



TOURNAMENT FORMAT IMPORTANT PLEASE READ CAREFULLY

The 2017 QubicaAMF Bowling World Cup comprises of two divisions, men and women, with four stages of elimination rounds.

Stage 1 - Qualifying Round

All bowlers in each division will roll 24 qualifying games over four days for a scratch total pinfall to decide the top 24 qualifiers to go forward to Stage 2. Men will bowl in 2 squads 3 players to a pair and women in 1 squad 4 or 5 players to a pair. Squad and lane assignments will be distributed once all participants have arrived and are registered. Any alterations to the above will be shown in the Bowling Schedule copies of which will be distributed to all bowlers.

Pinfall will be carried into stage 2.

Stage 2 – Top 24

The Top 24 qualifiers in each division will bowl a further 8 games, league style, for a 32 game total scratch pinfall, to decide the top 8 qualifiers to go forward to Stage 3.

Pinfall will be carried into stage 3.

Stage 3 – Top 8 Bowlers (Quarter Finals Round Robin)

The Top 8 bowlers in each division will bowl a further 8 games league style, round robin with bonus points (30 pins for a win, 15 pins for a tie, 0 pins for a loss), for a 40 game total pinfall including bonus points, to decide the top 4 qualifiers to go forward to Stage 4. Game 8 of the quarter finals round robin will be a position round.

At the end of Stage 3 Pinfall will **NOT** be carried forward into Stage 4

Stage 4 - Semi and Final Matches.

The semi and finals will be one game single elimination bracket. 1st placed player versus 4th placed player, and 2nd placed player versus 3rd placed player. The winners of each semi-final match will go forward to play the title match. Pinfall will not be carried forward from game to game. All matches will be played from scratch.

These matches will be played match play style play, ie: player on the left lane bowls 1 frame, player on the right lane bowls 2 frames, each player will continue to bowl 2 frames. The highest seed player will have the choice of starting lane.

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TOURNAMENT RULES

IMPORTANT PLEASE READ CAREFULLY

The general playing and tournament rules of World Bowling will govern this event, together with the following special rules:

1. ELIGIBILITY

Each country eligible to participate may be represented by a maximum of one male and one female player in good standing with World Bowling and the QubicaAMF Bowling World Cup.

2. TIES

In the event of a tie of total pinfall during games 1 through to 32, the player with the highest last game will take the higher position. In the event of a tie for 24th place in Stage 1 and 8th place in Stage 2 and 4th place in Stage 3 the following World Bowling rule applies:

- (a) One-game roll-off or, if this results in a further tie then:
- (b) 9th and 10th frame roll-off.

In the event of a tie during the Round Robin matches (Stage 3) the win bonus will be divided equally (15 pins to each player). In the event of a tie preceding the position round match of the round robin, the player with the highest last game will have the higher position. In the event of a tie during the semi and final knockout matches, a two-frame roll-off consisting of a 9th and 10th frame will be held to determine the winner.

3. MANAGEMENT

The decision of the Tournament Director will be final on all matters, subject to appeal to the World Bowling.

4. PROTESTS

All protests must be submitted in writing to the Tournament Director within 30 minutes of the game in which the infraction occurred.

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5. PRIZES

- QubicaAMF Bowling World Cup Champion – Trophy
- Runner Up – Trophy
- Semi-Final – Trophy
- High Game – Trophy (In the event of a tie, the first high game will receive the trophy)
- Sportsman and Woman – Trophy (voted by the bowlers)
- Country Award – (awarded to the highest combined placed Country in the tournament)

6. SCORING ERRORS

Scoring errors must be reported immediately to one of the lane marshals or a tournament official. Errors must be corrected before the commencement of the next game. Errors not rectified within the specified time will not be changed. The computer score will be the official score used. In the case of lost scores due to computer failure during a game, then the game lost must be re-bowled in its entirety.

7. PACERS

In the event of an odd number of players participating in the event, official pacers may be provided at the discretion of the Tournament Director (Stage 1 only).

8. PROVISIONAL BALL

A provisional ball must be rolled when a dispute over pinfall or a foul cannot be resolved quickly. The provisional ball must be witnessed by a tournament official and the reason documented by the player or player's coach, and submitted to the attending tournament official.

9. ILLEGAL PINFALL

Pins that are knocked down by anything other than a legally delivered ball, or the resulting pin action, must in all cases be respotted, because such pinfall is not legal. A standing pin which falls upon removing deadwood or which is knocked down by a pinspotter or mechanical pinspotting equipment shall not count and must be replaced on the pinspot inscribed on the pindeck where it originally stood before delivery of the ball.

10. DEADWOOD

Pins which are knocked down by a fair ball and remain lying in the gutter or on one of the lanes, or which lean so as to touch the kickbacks or side partitions, are termed deadwood and are counted as pins down and must be removed before the next ball is bowled. Only a lane marshal or tournament official is authorised to remove deadwood.

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ADDITIONAL SPECIAL RULES

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1. Any bowler who does not fulfil the tournament schedule (which includes all official non-bowling functions and activities) may be reported to their National Bowling Association for disciplinary action, and may be barred from any further participation in the QubicaAMF Bowling World Cup.
2. Any bowler who does not arrive at their scheduled bowling time in stages 1, 2 and 3 will forfeit the game for which they are late. In the event of a bowler being late for the semi and final rounds, the bowler will forfeit the match.
3. If a bowler who has qualified for Stage 4 is unable to participate or has been disqualified, the next highest placed bowler from Stage 3 will assume the fourth placed position. Thereby, appropriate finalists will move up one place.
4. There shall be no unreasonable delay in the progress of any game. One pair courtesy during Stages 1, 2 and 3 is required per section 4.23 WORLD BOWLING Regulations (below). Additionally players must deliver their shots within 30 seconds of picking up their ball or within 30 seconds of the ball returning for second or third shot beginning as soon as the bowlers from the opposing pairs step off the approach:

WORLD BOWLING rule 4.23 Slow bowling / Lane Courtesy

- 4.23.1 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).
- 4.23.2 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.
- 4.23.3 If a player does not observe the procedures outlined in paragraphs 4.23.1 and 4.23.2, it shall be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:

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- a) a white card for the first offence (no penalty)
- b) a yellow card for the second offence (no penalty)
- c) 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.

4.23.4 For interpretation of the enforcement of this rule, the Referees shall specifically monitor any player 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

4.23.5 Whenever there is any question concerning the enforcement of this rule, or lack thereof, in the Masters Grand Finals, the World Bowling President or his designee, notwithstanding the reference to the Referees, (Bowling World Cup tournament director) shall make the final decision.

5. Re-racks. NO re-racks are allowed without permission from a tournament official
6. During televised coverage of the semi and final round matches, the bowlers participating must bowl when instructed by the Floor Director and/or the Tournament Director. Participants in the semi and final matches will have to follow special rules that apply for television. These rules will be explained to at a special meeting before to the finals.
7. Any individual who, in the opinion of the Tournament Committee, is considered to be unfit to play at any time, may be disqualified from the tournament.
8. Any individual whose conduct is considered to be derogatory to the best interests of sportsmanship, both on and off the lanes, and at any time during the entire tournament period, may be disqualified from the event.
9. Electronic Media. The QubicaAMF Bowling World Cup regards electronic media such as message boards, conversation pages and other forms of social networking (such as Facebook and Twitter) as important tools of communication and fan interaction.

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Tournament players, coaches, or officials are encourage to use social media. However using these platforms to defame or otherwise attack the integrity of World Bowling, the Bowling World Cup, its members, staff, sponsors, host center or host center employees is not acceptable. Such behaviour will result in disqualification and will be reported to their National Bowling Association for disciplinary action. Disqualification may result in being barred from any further participation in the QubicaAMF Bowling World Cup.

10. There will be NO use of tobacco products, electronic cigarettes, or similar in the Bowling Centre area, on the lanes or the concourse, during the tournament.
11. No bowler will be permitted to **TAKE ANY ALCOHOLIC BEVERAGE DURING THE BOWLING SESSIONS, WHETHER ON THE LANES OR BEHIND THE BARRIERS AND DURING A GAME.** However, non-alcoholic beverages are allowed, provided they are not consumed in the players' area and kept in a sealed unbreakable container/bottle.
12. Players will be permitted a total of 10 minutes practice on their starting pair of lanes at the start of each squad during the first 3 Stages of the tournament. All finalists in Stage 4 will be permitted practice on the finals pair, prior to their match.
13. It is the responsibility of each bowler to ensure their score is correct before beginning their next game. All discrepancies must be reported to a lane marshal or tournament official prior to the next game.
14. Bowling Balls (read carefully)
 - 14.1 All bowling balls must meet World Bowling specifications. It is the player's responsibility to ensure all equipment is eligible for competition. Balls must be listed on the USBC/World Bowling "approved" list located at www.bowl.com with the exception of "house balls".
 - 14.2 Houseballs, although not on the approved ball list, MAY be used provided they meet the following requirements:
 - (a) Manufactured as a "house ball"
 - (b) meet World Bowling specifications
 - (c) Are not custom drilled
 - (d) Have not been plugged
 - (e) The surface has not been altered

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14.2 Bowlers are required to submit a complete ball registration form PRIOR TO tournament play (Stage 1)

14.2.1 A maximum of 8 balls may be registered.

14.2.2 NO substitutions nor additions will be allowed once the ball registration form is completed and submitted. Players will only be allowed to compete with the balls listed on the registration form for the remainder of the tournament. ONLY these 8 balls will be allowed in the centre during competition.

14.3 Ball surface may NOT be modified during a squad. Altering the surface of a bowling ball by the use of abrasives, cleaners or polish is prohibited during each squad, including practice sessions prior to a squad. All sanding products, cleaners and polishes are prohibited in the players' area (e.g. Abralon, sand paper, ball wipes, cleaner, etc.). Non-abrasive towels may be used.

14.4 No modifications can be made to affect the balance of the bowling ball once the ball registration form has been submitted (i.e. additional weight holes, modification of existing weight holes).

14.5 Gripping holes:

14.5.1 A "Wi-Fit" or "Duo" grip bowling ball with finger grips is not allowed because the hole not used would be deemed as a weight hole and according to WORLD BOWLING specifications, no interchangeable device may be used in a weight hole

14.5.2 Bowling balls drilled to allow the bowler to grip the ball in different orientations will count as a ball for each gripping orientation used to deliver the ball in that competition, with the exception of: A bowling ball with a "Triangle" grip will count as six balls.

15. All bowlers must register within 20 minutes prior to the scheduled starting time of each squad.

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16 Dress Code Requirements:

- A collared uniform must be worn during every Stage of competition. Mock turtlenecks or bowling jerseys without collars are allowed.
- Men must wear dress slacks.
- Women may wear dress slacks, shorts, skirts or skorts. Length of skirt, skorts or shorts must be below the bowler's fingertips when they are standing and their arms are hanging down at their side. No exceptions.

- 17 Advertising is permitted but must not conflict with QubicaAMF or its subsidiary companies and partners. Advertising must comply with the World Bowling ruling on advertising: "Advertisements may appear on the back of the uniform provided the size is not more than ½ of the size of the largest text on the player's back and the advertisement does not conflict with the law of the country of the host federation and rules of the IOC".

Advertising may not exceed 58 square cm (9 square inches)

ANY advertising must be removed if requested by the Tournament Director. Failure to comply may result in disqualification.

Uniforms with large advertising are strictly forbidden.

The advertising rules apply to all bowlers, coaches and other persons within the player's area.

NB: Exceptions to the advertising rule for national uniforms may be applicable provided this is agreed and approved by QubicaAMF prior to the start of the tournament. Please contact the World Cup office if you need further clarification.

18. Finalists in both divisions in the Top 8, semi and final rounds will be required to wear special shirts provided by QubicaAMF as per the Bowlers' Agreement Form. Any advertising and placement of advertising is at the sole discretion of the tournament director.
19. Bowlers must be available for media requirements at all times. Tournament leaders and/or block leaders must report to the media office for interviews on completion of games.
20. All bowlers are required to attend the presentation of certificates.

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