

Rules and Regulations of The 14th Asian Youth Tenpin Bowling Championships

1. Date and Place

The 14th Asian Youth Tenpin Bowling Championships will be held in Beijing, China, from August 15 to 22, 2007. The venue of this tournament will be Bowling Center of Holiday Inn Lido Beijing, China. This venue is equipped with 20 Synthetic Lanes of Brunswick GS-98. Training may be conducted at the competition site.

2. Events

For the Asian Tenpin Bowling Youth Championships the male and females shall compete in separate divisions but the scheduled events shall be the same for both as follows

- a) Singles, 6 games
- b) Doubles, 6 games
- c) Team (of four players), 6 games
- d) All Events, a total of the foregoing 18 games
- e) Masters, 16 games round robin (including position round) and stepladder final

3. Competition Schedule

Please see attachment.

4. Eligibility

4.1 Only athletes representing member federations of Asian Bowling Federation are eligible to compete in the 14th Asian Youth Tenpin Bowling Championships.

4.2 The athletes who take part in the 14th Asian Youth Tenpin Bowling Championships shall meet the criteria outlined in FIQ WTBA Constitution and Rules.

4.3 Only athletes who meet both the eligibility and qualification requirements described above will be able to participate in the 14th Asian Youth Tenpin Bowling Championships.

4.4 The players must be no older than 22 years plus 364 days on 1 January of the year of the championships.

5. Entries

5.1 Entry procedures will be conducted in accordance with the arrangement made by Chinese Bowling Association.

5.2 Entry Form

Completed Entry Form shall be submitted to Chinese Bowling Association no later than the deadline that has been outlined in invitation.

5.3 Entry Fee

Every bowler and official shall be accompanied by entry fee of 50 USD. Other supporter shall be

accompanied by entry fee 100 USD..

5.4 Each official delegation shall include no more than four male players and four female players, one coach for male players, one coach for female players, one team manager for a male team and one team manager for a female team.

6. Competition Methods

6.1 Tournament Rules

The 14th Asian Youth Tenpin Bowling Championships will be conducted based on the latest FIQ WTBA Rules. In case of translation-related disagreement over the rules, the English text shall take precedence. Any unforeseen incident not addressed by the rules shall be resolved as follows:

General Issues: Resolve in accordance with the Asian Bowling Federation Constitution.

Technical Issues: Resolve in accordance with the spirit of the FIQ WTBA Rules, specially with Chapter 2, chapter4, and chapter 6.

6.2 Practice

6.2.1 The players of each federation shall be nominated prior to the start of the official practice.

6.2.2 Minimum one day of official practice must be provided immediately prior to the start of the Singles. 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.

6.2.3 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 (e.g. exhibition) 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 centre is available to the public for open bowling. Violators are subject to disqualification.

6.2.4 Discipline practice in each block

- a) Singles, 10 minutes practice time
- b) Doubles, 10 minutes practice time
- c) Team, 20 minutes practice time
- d) Masters, 5 minutes practice time

6.3 Lane assignment

6.3.1 Lane assignments shall be determined by lot for Singles, Doubles and Team, and subject to special pre-arranged schedule requirements for Masters round robin and the position round.

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

6.3.3 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.

6.4 Player's area

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

6.4.2 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.

6.4.3 A player may have no more than four bowling balls in the players' area.

6.4.4 It is not permissible to bring in or consume food in the players' area. This does not include candy bars or fruit.

6.5 In Singles, Doubles and Team, players assigned to commence bowling on odd numbered lanes will move left and players assigned to commence bowling on even numbered lanes will move right for each successive game. The Tournament Manager will determine the number of lanes to be moved each game during the event.

6.6 Singles

6.6.1 Four players per federation.

6.6.2 Six games in one block across 12 lanes.

6.6.3 Each game shall be played on a different pair of lanes.

6.6.4 Players from the same federation shall be paired two and two and scheduled on different squads when possible.

6.7 Doubles

6.7.1 Two Doubles per federation.

6.7.2 Six games in one block across 12 lanes.

6.7.3 Each game shall be played on a different pair of lanes.

6.7.4 Doubles from the same federation shall be scheduled on different squads when possible.

6.8 Team

6.8.1 One Team per federation.

6.8.2 Six games in two three-game blocks on different days.

6.8.3 One team scheduled per lane with each game of a block bowled on a different pair of lanes.

6.8.4 Line-up changes are not permitted during a block.

6.8.5 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.

6.9 All Event

6.9.1 Four players per federation.

6.9.2 Standing to be decided based on a total of the 18 played games in the foregoing 3 disciplines (Singles, Doubles, and Team).

6.10 Masters

6.10.1 The Masters shall be round robin competition between the top 16 players based on their 18 qualifying games. All qualifying pin fall is dropped. One game matches will be played. A final match will be played as a position round, making a total of 16 matches.

6.10.2 These 16 matches shall be bowled over two days, eight on the first day and eight on the second day according to a prearranged schedule. However, because of time constraints and following approval by the ABF, these 16 matches may be bowled over one day.

6.10.3 Players failing to qualify for the Masters shall fill vacancies, which may exist at the start of the Masters. Such vacancy or vacancies shall be filled from the non-qualifiers available at that time and in the order of finish in the qualifying competition. In case of a tie between two or more available non-qualifiers, the selection will be by draw.

6.10.4 Position numbers for the pre-arranged schedule are decided by draw. Players from the same federation will be scheduled to bowl against each other within the eight first games to the extent that is possible.

6.10.5 When a finalist has not registered in person for the first 8-game block prior to the time specified in the schedule, a vacancy shall be declared and filled in accordance with 6.10.3.

6.10.6 A finalist, who withdraws for any reason after the finals have begun or fails to register in person for the second block of games prior to the specific time, shall be replaced immediately by a pacer. When a pacer is used, all players who play a pacer or have played with the player replaced

shall be given a bonus of ten pins.

6.10.7 Standings shall be based on total pin fall from each of the matches together with a bonus of ten pins for each match won, including the position round. Each player shall receive a bonus of five pins for a tie.

6.10.8 A Master stepladder final for the top three players after the 16 round robin matches will be conducted to determine the champion, the second and the third position.

6.10.9 The Master stepladder final will be played match play style with the player in the higher position having the choice of starting lane and oil pattern. All pin fall and bonus points are dropped.

a) Players two and three bowl a one game match

b) The winner bowls player one in a two game match to determine the champion based on total pin fall.

6.11 Substitution

6.11.1 A player who has already started in an event shall not be replaced except in cases of injury or illness or as provided for in Rule.

6.11.2 A player having already participated in the same event shall not replace another player. When a player replaces another player during a game under this rule, he shall forfeit his all events score.

6.11.3 In case of a disabled player having to leave the game, the remaining players on the team shall continue their games for all event purposes.

6.12 Tie breaking procedures

6.12.1 The player or team with the highest score in each event of the championships shall be the winner.

6.12.2 When equal scores (ties) are registered for any of the first three positions in the Singles, Doubles, Team or All Events, co-champions shall be declared. There shall be no play off of the tie (teams or players with equal scores will get the same medals). In case of a tie for the first position, the next position will get bronze medal. In case of a triple tie for the first position, all will get gold medals, and there will be no other medals. In case of a tie for the second position, no medals for the third position.

6.12.3 When a tie occurs for the sixteenths (16) position in the all events total a one game roll off shall be held.

6.12.4 In case of a tie in the Masters Final before the position round (after 15 games) between

places 2-3, 4-5, 6-7 and so on, the player with the higher position is the one who in the round robin has

- a) The higher total scratch pin fall
- b) Won their match
- c) Won more matches
- d) The least difference between the highest and the lowest game
- e) The higher game

6.12.5 When a tie occurs after the position round for first or third place a one game roll off shall be held.

6.12.6 If a tie occurs for any position in the stepladder final a 9th and 10th frame shall be bowled, starting from scratch, to break the tie. If a tie still exists, repeat the 9th and 10th frame roll off until the tie is broken.

6.13 Awards

6.13.1 WTBA medals of gold; silver and bronze shall be presented to each of the individuals winning those positions in the following events

- a) Singles
- b) Doubles
- c) Team
- d) All Event
- e) Masters

6.13.2 In addition to the medals for the individual players, a medal shall be given to the coach of the medal lists and to the national federation the medal lists represent. The players who have competed in the Masters shall be given a certificate.

6.14 Record stipulations

6.14.1 High score records will be maintained for Asian Tenpin Bowling Championships for female and male respectively.

6.14.2 The records are as follows

- a) One game in Singles, Doubles and Team
- b) Three games (1-3 or 4-6) in Singles, Doubles and Teams
- c) Six games in Singles, Doubles and Team
- d) 18 games individual All Events
- e) Masters round robin, high actual score for 16 games including matches won
- f) Masters stepladder final, individual one game score

7 Universal and Principle Rules

7.1 Bowling Ball Inspection

All participants must register and submit their bowling balls for inspection to confirm that their numbers, surface, weight and other specifications are in compliance with the FIQ WTBA Playing Rules and Regulations (Specially with rules 2.10 and 4.11). The penalties for violation are based on above rules.

7.2 Order of Bowling

Once a block of games has begun, no changes shall be made in the line-up for that block except as in accordance with Rules about substitution.

7.3 Interrupted Game

The Tournament Manager may authorize the completion of a game and/or series on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the series. An interrupted game and/or series that cannot be completed on the same day must be resumed from the point of interruption on the next day.

7.4 Bowling on Wrong Lane

When a single player, or one player from each team on a pair of lanes, bowls on the wrong lane, and the error is discovered before another player has bowled, a dead ball shall be declared and the player(s) shall be required to re-bowl on the correct lane(s). When more than one player on the same team has bowled on the wrong lane, the game shall be completed without adjustment and the next game started on the correctly scheduled lane.

In singles match play competition, where a player bowls two frames each time it is his/her turn to bowl, and the other player bowls on the wrong lane, a dead ball shall be declared and the player required to re-bowl on the correct lanes, providing the error is discovered before the opposing player has made a delivery. Otherwise, the score stands as bowled, with all subsequent frames the game bowled on the correct lanes.

7.5 Slow Bowling

Bowlers who are ready to step on approach to deliver a ball shall have the following rights and obligations:

7.5.1 They may claim right of way only over a player moving to the approach or preparing to bowl on the lane immediately to their left.

7.5.2 They shall yield to a player moving to the approach or preparing to bowl on the lane immediately to their right.

7.5.3 Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lanes immediately adjacent to them on the left and right are clear.

7.5.4 If a player does not observe the procedures outlined in above rules, it may be construed as slow bowling. Such a player shall be warned by an authorized tournament official with a white card for the first offence (no penalty) and a yellow card for the second offence (no penalty). For third and subsequent offences in any given block of games, the bowler shall be shown a red card and given a zero pinfall for the frame.

Note: A block of games is defined as six games for Singles, Doubles, three games for four Player Teams. Each of the eight games on the days of the Masters Finals, and each game of the Masters Grand Finals, shall be considered a separate block. The number of warnings shall not carry over from one block to another.

For interpretation of the enforcement of the rules concerning slow bowling, the Delegate of the Day shall specifically monitor any player or team that gets more than four frames behind the leader in a Singles, Doubles or Masters event, or more than two frames behind in a Team event,

excluding the end pairs of lanes.

7.6 Code Numbers of Lane Assignments and Submission of Line-up

Code Numbers shall be drawn by lot and used to schedule lane assignments for each federation. Line-up of each event shall be submitted to the Tournament director on the day before the event is held.

7.7 Approaches must not be defaced. The detail can be found in WTBA Rules 2.11.

7.8 Lane dressing procedure of this tournament must in accordance with WTBA Rules 4.6.

7.9 The player must obey the WTBA Rules 4.16 regarding to smoking and drinking. The penalties for violation are based on above rules.

7.10. Uniform

All players shall wear a standard uniform approved by their federation. Individual variations are not permitted. The uniform and advertising shall be in accordance with relevant stipulations of FIQ WTBA Rules.

7.11 Medical Control

Doping and other medical controls will be carried out in accordance with the FIQ WTBA Rules and Statutes.

7.12 Equipment

This tournament will use equipment that is in accordance with FIQ WTBA-approved standards.

8. Competition Management

8.1 Responsibility for management of the competition will be assumed, under the guidance of the FIQ WTBA, ABF., by an organization of competition officials belonging to the Chinese Bowling Association and appointed by Organizing Committee of the 14th Asian Youth Tenpin Bowling Championships.

8.2 Technical Organization

8.2.1 Tournament Manager

The host federation shall select a manager for the tournament. He and his designated representatives shall supervise and direct the tournament. This shall include responsibility to the Technical Committee, Delegates of the Day, compliance with the FIQ WTBA Rules and other FIQ WTBA directives.

8.2.2 Technical Committee

The Technical Committee shall consist of the Tournament Manger, the Technical Delegate and Technical Committee Member. The President of the ABF shall appoint all members of the Technical Committee.

The Technical Committee shall advise and counsel the host Tournament Committee and the Tournament Manager regarding lane conditioning procedures and techniques on a daily basis during competition as well as prior to its start, from a date as agreed in advance between the Technical Delegate and the Organizing Committee. Should there be disagreement between the host Organizing Committee and the Technical Delegate, the decision of the Technical Committee shall final.

8.3 Officials

8.3.1 Delegates of the Day

The Technical Committee shall appoint one or more Delegates of the Day, who shall be responsible for enforcing the FIQ WTBA Playing Rules, uniform requirements and code of conduct as well as issues of disqualification for any conduct detrimental to tournament operation. They shall work in cooperation with the Tournament Manager and his representatives involved in daily management of the competition.

Any matter that cannot be settled by the Delegate of the Day shall be heard and reviewed by the Technical Committee. The decision of the Technical Committee is final unless there is an appeal to the Jury of Appeal within 24 hours. Protests on eligibility arising after the conclusion of the tournament shall be filed directly with the Jury of Appeal within 30 days.

8.3.2 Jury of Appeal

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

8.4 Protests

8.4.1 Eligibility

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. If no written protest is entered prior to the expiration of the 24 hours period, the game or games shall stand as bowled. Each protest under this rule must be specific in itself and this rule shall not be construed to cover a similar or previous violation.

8.4.2 Errors

Errors in scoring or errors in calculation must be corrected by a responsible tournament official immediately upon discovery of such error. Questionable errors shall be decided upon by the Tournament Committee. The time limit for filing protests concerning scoring errors shall be one hour from the end of the event or block of games for each day of the tournament, but must precede the victory ceremony or the start of the next round (in an elimination event), whichever is sooner. Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.

8.4.3 Appeals Procedure

All appeals concerning the Technical Committee's decisions must be filed in writing with the Delegate of the Day or with any member of the Jury of Appeal. Such appeals may also be filed with the General Secretary of the FIQ WTBA or the ABF. Each appeal must be specific and be accompanied by a fee of US \$100. If the Jury of Appeal does not uphold the appeal, the fee shall be forfeited to the FIQ WTBA or the ABF.

9. Approval of the Rules and Regulations

Approval of the rules and regulations for the 14th Asian Youth Tenpin Bowling Championships was obtained from the Asian Bowling Federation on June 22, 2007.