

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 with the United States Bowling Congress
- This tournament is open to current NEBA Members who bowled a minimum of five (5) tournaments during the previous calendar year, excluding the previous year's Invitational Tournament
- 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 calendar year shall go towards the prize fund of this tournament
- Cashing minimums shall follow the standard singles tournament rules

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 and have an overall ratio between 4 and 7:1
 - One pattern will be used for Super Match-Play and the Step Ladder Finals, and have an overall ratio of under 4:1.
- A fresh lane condition shall be used at the beginning of the following rounds: Qualifying, Super Match-Play (Games 1 and 5), and Step Ladder Finals
 - Surface adjustments will be permitted before the start of each round: Qualifying, Super Match-Play, and Step Ladder Finals

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
- No Practice before the start of Game 5

Position Round

- Five (5) minutes of practice

Step Ladder Finals

- Ten (10) minutes of practice before the first match (All Finalists)
 - #3 and #4 seeds get three (3) additional practice balls per lane practice
 - Surface adjustments are NOT ALLOWED at the conclusion of the ten (10) minutes of practice
 - Including #3 and #4 seed before their three (3) additional practices balls per lane
 - Including higher seeds coming onto step ladder pair for their match or practice
- Three (3) balls per lane for the bowler coming onto the pair before the start of their first match on the pair

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- Bowler who has won the previous match will receive no additional practice shots on the step ladder pair, but may stay loose on an alternate pair provided
- Bowler(s) waiting for their match can stay loose on an alternate pair provided
- The #1 seed may throw two (2) shots on each of the step ladder lanes if they wish before the start of the second match.

Qualifying

- All participants, minus the top 16 in points from the previous season, shall bowl five (5) games of qualifying across ten (10) lanes
 - After each game, bowlers on the left lane will move left, and bowlers on the right lane will move right
- The Top 24 (Guaranteed) will qualify for the Super Match-Play Round
 - One (1) in Four (4) will cash. E.g. 120 entries in Qualifying, 24 make Super Match-Play, six additional people will cash
- All side cuts (i.e. Senior, Women) from the standard single's tournament shall be combined and one in six (6) will qualify for Super Match-Play
 - 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 forty (40).
- Any ties shall be broken by the standard single's tournament format for overall cuts.

Super Match-Play

- All participants from qualifying, and the top 16 in points from the previous season, which totals forty (40) total bowlers, shall bowl eight (8) games across sixteen (16) 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 40 bowlers.
 - If anyone from the top 16 does not bowl, their guaranteed spot into Super Match-Play is forfeited and an additional spot will be taken from Qualifying to compose the 40 Bowlers for the round.
 - The top 16 bowlers will be seeded based on their previous year's NEBA Bowler of the Year points
 - Any ties in points for Bowler of the Year will be broken in the following order:
Highest Finish, Highest Average.
 - The remaining bowlers will be seeded 17-40 based on their 5 game qualifying total
 - Any ties in position will be broken by Highest Game from Qualifying.
 - If any bowler(s) miss 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 final game (Game 8) will be a position round.
- After the first four (4) games, a different set of 20 lanes shall be used for the final four (4) games.
 - This 2nd set of 20 lanes shall have a fresh lane condition
 - Surface adjustments are NOT ALLOWED at any point after the start of Game 1
- All participants in the Super Match-Play Round shall cash
- Bowlers will bowl matches against everyone on their pair (4 bowlers total per pair).
 - Bowlers will receive 20 bonus pins per person they beat on their pair.

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- Bowlers will receive 10 bonus pins per person they tie.
- In the event that less than four (4) 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 360 pins ahead of 2nd place, they will be seeded in the 40th position.
 - 2-3-4-5 will bowl each other, 6-7-8-9, etc. to 38-39-40-1
- The top four (4) bowlers after the eight (8) games based on their total pinfall with bonus pins will qualify for the step ladder finals.
- If there are any ties causing the need for more than four (4) finalists, all tied bowlers will bowl a one (1) game tie breaker, with the game score determining seed number if there is more than one (1) person advancing from the tie-breaker, on a pair to be determined by the Tournament Director
- Any ties amongst the four (4) finalists shall be broken by actual total pinfall (not including bonus pins), and then by high game

Step Ladder Finals

- All matches of the step ladder finals will be conducted on the same pair
- The first match will have the #4 seed taking on the #3 seed
- Throughout the step ladder, the higher seed will have choice of starting lane
- In the event of a tie during any step ladder match, competitors will compete in a one (1) ball sudden-death roll-off. The higher-seeded competitor shall determine starting lane and position for the roll-off. The competitors shall bowl on the same lane, and then alternate lanes in the same bowling order, until the tie is broken

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 both the Qualifying and the Super Match Play Round
- One of each participant of the Qualifying Round that would cash's side pot fee shall be applied to the Super Match Play Round's fund
 - One in four participants cash. 75% of the funds collected in Qualifying shall be used for the Qualifying Round High Game Pot, and 25% (along with 100% of the top 16's funds) shall be used in the Super Match Play round.
- The number of High Game Pot pay positions per game shall be determined by the Tournament Director

Brackets

- A predetermined amount of the entry fee shall be allocated towards brackets (\$15)
- Brackets will be run in both the Qualifying and Super Match Play Round
- Everyone will be entered into five (5) \$3 brackets during Qualifying
- Bowlers may enter into an additional 40 brackets in each bracket set
- During the Super Match Play Round, only the top 16 will be automatically entered into brackets
 - Top 16 will be entered into the same number as everyone in Qualifying (Games 2-3-4)
 - Advancers from the Qualifying round can enter brackets
- Bracket funds will be returned 100%
- Brackets will be run Games 2-3-4 in Qualifying, and Games 2-3-4, 6-7-8 during Super Match Play.