



MASTERS

2018 RI USBC Masters Event Rules

The RI USBC Masters Event is certified. This is a Singles, scratch tournament with qualifying and bracketed match play, followed by stepladder finals.

Bowling Equipment

Bowling Balls

- All bowling balls must meet current USBC specifications as of August 1, 2018.
- Plugged bowling balls are allowed
- Random bowling ball checks may be done as deemed necessary by tournament management.
- Any bowler may request to have their bowling balls checked prior to competition.
- Any ball on the USBC approved list may be used (posted on BOWL.com)

Powder

- No substance, including, but not limited to, talcum powder and EZ Slide, can be applied to the bottom of a player's shoes.

Rosin

- Once competition begins, the outer surface of the ball may only be cleaned with a dry towel.

Cleaners and Polishes

- No surface adjustments are allowed once competition begins. This will be a dry towel event.

Note: The Tournament Director may allow a player to remove foreign substances from the bowling ball surface with authorized cleaners on a case-by-case basis.

Conduct

- All tournament bowlers shall conduct themselves in a professional manner at all times while in the center or on the property of the center, and on social media before, during and after the event. Any criticism by a tournament bowler about the host center, personnel, lane conditions,

pins, RI USBC Board members or fellow competitors in an unfavorable manner will be considered a violation of the code of conduct.

- Electronic Media- We encourage all competitors to use their social media accounts and video any honor score attempts.
- Individuals are subject to ejection from the event for engaging in improper tactics or conduct including, but not limited to, physical and verbal abuse toward another person.
- Anyone found to be in violation of the code of conduct will be asked to leave the event.

Dead Ball Situations

- The Tournament Director must be called and will make a decision regarding dead ball situations.

Bowling on the wrong lane

- Bowling on the wrong lane constitutes a dead ball situation provided it is protested before the offending competitor (or his opponent in match play) bowls again.
- If a competitor rolls a strike on the wrong lane, he or she must shoot over on the correct lane.
- If the competitor does not strike, his or her pin fall will stand and he or she must shoot the spare on the same lane.
- First offense: Warning; Subsequent offenses: \$10 fine

Bowling out of turn

- Bowling out of turn constitutes a dead ball situation provided it is protested before the offending competitor (or his opponent in match play) bowls again.
- If a competitor rolls a strike on the wrong lane, he or she must shoot over in the correct order of play.
- If the competitor does not strike, his or her pin fall will stand and he or she must shoot the spare on the same lane.
- First offense: Warning; Subsequent offenses: \$10 fine

Dead Wood

- If a pin is in the channel, it must be removed prior to the next shot.

Missing Pins

- A competitor must shoot over if it is determined that any pins were missing from the rack which he or she shot at.

Delays or Mechanical Breakdowns

- If a delay or mechanical breakdown of 10 minutes or longer occurs during competition, tournament management, at its discretion, may authorize warm-up ball(s) prior to the re-start of competition. Timing will start as soon as tournament officials are notified.
- An alternate pair shall be used for all warm-ups from a breakdown.

- If an alternate pair is not available, the competitors will be allowed up to two (2) balls on the lane opposite the one they will be throwing their next shot on.

Dress Code

- Pants or shorts of a "business casual" quality are encouraged. The following attire is not allowed: sweat pants, athletic type shorts, yoga pants, tattered or frayed clothing, clothing with holes, hats, headbands, headphones or earbuds. A shirt with a polo type collar or shirt with a mock neck collar is required. Mock neck collar shirts must meet the following requirements: All advertising on the shirt must be permanently embroidered (no patches, screen printing or t-shirts). The participants' full name on the back in letters between 2 to 4 inches high in a color that contrasts with the shirt's color.

Eating / Drinking / Smoking

- We encourage participants to eat and drink, but please keep food or beverages out of the seating area.
- Smoking is allowed as long as it does NOT slow down competition.

Eligibility

- Any sanctioned RI bowler who has bowled at least 60 games in any RI League to participate. Any youth bowlers must have a prize waiver form filled out before competition begins. All junior prizes will be paid through SMART.
- Out of state bowlers are eligible to enter this event if they have a local Rhode Island Sanction and have bowled at least 40 games between state tournaments, or AXS tournaments in the 2017/2018 season.

Entry Deadline

- Entries will be accepted until 1 hour prior to the start of the event.

Fees

- \$100 entry fee.
- Prize ratio will be 1 for every four entries.
- No refunds once competition has begun.

Format

Qualifying

- Each entrant will bowl two six game blocks. The total for these six games will be used to determine qualifiers for match play.
- Any late bowlers will receive zeros for any missed frames.

Match Play

- Match play will be composed of the top 16 bowlers from the first day of qualifying.
- All Match play matches will be head to head.
- Double elimination format will be used. A player is eliminated after two losses.
- All players start in the winner's bracket. After losing once, they move to the Elimination Bracket.
- If a forfeit occurs in the winner's bracket, the forfeiting bowler goes directly to the loser's bracket.
- Seeding for match play will be determined by placing all bowlers in order highest to lowest based on pin fall from day one.
- All match play games will begin on the left lane. The higher seed will have their choice of starting the match or passing to their opponent to start.
- If a bowler is disabled during match play, they will receive zeros for all missed frames.

Stepladder Finals

- Stepladder finals will be single elimination format.
- Positions are determined as follow:
 - Position #1 – Winner of the Winner's Bracket
 - Position #2 – Loser of the Winner's Bracket
 - Position #3, #4, #5 – Will come from the Elimination Bracket(When the final four competitors are left in the Elimination Bracket, they will bowl a two-game match all on the same pair of lanes. The highest series will be the #3 seed, the next highest the #4, the third highest will be the #5 seed and the lowest series will be eliminated)
- Any ties for the #3, #4, or #5 seeds will require a 9th/10th frame roll-off. Roll-offs will continue until the tie is broken.
- #5 will bowl #4 in a one game match. That winner will bowl, #3 and so on until all bowlers have bowled.
- If the #1 seed loses in the finals, they will bowl a second game to determine the champion.

Lane Assignments

- Lane assignments will be picked at random during the players meeting.
- Bowlers on the left lane will move left after each game, bowlers on the right lane will move right after each game. Number of lanes skipped will be determined by the tournament director.

Lane Courtesy

- One lane courtesy will be used by all bowlers.

Lane Patterns

- Lane patterns will not be posted until the day of the event.

Prize Money

- Checks will be issued within thirty days of the end of the event.

Protests

- Protests concerning scoring must be filed immediately.
- Complaints on approaches or other equipment should be brought to the tournament director.
- An inspection will be made and corrections will be made if needed.

Tiebreakers

- If any ties exist in positions for money or seeding, a 9th/10th frame roll-off will be used. Higher score or seed will have the choice of starting or passing to the opponent to start. All matches start on the left lane. Neutral lanes will be used.

All rules not mentioned here shall follow the USBC Playing Rules for 2018-19.