to the 7-10.

Strike – Knocking down all 10 pins on the first ball.

Substitute – A bowler who replaces another who is scheduled to participate.

- T -

Total pinfall – A competition which is decided by adding the total scores of the team members and ranking the competitors from Highest to lowest.

Triple/Turkey – Three consecutive strikes.

- U -

Unsportsmanlike conduct – Includes actions which are unbecoming of an ethical, fair or honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting. United States Bowling Congress (USBC) – Recognized by the U.S. Olympic Committee as the national governing body of bowling and the organization responsible for amateur competition in the United States.

- V -

Vacancy – The score used for an open positioning in the lineup of a team with an incomplete roster.

Rule 7. POINTS OF EMPHASIS

Modified Formats

When modified formats are used for tournaments, all rules apply except those directly affecting the modified format.

Rule 8. AMATEURISM

All Middle school bowling athletes must comply with their own state Middle school athletic/ activities amateur eligibility rules.

Rule 9. INSTRUCTIONS FOR THE SCORER

The official scorer should record the names of the starting players of each team in the order that they will compete.

Rule 10. MIDDLE SCHOOL POSTSEASON EVENTS

An All-Island Tournament will be held at the conclusion of the league to determine individual awardees. The event will include a three-game series bowled by each competitor. A schedule of lane movement will be provided along with the awarding of the top ten competitors. Each team will field four boys and four girls who will vie for the top Island School based on total pinfall of all four bowlers and the top ten individual awardees.

PARTICIPATING MIDDLE SCHOOLS

- Andersen Middle School
 - Dominican Catholic Schools
 - Guahan Academy Charter Schools
 - Harvest Christian Academy
 - SIFA Learning Academy Charter School
 - St. John's School
 - St. Anthony Catholic School
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Bowling: A Lifetime Sport

Bowling is for everyone! Bowling has no age, size, strength or gender limitations. Seventy million people, young and old, bowl each year. Organized programs are available to the youngest of competitors and all skill levels.

Bowling offers student-athletes' various opportunities to continue to grow within the sport, whether recreationally or at the sport's Highest level.

Bowling offers many benefits throughout life, including being a great form of exercise. A standard three-game series will engage 134 muscles contributing to the lifting, swinging and delivery of more than 800 pounds of bowling ball weight during the course of up to 60 rolls.

Competition Schedule

Week No.	Day and Dates	Event/Format
	February 16 – April 12, 2026	Official Practice Sessions
1	Monday, April 13, 2026	Opening Ceremony and Singles Competition
2	Monday, April 20 2026	Bakers Team Competition
3	Monday, April 27, 2026	Singles Competition
4	Monday, May 4, 2026	Bakers Team Competition
5	Monday, May 11, 2026	All-Island Singles Competition
5	Tuesday, May 12, 2026	All-Island Bakers Team Competition

Event Fees:

Practice and Regular Season Competition are \$9.00 per session which includes ball and shoe rental, and two games of bowling.

All Island singles competition is \$13.50 which includes rental and three games of bowling.

All Island team competition is \$9.00 which includes rental and eight games of team bowling.

Events and Formats

<p>Singles Competition</p>	<ul style="list-style-type: none"> ● Coaches will be given their school's assigned lanes and shall provide a line up a day before the competition to the Competition Manager. ● Each competitor will bowl two games on the assigned pair of lanes. ● Competitors are competing against the entire field and will be awarded points based on their overall standings. ● Team Points Calculation for the Singles Event: <ul style="list-style-type: none"> ○ Team points will be determined based on the performance of the top four bowlers from each school. ○ The combined performance of these top four bowlers will establish the overall point system for that week's competition.
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Events and Formats (continued)

Bakers Team Competition	<ul style="list-style-type: none">● Coaches will be given their school's assigned lanes and shall provide a Bakers Team (four-player) line up per assigned lane a day before the competition to the Competition Manager.● Each Bakers Team will bowl a total of 8 Bakers games on the assigned pair of lanes.● Teams are competing against the entire field and will be awarded points based on their overall standings.● Game Play:<ul style="list-style-type: none">○ Instead of each player bowling a complete game individually, they rotate frames.○ Player 1 bowls the 1st frame, Player 2 bowls the 2nd frame, and so on.○ Once all team members have bowled, Player 1 starts again with the 5th frame, and this rotation continues until all 10 frames are completed.● Frame Assignment for a team of four:<ul style="list-style-type: none">○ Player 1 bowls frames 1, 5, and 9.○ Player 2 bowls frames 2, 6, and 10.○ Player 3 bowls frames 3 and 7.○ Player 4 bowls frames 4 and 8.● Scoring<ul style="list-style-type: none">○ The team's score is the combined effort of all members' performance.○ Since each player bowls a limited number of frames, teamwork and strategy become crucial. Teams often assign stronger bowlers to critical frames (like the 10th frame) to maximize their scoring potential.● Strategy<ul style="list-style-type: none">○ Teams may strategize their lineup based on their players' strengths.○ Placing the most consistent or clutch bowler in the 10th frame can be a common strategy to finish strong.● Benefits<ul style="list-style-type: none">○ The Baker format emphasizes team coordination, communication, and strategy.○ It creates a dynamic and engaging competition as every bowler's contribution directly impacts the team's overall performance.● Team Points Calculation for the Bakers Event<ul style="list-style-type: none">○ Team points will be determined based on the performance of the top Bakers team from each school.
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All Island Competition Format

Singles Competition Event: Monday, May 11, 2026, at 3:45 p.m.

The top 30 Boys and Girls will assemble to bowl a total of 3 games. The All-Island finalist will take their top 3 scores from the regular season scores to qualify for as a finalist. During the singles all-island finals, scratch scores will be tallied, and the top 10 finalists will receive medals.

In the event of a tie for players in the top 10, a one ball roll-off will be bowled on lanes designated by the Guam Bowling Congress official. A coin flip will determine which player will bowl first. If a tie after the one ball roll-off still exists, the roll-off continues with bowlers alternating lanes.

The top 3 in the boy's and girls' divisions will advance to a stepladder to determine the all-island champion. Match 1 (semi-finals) the #3 ranked player and #2 ranked player will bowl one game to determine the finalist challenger to compete against the #1 top seed. The winner of the finals will be declared the all-island champion.

In the event of a tie during match play, a one ball roll-off will commence with the higher seed choosing the order.

Bakers Team Competition Event: Tuesday, May 12, 2026 at 3:45 p.m.

The Team championship will be determined upon completion of the competition. The event will be a 4-person baker format as simulated during the regular season. During the finals, only (1) one 4-person team from each school is allowed to participate. Coaches will submit lineups for the competition 24-hours prior to the event.

We have 6 schools participating, the playoff matches will be determined by regular season seeding.

Competition Matches:

Round 1	Round 2	Round 3
1 st seed (bye) 2 nd seed (bye)	1 st seed vs. the lower ranked of the winning seeds in Round 1	Championship Match Winners from Round 2
3 rd seed vs. 6 th seed 4 th seed vs. 5 th seed	2 nd seed vs. the higher ranked of the winning seeds in Round 1	Consolation Match Non-winners from Round 2

The matches will be a best of 3 format. The first team to win two matches will advance to the next round. If a team wins 2-0, that team will wait until all matches are complete before proceeding to the next match. In the event the games are 1 win each, a third game will be bowled.

In the event of a tie after a playoff baker game: a one ball roll-off will be done. Coaches may choose any player of the four to roll the tie-breaking shot. The higher seeded team will determine the order of the roll-off, the lower seed will determine which lane to start the roll-off. If a tie continues after the one-ball roll-off, the players will alternate lanes until a winner is determined.

During the baker team event, the order can be changed after each game. For example, the player that bowls 1st during game 1 can be moved to bowl 2nd in game 2.