

# Hawai'i TV Bowling \* 2008 Summer Season \* Mixed Team Rules and Regulations

## 1. QUALIFICATIONS:

- Must be a USBC member. Non-members must purchase an associate membership for **\$20.00 (men)/\$17.00 (women)**. All USBC certified participants are eligible for USBC awards for all events.
- Unmarried grade and high school students under the age of 18 must submit a written consent form by a parent or guardian, along with their entry form. **USBC Youth Members may NOT participate in the Mixed Team Event.**
- Open to all bowlers. Each team MUST consist of at least one female bowler and one senior bowler (age 50 or older as of the date of the tournament). Your team's female and senior bowler may NOT be one and the same person.
- All applicants are subject to the approval of the Tournament Committee.

## 2. ENTRY FEE:

- All entries MUST be paid IN PERSON at a Hawai'i TV Bowling TOURNAMENT or to any committee member. NO ENTRY WILL BE ACCEPTED through the mail or any pro shop or bowling center.** Prepaid entry fee is **\$70.00 per bowler/\$350.00 per team**. An entry fee is considered prepaid if entry form and total fee is submitted by the Saturday before the tournament. If your entry form and/or fee are not submitted completely, your team may be placed on the walk-in list. **Walk-in entry fee is \$75.00 per bowler/\$375.00 per team** (includes additional \$5.00 late processing fee per bowler). Walk-in's are accepted on the day of the tournament on a first-come-first-served basis. Regardless of the entry fee collected, the prize fund remains the same.
- Entries close when completed entry forms and fees have been collected from the first 24 teams or by 9:00 a.m. the morning of the tournament, whichever comes first. Prepaid bowlers MUST check-in by 8:30 a.m. or may forfeit their spot for the tournament (entry fee will be refunded).
- Cash, checks or money orders are accepted. All checks may be made payable to **Hawai'i TV Bowling**. There will be a \$25.00 handling fee for each returned check and no further checks will be accepted.
- Entry fee broken down as follows: **\$37.00 prize fund** (returned 100%); \$5.00 Touring Players Championship; \$1.00 Pot of Gold (in the event an individual bowls a 300 game, only 50% of the Pot will be paid so as not to deplete the Pot; in the event of a tie, the two would split the 50%. For example, if two people bowl a 300 in the same day, and there was \$500.00 in the Pot, the two bowlers would split \$250.00, each receiving \$125.00); **\$27.00 expenses** (TV production and air time fees, lineage, special awards, bank fees, secretary's fee, etc.) (**\$32.00 expenses for walk-in's**).

## 3. PRIZE BREAKDOWN:

- The prize ratio, based on 24 team entries, is 1 payout for every 8 bowlers. Based on 24 team entries (120 bowlers), the Prize Fund breakdown is as follows:  
1<sup>st</sup> Place: 55%; \$2,442.00 (\$488.00 ea. bowler); 2<sup>nd</sup> Place: 30%; \$1,332.00 (\$266.00 ea. bowler); 3<sup>rd</sup> Place: 15%; \$666.00 (\$133.00 ea. bowler)
- Each bowler on the first place team will also receive a banner to be displayed at future tournaments, a trophy donated by Clock & Trophy, and an entry to the Touring Players Championship.
- All prizes will be paid in full at the conclusion of the tournament day with no deferment, subject to resolution of any appeal.

## 4. PLAYING RULES:

- All scores are scratch (no handicap of any kind).
- Each bowler is responsible for verifying his/her scores after each match by initialing the scoresheet. Each team captain will be responsible for verifying the team scores after each match. If there are any discrepancies, these verifications may determine possible disqualification(s) in favor of or against your team.
- Starting lanes will be randomly drawn at check-in.
- The second and third game in the qualifying round will be same as in league bowling. For example, if you start on the odd lane for the first game, start on the even for the second game, and odd again for the third game.
- Only qualifying round games are sanctioned. Baker scoring system is not sanctioned. Only sanctioned games are eligible for USBC awards.
- Your team will be allowed to practice on any lane before the qualifying round for a length of time determined by the bowling establishment. Your team will be allowed to practice only on your team's drawn pair of lanes before match play games. There will be a practice pair of lanes available for all TV bowlers during the filming of the TV matches. The incoming team is allowed two practice balls per person per lane on the TV pair.
- Only bowlers and Tournament Committee are allowed in the settee area.

## 5. FORMAT:

- Each bowler will bowl three qualifying games with their team on three different lanes to be determined by the Tournament Committee. The top 12 teams with the highest total team series will advance to the first two-game series match play. If a tie exists for the 12<sup>th</sup> place, all individuals involved will bowl a Sudden Death (Best Ball) Rolloff on lanes determined by the Tournament Committee; each bowler from each team will bowl 1 ball. The team with the higher first game in qualifying will have the choice of starting lane and position. If a tie still exists, the teams will alternate lanes until the tie is broken. The top 12 teams will draw for lane assignments for the two-game series Baker style match play. **Any team whose representative does not respond after the first call may be disqualified and an alternate team will be called.** The bowler in position 1 will bowl the 1<sup>st</sup> and 6<sup>th</sup> frames, the bowler in position 2 will bowl the 2<sup>nd</sup> and 7<sup>th</sup> frames, the bowler in position 3 will bowl the 3<sup>rd</sup> and 8<sup>th</sup> frames, the bowler in position 4 will bowl the 4<sup>th</sup> and 9<sup>th</sup> frames, and the bowler in position 5 will bowl the 5<sup>th</sup> and 10<sup>th</sup> frames. The 6 winning teams will advance to the second two-game series Baker style match play to be bowled in the same format. The three winning teams of the second two-game series match play will advance on to TV.
- TV alternates will be the highest five-game team series of the losers of the second two-game series match play.
- Each bowler who advances to TV has 15 minutes to complete their biography sheet and be dressed in proper attire for TV. If anyone on your team has not completed his/her biography sheet and/or is not dressed in proper attire for TV by the time the TV crew is ready for mug shots, your team may be disqualified and an alternate team will be called.**
- Match play lanes for TV will be determined by the Tournament Committee.
- The position for the TV matches will be determined by the total pin fall of the qualifying round and the two match play series, the highest series being in the first position in a two-game match. The winning team advances to bowl the team in the first position in a two-game match for the TV championship. In case of ties for any of the TV positions, the team with the highest game during the single elimination matches is seeded higher. The higher seeded team will have choice of starting lane.
- All ties on TV will be broken by a Sudden Death (Best Ball) Rolloff by the bowlers in the 5<sup>th</sup> position of each team. Higher seeded team's captain choosing the order and lane.
- If a bowler/team cannot finish the game, for any reason, the game is forfeited.
- Each bowler on TV will have 20 seconds to start the delivery of his/her ball after the previous bowler has completed his/her delivery and has come off the approach. The first infraction will result in a warning. Any infraction thereafter will result in a zero for the frame.
- Re-racks: Maximum of two per game. On TV, it must be the first order of business as the bowler steps onto the approach, and must be approved by the tournament director.

## 6. DRESS CODE FOR TV:

- NO T-SHIRTS, JEANS, CORDUROY OR CARGO PANTS, OR HATS ALLOWED. NO iPod or similar devices allowed.**
- All bowlers must wear a shirt that has a collar and sleeves. Mock turtle necks and dress crew neck shirts are acceptable. All male TV bowlers must wear dress slacks with no rips, tears or holes. All female TV bowlers must wear dress slacks, skirts, culottes/skorts, or shorts with no tears, rips, or holes. Culottes/skorts, skirts or shorts may not be shorter than two inches above the knee.
- Commercial identification and illustrations will be permitted on bowlers' apparel and may be worn on telecast, except those that are competitive to Hawai'i TV Bowling sponsors. See bulletin board for list of HTVB approved advertisers. The Tournament Committee reserves the right to determine acceptable attire.

## 7. OTHER:

- Participants are hereby informed that portions of the TV Tournaments shall be photographed, broadcast, recorded, televised, or otherwise exhibited to the public. Participants consent to such exhibition and to the use and licensing of others to use their respective names, voice sketch, motion picture, video tape recordings, broadcast or other exhibition or reproduction of the Hawai'i TV Bowling, including the Touring Player's Championship or any part thereof, and any advertisement, publicity or promotion thereof; to release all rights, title and interest they or any of them may have thereafter, waiving forever any claim or right to be compensated or to other consideration on account of such use, exhibition or reproduction.
- Participants agree that Hawai'i TV Bowling, its Tournament Committee, TV crew, and/or bowling establishments shall not be held legally liable for any bodily injury or property damage sustained by any participant.
- The Rules and Regulations of Hawai'i TV Bowling and those of the USBC will govern all tournaments. **The Tournament Committee reserves the right to remove and/or disqualify any participant displaying disorderly or unsportsman-like conduct. The Tournament Committee will determine matters not covered by these rules and regulations and the decision shall be final unless an appeal is made in accordance with Rule 329. The Tournament Committee reserves the right to interpret all of these rules.**

**Bolded/Underlined Text Indicate Changes.**