

28th East Asian Tenpin Bowling Championships

BULLETIN NO. 1

March 9, 2018

Greetings & Welcome to Yancheng, China, “the Capital of Eastern Wetland”

1. INTRODUCTION

The 28th East Asian Ten-pin Bowling Championships, hosted by the China Bowling Association and the Yancheng Bowling Association, will be held from September 13-22, 2018 at the Yancheng Bowling Center for members of the East Asian Ten-pin Bowling Council. This tournament is sanctioned by the Asian Bowling Federation.

For greater participation and influence of the tournament, each member federation is allowed to send no more than 2 teams for the championships.

Yancheng city has direct flights (or by way of Shanghai International Airport) to major domestic cities and international flights to and from Korea, Taiwan, Macau, Saipan, Guam, Mongolian, Hong Kong, and Japan.

TOURNAMENT SECRETARIAT: E-mail: 32693672@qq.com (Attn : Guo Jiansheng)

2. BOWLING CENTER

YANCHENG BOWLING CENTER

The official venue is Yancheng Bowling Center, located at F2 National Health Center, South Jiefang Road No. 108, Yancheng, Jiangsu, China. It has 20 lanes of Brunswick GS-X Synthetic lanes and scoring system. The lane dressing equipment is Brunswick A-22.

3. OFFICIAL HOTEL

The official hotels for this championship: Hongji Xuanwu Hotel

Address: South Jiefang Road No. 129, Tinghu District, Yancheng, Jiangsu, China
Phone: +86-0515-8908-0888
Standard Room Price: USD\$75.00 for two pax inclusive of Wi-Fi and breakfast



The hotel location can be reached within 8 minutes walking distance to and from Yancheng City Bowling Center.

Room Types Superior & Deluxe (Run of the House) Reservations must be made no later than 1 August 2018 through Yancheng Bowling Association.

4. FACILITIES AND SERVICES

Bus Service

Bus transfers are available to and from the official hotel and Yancheng Airport/Yancheng Railway Station. For non-officials (i.e. supporters, spouses and parents), bus transfers will be available to them provided they pay and “Entrance Fee”.

For those who do not stay in the official hotel, they must make their own transportation arrangements.

Entry fee

Entry Fee is US\$ 100.00 per Bowler and Official of the Official Delegation. All entry fees in cash in US Dollars would be collected during the Team Managers Meeting.

An entry fee US\$100.00 will be assessed for all non-bowlers (i.e. supporters, spouses, and parents). This entrance fee will cover bus transfers, entry into the bowling center during the competition, Welcome Reception in the Opening Ceremony and Victory Banquet.

Result Services

Once each game is played, results will be available on print for team managers and coaches in a designated pigeonhole provided in the bowling counter area.

Bulletins and Information

From now until the championship commences, regular bulletins will be sent out to all bowling federations as well as being featured in the official website.

Photographs

When submitting participants and officials, please send separately via email digital photographs of participants and officials to facilitate us in the preparation of your accreditation tags in advance so that they can be handed to you during your arrival. Failure to submit digital photographs will result in the delay of accreditation tags being ready when you arrive.

Deadlines for Submission:	Form A	July 1, 2018
	Form B, Form C, Form D	August 1, 2018

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 Tenpin Bowling Championships and shall be certified for the competition by the respective national federation holding paid-up membership in WB and ABF.

2. Number of players

Each member federation shall be limited to 2 teams / but 3 teams only for host federation) of no more than six male and six female players per team.

3. Practice

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

3.2 Each federation will have one session of official practice.

3.3 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.

3.4 Practice for events in each block

- a) Singles, 10 minutes practice time
- b) Doubles, 10 minutes practice time
- c) Trios, 10 minutes practice time
- d) Team, 15 minutes practice time
- e) Masters final, 10 minutes practice time

4. Lane Assignment

4.1 In due time before the start of the championships, the Tournament Director will decide the number of squads for each event and the number of lanes in use for each squad.

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

4.3 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.

4.4 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.

4.5 Verification of the number of players from each participating federation and spellings of their names must be done latest in conjunction with the Pre-Tournament meeting. No changes will be permitted thereafter.

5. Players' Area

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

5.2 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.

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

6. Events

6.1

a) Singles, 6 games

b) Doubles, 6 games

c) Trios, 6 games

d) Team (of five players), 6 games

e) All Events, a total of the foregoing 24 games f) Masters, in 4 steps described in 7.6.

6.2 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.

6.3 One game semi-finals and finals in all events except in the Team Event, All Events and Masters (1 vs. 4 and 2 vs. 3 in each event standing to be matched for the semi-finals) In the Team events, the semi-finals and finals will be played in Baker's format, best of three (3) games. The two losers in the semi-finals will get bronze medals

7. Conduct of Events

7.1 Singles

7.1.1 Maximum 12 players per federation. (Maximum 18 players only for host federation)

7.1.2 Six games in one block across 12 lanes.

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

7.1.4 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.

7.1.5 The winners of the two semi-finals will play a one game final.

7.1.6 The two losers in the semi-finals will both get bronze medals.

7.2 Doubles

7.2.1 Maximum 6 Doubles per federation. (Maximum 9 Doubles only for host federation)

7.2.2 Six games in one block across 12 lanes.

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

7.2.4 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.

7.2.5 The winners of the two semi-finals are playing a one game final.

7.2.6 Line-up changes are permitted only between the qualification and the semi-finals and between the semi-finals and the final.

7.2.7 Change of players is not permitted at any moment during the Doubles event

7.3 Trios

7.3.1 Maximum 4 Trios per federation. (Maximum 6 Trios only for host federation)

7.3.2 Six games in two three-game blocks across 12 lanes.

7.3.3 Trios from the same federation shall be scheduled on different squads, in case more than one squad is necessary in the first block.

7.3.4 Top 4 in the final standing is qualified for two one game semi-finals, where the trios positioned 1 meets the trios positioned 4, the trios positioned 2 meets the trios positioned 3.

7.3.5 The winners of the two semi-finals are playing a one game final.

7.3.6 Line-up changes are permitted only between the blocks, between the qualification and the semi-finals and between the semi-finals and the final.

7.3.7 Change of players is not permitted at any moment during the Trios event.

7.4 Team

7.4.1 Maximum 2 Teams per federation. (Maximum 3 Teams only for host federation)

7.4.2 Six games in two three-game blocks.

7.4.3 A team may change one player at the start of the second block.

7.4.4 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.

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

7.4.6 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

7.4.7 Top 4 in the final standing is qualified for two semi-finals, where the team positioned 1 meets the team positioned 4 and the team positioned 2 meets the team positioned 3. The semi-finals will be played in Baker's format best of three (3) games

7.4.8 The winners of the two semi-finals are playing a final. The Final will be played in Baker's format, best of three (3) games

7.4.9 Line-up changes are permitted only between the blocks, between the qualification and the semi-finals and between the semi-finals and the final.

7.4.10 Change of players is permitted only between the blocks, between the qualification and the semi-finals and between the semi-finals and the final.

7.5 All Events

7.5.1 Maximum six players per federation.

7.5.2 Standing to be decided based on a total of the 24 played games in the foregoing 4 disciplines (Singles, Doubles, Trios and Team).

7.6 Masters

7.6.1 The Masters includes five steps (1-5), all starting from scratch.

7.6.2 The Masters will be played on one lane condition,

7.6.3 The 16 highest positioned players in the final all event standing are qualified for

the Masters event, seeded 1-16. The players will retain their seeding throughout the entire final.

7.6.4 In all steps there will be head to head matches, where the highest seeded players will be matched against the lowest seeded player, match play style

7.6.5 Each match will be played as best of 3 games. If the same player is the winner of the first two games, the 3rd game will not be played.

7.6.6 In each match the highest seeded player will choose whether he wants to begin the first game on the left or on the right lane. In the second game the starting lane of the players will be opposite to the first game and in a possible third game the starting lane of the players will be the same as in the first game.

7.6.7 In Step 1, the 16 players seeded 1-16 will have head-to-head matches, with the winners of the matches continuing to step 2.

7.6.8 In Step 2, the 8 winners from step 1 will bowl 4 matches with the winners of the matches continuing to step 3.

7.6.9 In Step 3, the 4 winners from step 2 will bowl 2 matches with the winners of the matches continuing to step 4.

7.6.10 In Step 4, the 2 winners from step 4 will bowl 1 match with the winner of the match being declared the champion.

7.6.11 Lane Assignments in the Masters Event

a) The Tournament Director will designate the players to assigned lanes in matches of the Masters event, with the higher-seeded player selecting the starting lane.

b) Unless the same pair of lanes is in use for more than one match, there will be seven different pair of lanes in use for Step 2, Step 3 and Step 4 of the Masters event.

7.7 Substitution

7.7.1 A player who has already started in an event shall not be replaced.

7.7.2 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

7.8 Tie breaking procedures

7.8.1 Ties for scores decisive for being qualified to the Masters, or ties in scores decisive for either position 1 or 4 before Semi Finals in Singles, Doubles, Trios, Teams or Masters, will be broken by allowing each player involved in the tie to play a one ball roll off on a full set of pins. The team with the highest accumulated score will be the winner of the tie. The lineup of both teams must be similar to the lineups in the last game of the event. A draw will decide on which lane in the pair the Roll Off will be played, and another draw will decide which team shall start. When the Roll Off includes more than one player, players of the competing teams shall alternate after each shot. In case of a further tie, the procedure will be repeated on the second lane of the pair and the order of teams to start will be opposite to the first roll off. This procedure will be repeated until the tie is broken. A warm up pair shall be provided for both teams involved. The warm up time shall be at the discretion of the Tournament Director. Prior to the Roll Off, each player involved will be allowed one shot per lane on the lane pair in use.

7.8.2 Ties in Semi Finals or a Final will be broken by allowing each player involved

in the tie to play a one ball roll off on a full set of pins.

The team with the highest accumulated score will be the winner of the tie. The lineup of both teams must be similar to the lineups in the game where the tie occurred.

The highest ranked player or team will decide on which of the lanes in the pair the roll off will be played and which of the teams will play the first shot. When the Roll Off includes more than one player, players from the competing teams shall alternate after each shot. In case of a further tie, the procedure will be repeated on the second lane of the pair and the order of teams to start will be opposite to the first Roll Off. This procedure will be repeated until the tie is broken.

7.8.3 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

7.8.4 In case of a tie in Step 2 or Step 3 of the Masters, a one ball roll-off will be played, repeated until the tie is broken.

The highest positioned player, by the conclusion of Step 1, will chose the order of play and the lane, where both players are delivering their shots. For a second roll off delivery, the players will switch lane and order of deliveries. A third roll off delivery will be played like the first roll off delivery etc.

8. Bowling ball procedure

8.1 Only bowling balls manufactured on or after January 1, 1991 that are on the USBC approved ball list latest the day the tournament starts are allowed for use in sanctioned World Bowling competition. The online list may be found at World Bowling website www.worldbowling.org.

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

8.2 Altering the surface of the bowling ball is allowed per rule between the games in designated area.

During a stepladder final format, each match is considered a competition round.

8.3 Registration bowling balls

a) Each player will be permitted to register a maximum of 6 bowling balls during the tournament. Prior to the start of the Official Practice the bowling balls to be used during competition shall be inspected and registered. The inspection shall include but not be limited to:

i. Eligibility of the ball as specified in the list of approved bowling balls published latest the day the tournament starts

ii. Serial number

iii. Visual inspection with regard to material, surface, plugs, etc.

b) 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.

c) Additions of maximum two bowling balls to the players' bowling ball list shall be allowed (up to the maximum of 6) throughout the tournament provided they pass rule above.

d) In addition to the foregoing, a maximum of one ball previously registered may be removed from play during the Championships, and replaced by another ball not previously registered, upon notice to the Technical Delegate. Once this exchange process occurs the ball removed may not be returned to play

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

f) No modifications of a bowling ball shall be permitted apart from the altering of the surface as described above

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

8.4 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.

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

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

b) Medalists, zero score for the event

c) 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.

8.6 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.

8.7 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

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

9.Pre-tournament meeting

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

9.2 From the participating federations only team managers and coaches may attend

the meeting.

10. Anti-doping rules

10.1 Anti doping regulations as appearing in the World Bowling Anti Doping Rules will be applicable for the World Bowling Championships.

10.2 Anti doping regulations might appear in other championships as decided by the Executive Board from time to time.

11. Smoking and Drinking

11.1 Players must not consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games. The penalty for violation of this rule shall be expulsion from the tournament

11.2 Players, coaches or administrators may not consume alcohol while wearing the standard uniform of their national federation in the bowling centre during the period commencing with the start of official practice through the completion of the Masters competition. The penalty for violation of this rule shall be:

- a warning for the first violation
- 100 USD for a second violation (paid by the federation before the next event) and
- for any subsequent violation, suspension for the duration of the Championships.

11.3 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

11.4 Players and their coach(es) must not smoke, use tobacco products or use any kind of synthetic cigarettes or e-cigarettes while in competition; i.e. during the entire period of a block of games.

11.5 The player penalty for smoking during a game will be zero pinfall for the game currently being played. The penalty for smoking in between games will be zero pinfall for the succeeding game. The penalty for the second offence by the same player shall be exclusion from the rest of the championship by the Tournament Technical Committee

11.6 The coach penalty for smoking during a game shall be suspension from the block of games in which he violated the rule. The penalty for a second violation is suspension from the rest of the Championship

11.7 Players, coaches or administrators may not smoke, use tobacco products or any kind of synthetic or e-cigarettes while wearing the standard uniform of their national federation during the period commencing with the start of official practice through the completion of the Masters competition. The penalty for violation of this rule shall be

- a warning for the first violation,
- 100 USD for a second violation (paid by the federation before the next event) and
- for any subsequent violation, suspension for the duration of the Championships.

12. Playing uniform, advertising

12.1 Players shall wear a standard uniform approved by their national federation. In a team event (Doubles, Trios and Team) players of the same Doubles, Trios or Team

must wear uniforms of the same colour and type

12.2 The name of the country must appear on the back of the uniform. The name of the country may be printed

- In English or in the country's language
- As abbreviation recognized by IOC or ISO 2000 if no IOC abbreviation (abbreviations published on website)

12.3 The following may appear on the uniform a)

Name of player

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

c) Advertisement: The number of advertisements is decided by each federation.

d) A place on all federations uniforms, situated on the left side of the breast, is reserved for a World Bowling sponsor. No later than six months before the start of the championship World Bowling has to inform all member federations if this right will be used by World Bowling and provide all federations with an original design for printing

12.4 Coaches and officials in the player's area should be in the uniform specified by the national federation

13. Style of play

13.1 Match play style

a) In the match play style each player bowls two frames at a time

b) However, the player starting on the left (odd numbered) lane bowls one frame only c) Thereafter both players bowl first on the right lane, then immediately bowl another frame on the left lane

d) The player who bowled first will finish his game by bowling the tenth frame on the right lane

e) When match play consists of more than one game, in succeeding games players alternate in starting on the left lane

13.2 Baker format

a) In the Baker format, members of competing teams, trios and doubles successively and in regular order bowl complete and consecutive frames within the same game

b) They shall alternate lanes within the pair after ten frames

13.3 Round Robin format

a) In the round robin the qualifying format of the event determines the number of players who will advance to round robin competition

b) Each player bowls one match against every other player

c) Matches may consist of one or more games

d) A final position round match may be added. In a position round pairings are determined by the position in which a player finished the initial matches

e) In case of a tie before the position round 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

- The higher total scratch pin fall
- Won their match
- Won more matches

- The least difference between the highest and the lowest game
- The higher game

13.4 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 changes 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

14. Official scorekeeping

14.1 The tournament is required to have official score keepers to record all games bowled in the competition.

14.2 An automatic scoring device, which has been approved by the World Bowling, may be used. This device shall 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.

14.3 Written (printed) score sheets shall be maintained indicating the pin fall on each ball so a frame-by-frame audit may be made. Each individual player, coach or team manager shall receive a copy of the scores bowled and will be required to sign the official copy immediately after bowling to acknowledge the score.

14.4 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 shall be decided by the Referees.

14.5 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.

15. Foul detection

15.1 The tournament management may adopt and use any automatic foul detecting device approved by World Bowling.

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

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

16. Interrupted game

16.1 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.

17. Slow bowling / Lane Courtesy)

17.1 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).

17.2 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.

17.3 If a player does not observe the procedures, 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 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

17.4 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.

17.5 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, shall make the final decision.

18. Bowling on wrong lane

18.1 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.

18.2 Otherwise, the score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

19. Tardy players

19.1 Any player or team arriving late shall begin play with the score count beginning with the frame then being bowled on the lane or lanes to which they are assigned.

19.2 If they are scheduled alone, they will start in the earliest frame then being bowled on the squad.

20. Penalties for rule violations

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

20.2 A player/team failing to observe a rule(s) shall be warned by an authorized tournament official with a yellow card for first offence (no penalty).

20.3 For a second offence in the same tournament, the player/team will be disqualified from the tournament, and will not be allowed to participate in World Bowling /Zone approved tournaments and conducted championships for 90 days.

20.4 All offences shall immediately be reported by the Tournament Manager to the World Bowling Secretary General, who will report to all member federations.

21. Protests

21.1 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.

21.2 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.

21.3 If no written protest is entered prior to the expiration period as stated, the game or games shall stand as bowled.

21.4 Each rule under this rule shall not be construed to cover a similar or previous violation.

22. Appeal procedure

22.1 All matters, which cannot be settled by the Referees, shall be heard and reviewed by the 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.

22.2 Protests on eligibility arising after the conclusion of the championships shall be filed directly with the Jury of Appeal within 30 days.

22.3 All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Referees or with a member of the Jury of Appeal, or with the Secretary General of World Bowling or the Zone. Each appeal must be specific and include a fee of USD 100. If the Jury of Appeal does not uphold the appeal, the fee will be forfeited to the World Bowling. The foregoing also applies to protests filed directly with the Jury of Appeal.

22.4 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.

23. Awards

23.1 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) Trios
- d) Team
- e) All Events
- f) Masters

23.2 In addition to the medals for the individual players, a medal shall be given to

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

24. Any matter not provided for or covered in these rules and regulations shall be governed by the 2016 WB Statutes and Playing Rules.

Preliminary Schedules:

Date	Time	Events	Venue
September 13	All Day	Arrival of Teams	Bowling Center
September 14	16:00-17:00	Check in and Non-official Practice	
	17:00-18:00	EATBC General Assembly	
	18:00	Reception Banquet	
September 15	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-11:00	Official Practice	
	12:00-13:00	Lane Maintenance	
	13:00-15:00	Official Practice	
	09:00-17:30	Ball Registration	
	15:30-16:30	Opening Ceremony	
	16:30-17:30	Team Manager Meeting	Meeting Room
September 16	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-12:30	Women's Singles	
	12:30-13:15	Men's Singles	
	17:00-17:30	Lane Maintenance	
	17:30-19:00	Men's/Women's Semi-finals/finals	
	19:00-19:30	Awarding Ceremony for Singles Event	
September 17	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-12:30	Women's Doubles	
	12:30-13:15	Lane Maintenance	
	13:30-17:00	Men's Doubles	
	17:00-17:30	Lane Maintenance	
	17:30-19:00	Men's Doubles Semi-final/Final	
	19:00-19:30	Awarding Ceremony for Men's Doubles	
September 18	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-11:30	Women's Trio (Block 1)	
	13:30-14:30	Lane Maintenance	
	14:30-17:00	Men's Trio (Block 1)	
	17:00-18:00	Lane Maintenance	
	18:00-20:30	Women's Trio (Block 2)	
September 19	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-11:30	Men's Trio (Block 2)	
	12:30-13:30	Lane Maintenance	
	13:30-15:30	Men's/Women's Trios Semi-finals/finals	

	15:30-16:00	Awarding Ceremony for Trios Event	
	16:00-17:00	Lane Maintenance	
	17:00-20:30	Men's/Women's Teams (Block 1)	
September 20	08:00-09:00	Lane Maintenance	Bowling Center
	09:00-12:30	Men's/Women's Teams (Block 2)	
	13:30-14:30	Lane Maintenance	
	14:30-16:30	Men's/Women's Teams Semi-finals/finals	
	16:30-17:30	Awarding Ceremony for Teams/All Events	
September 21	08:30-09:00	Lane Maintenance	Bowling Center
	09:00-10:00	Men's Masters 1/8 (Top 16)	
	10:00-11:00	Lane Maintenance	
	11:00-12:00	Men's/Women's Masters 1/4 (Top 8)	
	12:00-13:00	Lane Maintenance	
	13:00-14:00	Men's/Women's Masters 1/2 (Top 4)	
	14:00-15:00	Men's/Women's Masters Finals (Top 2)	
	15:30-16:00	Awarding Ceremony for Masters Event	
	19:00-22:00	Victory Banquet	
September 22	All Day	Departure	