



2024 - 2025 HIGH SCHOOL BOWLING LEAGUE

Organized by:



Governance

Participation in the ISA and IIAAG High Schools Bowling League will be governed by these By-Laws, Playing Rules, the Interscholastic Sports Association and 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 High School Bowling

- Promotes higher grades and lower school dropout rates 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 varsity sports for athletes.
- Offers another sport to add to a high 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, East Asian Bowling Council, Asian Intercity Bowling Council and the Asian Seniors Bowling Council.

Guam Youth Bowlers compete annually in the Asian Juniors Bowling Championship, U22 Asian Tour, Asian Youth Championships 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 high school bowling competition from the United States Bowling Congress 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

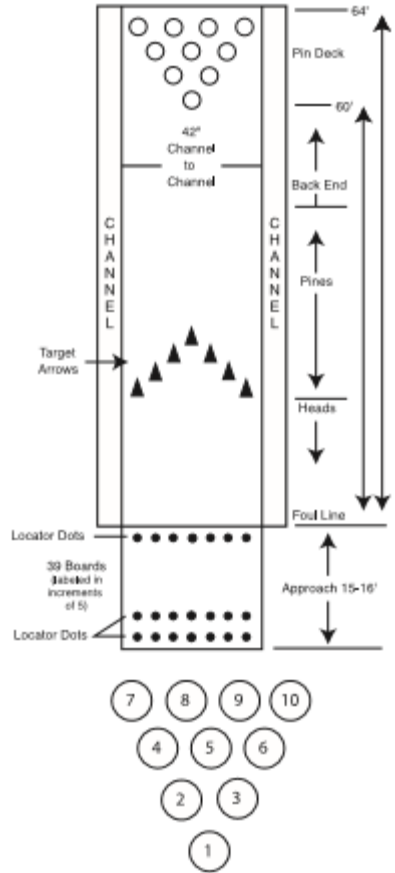
The Baker System is a modified format consisting of teams of two or more bowlers.

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.

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 ISA and IIAAG High 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 high 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 high 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 high school bowling athletes must comply with their own state high 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. HIGH 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.

Bowling: A Lifetime Sport

Bowling is for everyone! Bowling has no age, size, strength or gender limitations. Millions of 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. Student athletes can continue to enjoy the sport at more than 200 U.S. colleges or strive to compete internationally or at the professional 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.

Guam Bowling High School League 2024-2025 ISA and IIAAG
Competition Schedule

Competing High Schools - Boys Division

Guahan Academy Charter School	Okkodo High School
Father Duenas Memorial School	Tiyan High School
George Washington High School	Harvest Christian Academy
Southern High School	St. John's School
Simon Sanchez High School	Guam Adventist Academy
St. Paul Christian School	John F. Kennedy High School

Friday, September 27, 2024

Team Officials Orientation and review of competition schedule

Monday, September 23 to Sunday, November 3, 2024

School Practice Sessions to be scheduled with Guam Bowling Congress

Week 1:	Tuesday, November 5, 2024	Group A		
	Guahan Academy Charter School	vs.	Father Duenas Memorial School	4:15 p.m.
	George Washington High School	vs.	Southern High School	4:15 p.m.
	Simon Sanchez High School	vs.	St. Paul Christian School	4:15 p.m.
	Thursday, November 7, 2024	Group B		
	Okkodo High School	vs.	Tiyan High School	4:15 p.m.
	Harvest Christian Academy	vs.	St. John's School	4:15 p.m.
	Guam Adventist Academy	vs.	John F. Kennedy High School	4:15 p.m.
Week 2:	Tuesday, November 12, 2024	Group B		
	Guam Adventist Academy	vs.	St. John's School	4:15 p.m.
	Okkodo High School	vs.	John F. Kennedy High School	4:15 p.m.
	Tiyan High School	vs.	Harvest Christian Academy	4:15 p.m.
	Thursday, November 14, 2024	Group A		
	Simon Sanchez High School	vs.	Southern High School	4:15 p.m.
	Guahan Academy Charter School	vs.	St. Paul Christian School	4:15 p.m.
	Father Duenas Memorial School	vs.	George Washington High School	4:15 p.m.
Week 3:	Tuesday, November 19, 2024	Group A		
	George Washington High School	vs.	Guahan Academy Charter School	4:15 p.m.
	Father Duenas Memorial School	vs.	Simon Sanchez High School	4:15 p.m.
	St. Paul Christian School	vs.	Southern High School	4:15 p.m.
	Thursday, November 21, 2024	Group B		
	Harvest Christian Academy	vs.	Okkodo High School	4:15 p.m.
	Tiyan High School	vs.	Guam Adventist Academy	4:15 p.m.
	John F. Kennedy High School	vs.	St. John's School	4:15 p.m.

Guam Bowling High School League 2024-2025 ISA and IIAAG
Competition Schedule

Week 4:	Tuesday, December 3, 2024		Group B	
	Tiyan High School	vs.	John F. Kennedy High School	4:15 p.m.
	St. John's School	vs.	Okkodo High School	4:15 p.m.
	Harvest Christian Academy	vs.	Guam Adventist Academy	4:15 p.m.
	Thursday, December 5, 2024		Group A	
	Father Duenas Memorial School	vs.	St. Paul Christian School	4:15 p.m.
Southern High School	vs.	Guahan Academy Charter School	4:15 p.m.	
George Washington High School	vs.	Simon Sanchez High School	4:15 p.m.	
Week 5:	Tuesday, December 10, 2024		Group A	
	Guahan Academy Charter School	vs.	Simon Sanchez High School	4:15 p.m.
	St. Paul Christian School	vs.	George Washington High School	4:15 p.m.
	Southern High School	vs.	Father Duenas Memorial School	4:15 p.m.
	Thursday, December 12, 2024		Group B	
	Okkodo High School	vs.	Guam Adventist Academy	4:15 p.m.
John F. Kennedy High School	vs.	Harvest Christian Academy	4:15 p.m.	
St. John's School	vs.	Tiyan High School	4:15 p.m.	
Week 6:	All Island Championships			
	Tuesday, December 17, 2024		Boys All Island Championship	4:15 p.m.
	Wednesday, December 19, 2024		Girls All Island Championship	4:15 p.m.

Guam Bowling High School League 2024-2025 ISA and IIAAG
Competition Schedule

Competing High Schools - Girls Division

Guahan Academy Charter School	Okkodo High School
Academy of Our Lady of Guam	Tiyan High School
George Washington High School	Harvest Christian Academy
Southern High School	St. John's School
Simon Sanchez High School	Guam Adventist Academy
St. Paul Christian School	John F. Kennedy High School

Friday, September 27, 2024

Team Officials Orientation and review of competition schedule

Monday, September 23 to Sunday, November 3, 2024

School Practice Sessions to be scheduled with Guam Bowling Congress

Week 1:	Tuesday, November 5, 2024	Group A	
	Guahan Academy Charter School	vs.	Academy of Our Lady of Guam 4:15 p.m.
	George Washington High School	vs.	Southern High School 4:15 p.m.
	Simon Sanchez High School	vs.	St. Paul Christian School 4:15 p.m.
	Thursday, November 7, 2024	Group B	
	Okkodo High School	vs.	Tiyan High School 4:15 p.m.
	Harvest Christian Academy	vs.	St. John's School 4:15 p.m.
	Guam Adventist Academy	vs.	John F. Kennedy High School 4:15 p.m.
Week 2:	Tuesday, November 12, 2024	Group B	
	Guam Adventist Academy	vs.	St. John's School 4:15 p.m.
	Okkodo High School	vs.	John F. Kennedy High School 4:15 p.m.
	Tiyan High School	vs.	Harvest Christian Academy 4:15 p.m.
	Thursday, November 14, 2024	Group A	
	Simon Sanchez High School	vs.	Southern High School 4:15 p.m.
	Guahan Academy Charter School	vs.	St. Paul Christian School 4:15 p.m.
	Academy of Our Lady of Guam	vs.	George Washington High School 4:15 p.m.
Week 3:	Tuesday, November 19, 2024	Group A	
	George Washington High School	vs.	Guahan Academy Charter School 4:15 p.m.
	Academy of Our Lady of Guam	vs.	Simon Sanchez High School 4:15 p.m.
	St. Paul Christian School	vs.	Southern High School 4:15 p.m.
	Thursday, November 21, 2024	Group B	
	Harvest Christian Academy	vs.	Okkodo High School 4:15 p.m.
	Tiyan High School	vs.	Guam Adventist Academy 4:15 p.m.
	John F. Kennedy High School	vs.	St. John's School 4:15 p.m.

Guam Bowling High School League 2024-2025 ISA and IIAAG
Competition Schedule

Week 4:	Tuesday, December 3, 2024	Group B		
	Tiyan High School	vs.	John F. Kennedy High School	4:15 p.m.
	St. John's School	vs.	Okkodo High School	4:15 p.m.
	Harvest Christian Academy	vs.	Guam Adventist Academy	4:15 p.m.
	Thursday, December 5, 2024	Group A		
	Academy of Our Lady of Guam	vs.	St. Paul Christian School	4:15 p.m.
	Southern High School	vs.	Guahan Academy Charter School	4:15 p.m.
	George Washington High School	vs.	Simon Sanchez High School	4:15 p.m.
Week 5:	Tuesday, December 10, 2024	Group A		
	Guahan Academy Charter School	vs.	Simon Sanchez High School	4:15 p.m.
	St. Paul Christian School	vs.	George Washington High School	4:15 p.m.
	Southern High School	vs.	Academy of Our Lady of Guam	4:15 p.m.
	Thursday, December 12, 2024	Group B		
	Okkodo High School	vs.	Guam Adventist Academy	4:15 p.m.
	John F. Kennedy High School	vs.	Harvest Christian Academy	4:15 p.m.
	St. John's School	vs.	Tiyan High School	4:15 p.m.
Week 6:	All Island Championships			
	Tuesday, December 17, 2024		Boys All Island Championship	4:15 p.m.
	Wednesday, December 19, 2024		Girls All Island Championship	4:15 p.m.
