

25th East Asian Pacific 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 not 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, on play whatsoever by the participants of the championships shall be allowed on the competition lanes during the entire duration, except the championship proper. This will not preclude efforts to promote bowling before, after or in between events. However, this dose 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.

- a) Singles, 10 minutes practice time
- b) Doubles, 10 minutes practice time
- c) Trios, 15 minutes practice time
- d) Team, 20 minutes practice time
- e) 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 masters finals 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 :

i . Singles. 6 games

ii. Doubles. 6 games

iii. Trios. 6 games

iv. Team(of five players). 6 games

v. All events. a total of the foregoing 24 games

vi. Masters

a) Men : Top 16 of All event, 1/8 finals, Quarter finals, Semi finals and a final.

b) Women : Top 8 of All event, Quarter finals, Semi finals and a final.

b. In Singles, Doubles, Trios 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.

c. One game semi finals and finals in all events except in the All event(1 vs. 4 and 2 vs. 3 in each event standing to be matched for the semi finals).

Highest ranked team(player) to choose the dressing (long or short). The two losers in the semi finals will get bronze medals.

7. Conduct of Events

a. Singles

- i . Maximum six players per federation
- ii. Six games in one block across 12 lanes
- iii. Each game shall be played on a different pair of lanes
- iv. Players from the same federation shall be paired two and two and scheduled on different squads when possible.

b. Doubles

- i . Maximum three Doubles per federation.
- ii. Six games in one block across 12 lanes.
- iii. Each game shall be played on a different pair of lanes.
- iv. Doubles from the same federation shall be scheduled on different squads when possible.

c. Trios

- i . Maximum two Trios per federation.
- ii. Six games in two three-game blocks across 12 lanes.
- iii. Each game shall be played on a different pair of lanes.
- iv. Trios from the same federation shall be scheduled on different squads when possible.
- v. Change of players is not permitted during or between the blocks.
- vi. Line-up changes are not permitted during a block.

d. Team

- i . One Team per federation.
- ii. Six games in two three-game blocks on different days.
- iii. One team scheduled per lane with each game of a block bowled on a different pair of lanes.
- iv. A team may change one player at the start of the second block.
- v. Line-up changes are not permitted during a block.
- vi. 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.

e. All Event

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

f. Masters

- i . The Masters shall be head to head matches between the top 16 players(the Top 8 Women players) based on their 24 qualifying games. All qualifying pin fall is dropped.
- ii. Men : The head to head matches will be played in 4 rounds: 1/8 finals, quarter finals, semifinals and a final. Each match played in best of 3games (when 2 games is won the match is over).
- iii. Women : The head to head matches will be played in 3 rounds : quarter finals, semifinals and a final. Each match played in best of 3games (when 2 games is won the match is over).
- iv. Each match will be played on one pair of lanes -one lane with short oil and the other lane with long oil pattern. (Single Lane Style)
- v. Highest ranked player in each round will meet the lowest ranked player. Second highest player meets the second lowest player and so on.
- vi. Highest ranked player in each match chooses the pattern for the first game in each match. Then they change pattern after each game.
- vii. A lane draw will be done before each round of the elimination.

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 Single, Double, Trios or Team event before the semi final the highest positioned will be the player with the highest last game. 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.
- c. In case a tie exists in the Masters Final, the following tie rule will apply:
 - i . In case of tie in a game a one ball roll off on a full set pins will be played, repeated until the tie is broken.

- ii. For the first roll off delivery the players will be positioned on the lanes where they ended the game. the highest ranked players after the qualification will choose the order of play. for a second roll off delivery the players will switch lanes and 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.
- b. Any bowling ball not on the list and proven to be manufactured prior to January 1, 1991 have been previously approved.
- c. 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
- d. Altering the surface of the bowling ball is allowed in a designated area during the official practice session, during the practice session immediately preceding a competition round, and between competition rounds.
- e. A player may not alter the surface of the bowling ball during a game.
- f. During Masters Format (1/8 finals, Quarter finals, Semi finals, finals), each match is considered a competition round.
- g. Prior to start of the official practice the bowling balls to be used during competition shall be inspected. each player will be allowed to have a maximum of 6 bowling balls inspected.

The inspection shall be limited to

- a) Eligibility of the ball
 - b) Serial number
 - c) Weight and balance
 - d) hardness
 - e) number of balls
- h. In case immediately after the official practice, a player wants to exchange one or more of the inspected bowling balls, he/she will be allowed to do that provided the balls are inspected prior to registration of the ones to be used in competition.
 - i. Immediately following the official practice registration shall be made of the bowling ball to be used during the champion events. Each player will be permitted to register maximum 6 bowling balls. No replacements or additions will be allowed once the first event has started and no modifications of a bowling ball shall be permitted apart from the altering of the surface as described above. In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

- j. Each day during the events random inspection of the bowling ball shall be performed. The Tournament Technical Committee would 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 eventual modifications.
- k. The penalties for violation of the rule are
 - a) Daily random inspection, zero score for the event in which the inspection was performed
 - b) Medalists, zero score for the event
 - c) Masters Finals, disqualification and all scores null and void
- l. 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 holes, which cannot be reached, is considered a vent hole. The ball must be balanced twice when one set of finger holes are for fingertip and the other set for conventional grip.
- m. 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.

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

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

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:
 - a) name of player.
 - b) Logo of country or member federation, which the player represents.
 - c) 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 preparing to step on the approach and deliver a ball shall have the following rights and obligations :
 - a) 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.
 - b) They shall yield to a player moving to the approach or preparing to bowl on the lane immediately to their right.
 - c) Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lane immediately adjacent to them on both the right and left are clear.
- b. If a player does not observe the procedures outlined in paragraph 1, it shall be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows :
 - 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 third and each succeeding offense 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 game). The penalty shall be zero pin fall for the frame.
- c. For interpretation of the enforcement of this rule, the Lane Marshal of the Day 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.

- d. Whenever there is any question concerning the enforcement of this rule, or lack thereof, in the Masters Grand Finals, the tournament manager and Chief Judge, notwithstanding the reference to the Lane of Marshal of the Day, 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:
 - a) Singles
 - b) Doubles
 - c) Trios
 - d) Team
 - e) All event
 - f) 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 2010 WTBA Statute and Playing Rules.