

# **26<sup>th</sup> East Asian Tenpin Bowling Championship**

## **Rules and Regulations**

### **1. Eligibility**

Only nationals of the country of the member federation submitting the entry are eligible to represent that federation in the East Asian Pacific Tenpin Bowling Championships and shall be certified for the competition by the respective national federation holding paid-up membership in the FIQ, WTBA and ABF.

### **2. Number of players**

Each member federation shall be limited to a team of no more than six male and six female players.

### **3. Practice**

The players of each federation shall be nominated prior to the start of the official practice. Minimum one day of official practice must be provided immediately prior to Single Event. One hour practice is required for each federation. however, if the competition lanes are not available for unofficial practice immediately prior to the official practice, two days of official practice will be required with two hours for each federation the first day and one hour for each federation the second day.

After the lanes have been prepared and the official practice concluded, no

play whatsoever by the participants of the championships shall be allowed on the competition lanes during the entire duration, except the championships proper. This will not preclude efforts to promote bowling before, after or in between events. However, this does not allow any play by participants on the competition lanes after the last event of the day when the bowling center is available to the public for open bowling. Violators are subject to disqualification.

- 1) Singles, 10 minutes practice time
- 2) Doubles, 10 minutes practice time
- 3) Trios, 10 minutes practice time
- 4) Team, 15 minutes practice time
- 5) Masters, 10 minutes practice time

#### **4. Lane Assignment**

Lane assignment shall be determined by lot in the manager meeting for Singles, Doubles, Trios and Teams, and Tournament Technical Committee would pre-arrange for mastersfinals and position round depending on the situation.

For Singles, Doubles, once competition is under way, the number of players scheduled on a pair of lanes must be consistent throughout the tournament.

An impartial lane assignment should be performed in due time prior to the Pre-tournament meeting in order for it to be announced at the

meeting.

## **5. Player's Area**

**a.** The Tournament Manager, using methods of identification, which are obvious to spectators, shall define the players' area.

**b.** Only one coach or official from any federation will be permitted in the players' area in the immediate vicinity of each pair of lanes on which their players are competing.

**c.** A player may have no more than four bowling balls in the player's area.

**d.** It is not permissible to bring in or consume food in the players' area.

This does not include candy bars or fruit.

## **6. Events**

**a.** The males and females shall compete in separate divisions but the scheduled events shall be the same for both as follows :

- 1) Singles. 6 games
- 2) Doubles. 6 games
- 3) Trios. 6 games
- 4) Team(of five players). 6 games
- 5) All events. a total of the foregoing 24 games
- 6) Masters will be played in four steps

## **7. Conduct of Events**

### **a. Singles**

- 1) Maximum six players per federation

- 2) Six games in one block across 12 lanes
- 3) Each game shall be played on a different pair of lanes
- 4) Players from the same federation shall be paired two and two and scheduled on different squads when possible.
- 5) Top 4 in the final standing is qualified for two one game semi finals, where the singles positioned 1 meets the singles positioned 4 and the singles positioned 2 meets the singles positioned 3.
- 6) The winners of the two semi finals will play a one game final.
- 7) The two losers in the semi finals will both get bronze medals.

#### **b. Doubles**

- 1) Maximum three Doubles per federation.
- 2) Six games in one block across 12 lanes.
- 3) Each game shall be played on a different pair of lanes.
- 4) Doubles from the same federation shall be scheduled on different squads when possible.
- 5) Top 4 in the final standing is qualified for two one game semi finals, where the doubles positioned 1 meets the doubles positioned 4 and the doubles positioned 2 meets the doubles positioned 3.
- 6) The winners of the two semi finals are playing a one game final.
- 7) Line-up changes are permitted only between the qualification and the semi finals and between the semi finals and the final.
- 8) Change of players is not permitted at any moment during the

Doubles event.

**c. Trios**

- 1) Maximum two Trios per federation.
- 2) Six games in two three-game blocks across 12 lanes.
- 3) Each game shall be played on a different pair of lanes.
- 4) Trios from the same federation shall be scheduled on different squads when possible.
- 5) Top 4 in the final standing is qualified for two one game semi finals, where the trios positioned 1 meets the trios positioned 4 and the trios positioned 2 meets the trios positioned 3.
- 6) The winners of the two semi finals are playing a one game final.
- 7) Line-up changes are permitted only between the blocks, between the qualification and the semi finals and between the semi finals and the final.
- 8) Change of players is not permitted at any moment during the Trios event.

**d. Team**

- 1) One Team per federation.
- 2) Six games in two three-game blocks on different days.
- 3) One team scheduled per lane with each game of a block bowled on a different pair of lanes.
- 4) A team may change one player at the start of the second block.

- 5) In the second block teams shall be seeded, based on the results from the first block. The teams with the highest results shall be scheduled to the last squad.
- 6) Line-up changes are not permitted during a block.
- 7) All extra players shall be scheduled for make-up teams to bowl toward their all-events total. Players from different federations shall be combined for such teams.
- 8) Top 4 in the final standing is qualified for two one game semi finals, where the team positioned 1 meets the team positioned 4 and the team positioned 2 meets the team positioned 3.
- 9) The winners of the two semi finals are playing a one game final.
- 10) Line-up changes are permitted only between the blocks, between the qualification and the semi finals and between the semi finals and the final.
- 11) Change of players is permitted only between the blocks, between the qualification and the semi finals and between the semi finals and the final.

**e. All Event**

- 1) Maximum six players per federation.
- 2) Standing to be decided based on a total of the 24 played games in the foregoing 4 disciplines (Singles, Doubles, Trios and Team).

**f. Masters**

The Masters will be played in four steps

Masters will be played on dual lane condition with the longer lane pattern on the left lane on each pair of lanes and the shorter lane pattern on the right lane on each pair of lanes. The player change lanes within the pair of lanes after each frame. The starting lane in Step 1 and 2 will be decided by draw.

**Step 1:** Top 24 players in All Events after 24 games qualify for Step 1 to play 6 games. The pin fall from the 24 games are carried forward. 2 players per lane.

**Step 2:** Top 8 players after Step 1 (30 games) are qualified for Step 2.

Step 2 will be played as round robin. One game matches will be played with 20 points bonus for winning matches, 10 points bonus to each player when tied matches.

**Step 3:** top 4 players after Step 2 (37 games including bonus) are qualified for Step 3.

Step 3 are Semi-final matches. Highest positioned player meets fourth positioned player. Second positioned player meets third positioned player. One game matches. Highest positioned players decide which player starts to play.

**Step 4:** The winners of the semi finals meet in the Master final. One game matches. Highest positioned players decide which player starts to play

## **8. Substitution**

- a.** A player who has already started in an event shall not be replaced.
- b.** In case of an injured player having to leave the game, the remaining players on the team shall continue their games for all event purposes.

## **9. Tie breaking procedures**

- a.** The player or team with the highest score in each event of the championships shall be the winner.
- b.** In case a tie exists in the standings for any position in Singles, Doubles, Trios or Team event before the semi final the highest positioned will be the singles, doubles, trios or team with the highest last game. If a tie still exist the highest positioned will be the singles, doubles, trios or team with the highest second last game, then the singles, doubles, trios or team with the highest third last game etc.
- c.** In case a tie exists in the semi finals or finals a one ball roll off will be played, repeated until the tie is broken.

In Doubles, Trios and Team all players will play.

The highest ranked player/team after the qualification will choose the order of play and the lane which the player/team starts to play. For a second roll off delivery the order of deliveries and the lane to play will be opposite to the first one etc.

- d.** If two or more players have the same total score after All Events, the highest positioned will be the player with the highest last game in the last



discipline of All Events. If a tie still exist the highest positioned will be the player with the highest second last game, then the player with the highest third last game etc.

In case of tie for the medal positions in All Events there will be no tie-breaking for the medals. The players will be declared co-winners

**e.** In case of a tie in any head to head match in the Masters Final the following tie rules will apply

1) In case of a tie in a game a one ball roll-off will be played, repeated until the tie is broken

2) The roll off delivery will be positioned on the lane where they played the game. The highest ranked player after the qualification will choose the order of play. For a second roll off delivery the order of deliveries will be opposite to the first one etc

## **10. Bowling ball procedure**

**a.** Only bowling balls manufactured on or after January 1, 1991 that are on the USBC approved ball list are allowed for use in sanctioned WTBA competition.

Given that the online ball list was created on January 1, 1991, any bowling ball not on the list and proven to be manufactured prior to January 1, 1991 have been previously approved.

A complete hard copy of the USBC approved ball list will be made available at the ball registration desk.

Acceptance of manufactured balls prior to the inception of the USBC ball list for use in competition is at the discretion of the Tournament Committee

**b.** Bowling ball surface adjustments by hand are acceptable between games provided they are done in the designated area and that the adjustment procedure does not delay the bowler's next turn.

Altering the surface of the bowling ball, besides what is mentioned in the above, is allowed in a designated area only during the official practice session, during the practice session immediately preceding a competition round, and between competition rounds.

Altering the surface of the bowling ball during a game is not allowed.

If the surface is adjusted during a game the penalty is zero pinfall in that game.

**c. Registration bowling balls**

1) Each player will be permitted to register a maximum of 6 bowling balls during the tournament.

2) Immediately following the official practice (latest one hour after the last practice session) registration shall be made of the bowling balls to be used during the championship events.

3) Additions of maximum two bowling balls to the players' bowling ball list shall be allowed (up to the maximum of 6) throughout the tournament.

4) Additions to a player's bowling ball list shall be made no later than 1 hour prior to the start of the squad where the additional bowling ball(s) will be used

5) In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

**d.** Each day during the events random inspection of the bowling balls may be performed. The Tournament Technical Committee shall decide on the number of balls and the players, which shall be randomly selected. The inspection shall be limited to a visual inspection of the serial number of the balls and the size and number of the balance holes

**e.** The penalties for violation of the rule above are for a serial number and/or a number of balance holes violation

1) Daily random inspection, zero score for the event in which the failed inspection was performed

2) Medalists, zero score for the event

3) Masters Finals, disqualification and all scores null and void.

If a ball is in violation regarding the size of the balance hole, the ball shall be removed from play and cannot be used again until the balance hole complies. No additional balls may be added to the bowling ball list.

**f.** A maximum of five gripping holes are allowed in a bowling ball. The player must be able to reach each set of finger holes (not all four simultaneously) while using the thumb hole. Any hole, which cannot be

reached, is considered a balance hole. The ball must be balanced twice when one set of finger holes are for fingertip and the other set for conventional grip.

**g.** When delivering the ball the player must have his/her thumb in or over the thumb hole. It may not be 180 degrees away from the thumb hole.

**h.** It is not permissible to use resin/powder products anywhere outside of designated area in any WTBA event. The tournament manager shall/will designate such an area.

### **11. Pre-tournament meeting**

**a.** Prior to start of the official practice, a meeting will be held to provide all necessary information about the competition and related activities, and to answer questions.

**b.** From the participating federations only team managers and coaches may attend the meeting.

### **12. Anti doping rules**

Anti doping regulations as appearing in the WTBA Doping Control Manual will be applicable for the championships.

### **13. Smoking and Drinking**

**a.** The players must not use tobacco products, consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games. In those instances where it is established that a player is in breach of this rule, he may be suspended by the Tournament

Technical Committee from the tournament for the block of games then being played.

**b.** Non-alcoholic beverages are allowed provided they are not consumed in the players' area.

**c.** During the championships alcoholic beverages may not be served or consumed in the player's area.

**d.** During championships smoking is not permitted in the bowling centre. However, it may be allowed in a closed area, provided it does not affect the environment in the player's and spectator's areas.

**e.** If a bowler is caught smoking during a game he will have zero pinfall for the game currently being played. If a bowler is caught smoking in between games, he will have zero pinfall for the succeeding game.

#### **14. Playing Uniforms, Advertising**

**a.** Players shall wear a standard uniform approved by their national federation. Individual variations only in player's name and sponsors(advertisements)are permitted. Men must wear pants or slacks. Women may wear skirts, shorts, pants, slacks or dress shorts; however, no variation is allowed within a team.

**b.** The name of the country must appear on the uniform.

**c.** The following may appear on the uniform:

1) name of player.

2) Logo of country or member federation, which the player represents.

3) Advertisements provided the area of each advertisement is less the area of the country's name on the players back and the advertisement does not conflict with the law of country of the host federation. The number of advertisements is decided by each federation.

### **15. Order of bowling**

- a.** One or more players may be scheduled on a pair of lanes.
- b.** After a block of games has started, no change shall be made in the line-up in that block except that substitutions may be made in accordance with the rules for each specific championship.

### **16. Official scorekeeping**

- a.** The tournament would have official score keepers to record all games bowled in the competition.
- b.** An automatic scoring device would be used. This device would provide a printed record of the score which can be audited frame by frame and otherwise comply with the scoring and playing rules of the tournament.
- c.** Written (printed) score sheets would be maintained. Each individual player, coach or team manager would receive a copy of the scores bowled and will be required to sign the official copy immediately after bowling to acknowledge the score.
- d.** After a score has been recorded, it cannot be changed unless there is an obvious error in scoring or calculation. Obvious errors must be corrected

by a tournament official immediately upon discovery. Questionable errors would be decided by the Referee of Day.

**e.** A tournament game, or frame(s) within a game, that is irretrievably lost in the scoring process may be re-bowled with approval of Tournament Management.

### **17. Foul detection**

**a.** The tournament management use automatic foul detecting device approved by WTBA

**b.** If none is available, a foul judge must be stationed in a position to have an unobstructed view of the foul line.

**c.** Should a foul detecting device become temporarily inoperative, the tournament official shall assign a foul judge or authorize the official score keepers to call fouls.

### **18. Interrupted game**

The tournament officials may authorize the completion of a game and block of games on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the block.

### **19. Slow Bowling**

**a.** Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery when the pairs immediately adjacent to them on both the right and left are clear (one (1) pair lane courtesy).

**b.** Competitors must observe one (1) pair lane courtesy at all times. Competitors on the same pair may not bowl consecutive deliveries without allowing one (1) competitor from the pair to the right and one (1) competitor from the pair to the left have made a delivery, unless those competitors are not ready to bowl or they give way.

**c.** If a player does not observe the procedures outlined in paragraphs a and b, it shall be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows

- 1) A white card for the first offence (no penalty)
- 2) A yellow card for the second offence (no penalty)
- 3) A red card for the third and each succeeding offence in any block of games (six games for singles and doubles, three games for trios or five-person team and all games of match play in a day). the penalty shall be a zero pin fall for the frame

**d.** For interpretation of the enforcement of this rule, the Referees shall specifically monitor any player or team that gets more than four frames behind the leader in a singles, doubles or master event; or more than two frames behind in trios or team, not counting the end pairs of lanes. In Baker format competition the same rule applies as for the singles event.

**e.** Whenever there is any question concerning the enforcement of this rule, or lack thereof, in the Masters Grand Finals, the WTBA President or his



designee, notwithstanding the reference to the Referees, shall make the final decision.

## **20. Bowling on wrong lane**

In singles match play competition, where a player bowls two frames each time it is the player's turn to bowl, and the other player bowls on the wrong lanes, a dead ball shall be called and the player required re-bowling 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 corrected lanes.

## **21. Tardy Players**

Any player or team arriving late shall begin play with the score count beginning with the frame then being bowled on the squad.

## **22. Penalties for Rule Violations**

When not specified in any rule, the penalties for rule violations are governed as stated below :

- a.** A player/team failing to observe a rule(s) shall be warned by an authorized tournament official with a yellow card for first offense (no penalty)
- b.** For a second offense in the same tournament, the player/team will be disqualified from the tournament, and will not be allowed to participate in WTBA/Zone approved tournaments and conducted championships for 90

days.

c. All offenses shall immediately be reported by tournament manager to the ABF Secretary General, who will report to all member federations.

### **23. Protests**

a. Protests involving eligibility or general playing rules must be confirmed in writing to a responsible tournament official not later than 24 hours after the game in which the infraction occurred or before prize presentation, whichever is the sooner.

b. When a protest involving a foul or the legality of pin fall is entered, an official representative of the federations involved may be present when evidence is taken relative to the protest. If no written protest is entered prior to the expiration period as stated, the game or games shall stand as bowled. Each rule under this rule shall not be construed to cover a similar or previous violation.

### **24. Appeal Procedures**

a. All matters, which cannot be settled by the Lane Marshal of the Day, shall be heard and reviewed by Tournament Technical Committee. The decision of the Tournament Technical Committee is final unless there is an appeal to the Jury of Appeal within 24 hours after the decision is announced, or before prize presentation, whichever is the sooner. Protests on eligibility arising after the conclusion of the championship shall be filed directly with the Jury of Appeal within 30 days.

**b.** All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Lane Marshal of the Day or with a member of the Jury of Appeal, or with the Secretary General of ABF. Each appeal must be specific and include a fee of US\$100. If the Jury of Appeal does not uphold the appeal, the fee will be forfeited to the ABF. The foregoing also applies to protests filed directly with the Jury of Appeal.

**c.** The Jury of Appeal shall be empowered to cite before it all papers and persons involved in the appeal at a regularly scheduled meeting or if deemed appropriate, the Jury of Appeal may decide an issue by a mail vote after all material involved in the matter has been studied by each of its members.

## **25. Awards**

**a.** The championships awards of gold, silver and bronze shall be present to each of the individual winning those positions in the following events:

- 1) Singles
- 2) Doubles
- 3) Trios
- 4) Team
- 5) All event
- 6) Masters

**b.** In addition to the medals for the individual, a medal shall be given to

the coach of the medalists and to the national federation the medalists represent.

**26. Any matter not provided for or covered in these rules and regulations shall be governed by the 2012 WTBA Statute and Playing Rules.**