

# 3-PERSON SCRATCH TEAM TOURNAMENT RULES

## • GENERAL

- This tournament is USBC certified and is open to all adult USBC sanctioned bowlers.
- All USBC rules not specified in this document are in effect.
- All bowlers must have a current individual USBC membership ID, or purchase an affiliate USBC membership ID, or pay the USBC participation fee.
- Courtesy to other bowlers is expected and will be enforced. Loud, rude, or unsportsmanlike behavior will be deemed unacceptable.
- The tournament director and staff will settle all disputes. The decision of the tournament director, in consultation with tournament staff, is final on interpretation of all tournament rules herein.

## • ENTRY and PAYOUT

- Closing date for the tournament will be November 8, 2025. Entries will be accepted up to the start of the tournament.
- In the event that the tournament is full (28 teams) prior to the date of the tournament, a waitlist will be compiled. If a team with a reserved spot is unable to bowl, the first team on the waitlist will have the opportunity to enter the tournament. This process will be repeated as needed.
- Entry fee for the tournament is \$210 per team (\$70/bowler) and is itemized as follows:
  - Junior Scholarship Fund (\$50.00), Lineage (30.00), and Prize Fund (\$130).
- A deposit of \$70 is required to secure a team entry into the tournament. After Nov. 1, the deposit will become non-refundable.
- Projected pay out, based on 28 teams:
  - 1<sup>st</sup>: \$1,315 2<sup>nd</sup>: \$720 3<sup>rd</sup>-4<sup>th</sup>: \$375 5<sup>th</sup>-6<sup>th</sup>: \$285
- All bowling is scratch.
- The tournament will consist of a qualifying segment, then a single elimination match play finals segment.

## • QUALIFYING

- Each team will draw for a starting lane for the qualifying segment of the tournament.
- Ten (10) minutes of practice will precede the tournament.
- Each player on the team will bowl three (3) traditional games, moving pairs after each game.
- Following the three (3) traditional games, each team will bowl six (6) baker games.
- Baker game format will be as follows:
  - Player 1 bowls frames 1, 4, 7, and 10
  - Player 2 bowls frames 2, 5, and 8
  - Player 3 bowls frames 3, 6, and 9
- Two (2) baker games will be bowled on a pair of lanes, with teams bowling one (1) game on each lane. After the first game is completed, teams will remain on the same pair but will switch to the opposite lane to bowl their second baker game.
- After each of two (2) baker games are completed on a pair of lanes, teams will move to their next assigned pair of lanes to complete their next two (2) baker games.
- Pair skipping pattern:
  - Pair skipping will be determined by the tournament director prior to the start of competition and will be based on the number of teams and qualifying pairs. Each team will cross as many of the tournament lanes as possible without bowling on the same pair.
- Automatic scoring will be used, whenever available, and scores will be transferred to the official tournament recap sheets before the scores are erased.
- Each player/team is responsible for their own scores and that they have been accurately recorded on the official tournament recap sheet.
- Tie for the last qualifying position(s) (roll-off):
  - An 8<sup>th</sup>, 9<sup>th</sup> and 10<sup>th</sup> frame baker qualifying roll-off will be used to determine the last qualifying team.
  - Tournament director will select the pair of lanes to be bowled on for the roll-off. Each bowler will get two (2) practice ball on each lane.
  - The team with the higher team baker game(s) during qualifying will determine who has choice of starting lane.
  - Each team will complete their 8<sup>th</sup> frame on the selected starting lane, followed by the 9<sup>th</sup> frame on the opposite lane, and return to the starting lane to complete the 10<sup>th</sup> frame.
  - Total pin fall during roll-off will determine final qualifying position(s).
  - In the event of a tie after the completion of the roll-off, another roll-off will take place on the same pair of lanes, starting on the opposite lane from the previous roll-off, until the tie has been broken.

## • MATCH PLAY FINALS

- Tournament director will determine lane assignments for all match play final rounds.
- Match play format will consist of two (2)-game baker matches, with identical format to that used during the qualifying segment of the tournament. Each team will bowl one (1) baker game on each lane of the pair. Highest cumulative 2-game score wins the match.
- Each player will be allowed three (3) practice balls on each lane for the first match play round. For each subsequent round, each player will be allowed two (2) practice balls on each lane.
- Higher qualifying team will have choice of starting lane throughout the match play finals segment of the tournament.
- Match-game tie (roll-off):
  - An 8<sup>th</sup>, 9<sup>th</sup> and 10<sup>th</sup> frame baker roll-off will be used to determine the winner.
  - This match-game roll-off will be bowled on the same pair of lanes, immediately following the tied match game.
  - Highest qualifying team will have choice of starting lane. Both teams will complete their 8<sup>th</sup> frame on the selected starting lane, followed by the 9<sup>th</sup> frame on the opposite lane, and return to the starting lane to complete the 10<sup>th</sup> frame.
  - Total pins will determine the winner of the roll-off. In the event of a tie after the completion of the first roll-off, another 8<sup>th</sup>, 9<sup>th</sup>, and 10<sup>th</sup> frame roll-off will take place on the same pair of lanes, starting on the opposite lane from the previous roll-off, until the tie has been broken.
- All prize money will be paid out immediately upon completion of the tournament.