

# New England Bowlers Association

## Cambridge Credit Counseling

### Invitational Tournament

#### General

- This tournament shall be governed by the New England Bowlers Association and will be sanctioned by the United States Bowling Congress
- This tournament is open to current NEBA Members who bowled a minimum of five (5) tournaments during the previous season.
- This tournament shall not count towards any Bowler of the Year Point categories
- Entry Fee for this tournament shall be \$150, which will be broken up into the following categories: Lineage, Prize Fund, Expenses, [Side Pots](#)
  - \$1 from every entry throughout the previous season shall go towards the prize fund of this tournament
- Cashing minimums shall follow the standard singles tournament rules
  - 1:4 entries shall cash

#### Lane Conditions / Oil Schedule

- This tournament shall be contested on two (2) patterns
  - Both patterns will be the same length
  - One pattern will be used for Qualifying
  - One pattern will be used for Super Match-Play.
- A fresh lane condition shall be used at the beginning of the following rounds: Qualifying, Super Match-Play.
  - Surface adjustments will be permitted before the start of each round: Qualifying, Super Match-Play.

#### Practice

##### Qualifying

- Practice time will follow the standard NEBA Singles Tournament Practice Rules.

##### Super-Match Play

- Twelve (12) minutes of practice before the start of Game 1 (nine (9) minutes if 24 bowlers)

##### Position Round

- Five (5) minutes of practice

##### Qualifying

- All participants, including the top 16 in points from the previous season, shall bowl five (5) games across ten (10) lanes.
  - After each game, bowlers on the left lane will move left, and bowlers on the right lane will move right<sup>1</sup>
- The top sixteen (16) qualifiers (eight (8) if less than 73 overall entries) will join the top 16 in points last season in qualifying for Super Match-Play (approx 1:7 entries outside the top 16 in points last season).
- All side cuts (i.e. Senior, Women) from the standard single's tournament shall be combined and one in seven (7) will qualify for Super Match-Play (not including side cut eligible bowlers from the top 16 in points from the previous season)
  - Side cut advancers are guaranteed.
  - If any/all side cut advancers do not make the regular cut, they will be taken in place of participants who make it through the regular cut, to make the total number of bowlers in Super Match Play equal to thirty-two (32) (twenty-four (24) if less than 73 overall entries).
- Bowlers from the top 16 in points from the previous season will be guaranteed to Super Match Play regardless of their qualifying position, and seeded for super match play based on their qualifying score.
- Any ties for advancing to Super Match-Play shall be broken by a 9th and 10th frame roll-off on a pair determined by the tournament director. The bowler with the highest game shall get choice of starting lane

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<sup>1</sup> Tournament director has discretion to change the cross and will announce before the beginning of practice

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and order. If there are more than 2 bowlers tied, they will be assigned based on their high game and positioned in order following standard NEBA singles lane assignments (A-B on left lane, C-D-E on right lane).

- Any ties after the 9th and 10th frame roll-off will be broken by a one ball, sudden death roll-off on the same pair of lanes. The highest seed (based on high game) will choose the starting lane and order for all tied participants. If there is still a tie, bowlers will move to the other lane and proceed in the same order until the tie is broken.

## Super Match-Play

- Advancers from qualifying shall bowl six (6) games across twelve (12) lanes
  - If there are any ties for 16th place in points from the previous season, all participants tied shall qualify for Super Match-Play, and the number of bowlers coming out of the qualifying round will be reduced to make Super-Match Play equal to 32 (or 24) bowlers.
  - If anyone from the top 16 does not bowl, their guaranteed position into Super Match-Play is forfeited and an additional position will be taken from Qualifying to compose the 32 (or 24) Bowlers for the round.
  - The bowlers will be seeded based on their 5 game qualifying total
    - Any ties in position will be broken by high game from Qualifying.
    - If any bowler(s) misses roll call, the next highest bowler(s) still in the building shall take the place of the missing bowler(s).
      - Will be a direct replacement for matches and seeded at the bottom
  - Lane assignments will be determined by a random seeding schedule in which no bowler will bowl the same opponent twice (outside of position round)
  - The first and final game (Game 6) will be a position round.
- All participants in the Super Match-Play Round shall cash
- Bowlers will bowl matches against everyone on their pair (4 bowlers total per pair with 32 qualifiers, 3 bowlers total per pair with 24 qualifiers).
  - Bowlers will receive 10 bonus pins per person they beat on their pair.
  - Bowlers will receive 5 bonus pins per person they tie.
- In the event that less than four (4) (or three (3) if 24 qualifiers) bowlers competing during a match, the absent score(s) shall be treated as a score of zero (0) for bonus pin calculations
  - Any/all bowlers who DNF, will automatically finish at the bottom of the Match-Play results in the following order: Total Games Bowled → Score (with Bonus Pins) → Average
- If, going into Position Round, the bowler in 1st place is more than 330 pins ahead of 2nd place (320 pins if 24 bowlers), they will be seeded in the 32nd (or 24th) position.
  - 2-3-4-5 will bowl each other, 6-7-8-9, etc. to 30-31-32-1 (or 22-23-24-1)
- If there is a tie for 1st, a full game roll-off will be conducted. Participants will get 2 practice balls on a pair of lanes determined by the Tournament Director. The higher-seeded competitor shall determine the starting lane. If there is a tie after the full game roll-off, a 9th and 10th frame roll-off will be conducted on the same pair of lanes, with the higher-seeded competitor choosing the order. The competitor starting shall bowl the 9th frame on the left lane. The other competitor will bowl their 9th frame on the right lane and then their 10th frame immediately after on the left lane. Then the starting competitor will complete their 10th frame on the right lane.
- If there is a tie after the 9th and 10th frame roll-off, another 9th and 10th frame roll-off will take place, with the higher seed continuing to have their choice of starting lane until the tie is broken.
- All other tied positions will have prize monies combined and split.

## Side Pots

### High Game Pot

- A predetermined amount of the entry fee shall be allocated towards high game pots (\$10)
- The high game pot will run in Qualifying only
- The number of High Game Pot pay positions per game shall be determined by the Tournament Director

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## **Brackets**

- A predetermined amount of the entry fee shall be allocated towards brackets (\$15)
- Brackets will be run in Qualifying only
- Everyone will be entered into five (5) \$3 brackets during Qualifying
- Bowlers may enter into an additional 40 brackets
- Bracket funds will be returned 100%
- Brackets will be run Games 2-3-4 in Qualifying