

2016 JUNIOR GOLD OFFICIAL RULES AND REGULATIONS

The official rules and regulations of the Junior Gold Program govern competition, membership, policies and procedures for the Junior Gold national tournament.

All rules and regulations contained herein are at the Tournament Manager's discretion. Bowlers have the right to appeal a Tournament Manager's decision to the IBC Director of Youth Tournaments.

This tournament is certified by the United States Bowling Congress (#6005) and shall be governed by USBC rules

RULE 1 - MEMBERSHIP AND PARTICIPATION REQUIREMENTS

Entry is open to USBC Junior Gold Program members who have qualified for the Junior Gold Championships. To be eligible, participants must meet all the rules governing competition from league or tournament level to the National Championships and be confirmed as a National Championships finalist by USBC. USBC reserves the right to accept or reject any participant.

Canadian and other foreign USBC Youth members are encouraged to participate, and are eligible to be USBC Junior Gold Program members and compete in the National Championships and earn scholarships. However, they are unable to be USBC Junior Team USA™ members.

RULE 2- CONDITIONS OF MEMBERSHIP

USBC Youth Membership – The Junior Gold tournament recognizes the USBC is the national governing body of bowling. All Junior Gold members and tournament competitors must be USBC members in good standing. Individuals who have qualified for the Junior Gold tournament must maintain USBC Youth status. If an individual qualifies for Junior Gold and violates USBC Rule 400, they are immediately ineligible to compete in Junior Gold.

RULE 3 - TOURNAMENT ENTRY AND COMMITMENT

Entry Deadline – Entries close on June 1, 2016 (unless extended). Members of USBC Junior Team USA™ 2016 will be automatically entered into the 2016 Junior Gold Championships. Entry fee is \$200 (\$50 lineage, \$75 scholarships, \$75 expenses) and entry fee for a U15 Only Qualifier event is \$150 (\$50 lineage, \$75 scholarships, \$25 expenses), and U12 Only Qualifier (entry fee for U12 Only Qualifier event is \$100 (\$25 lineage, \$75 scholarships). Entry fee has been submitted by event coordinator for advancing athlete. 100% of scholarship fee will be returned.

Finalists must agree to bowl in the National Championships, or, failing to do so, agree to waive all rights. Replacements will be selected based on the order of finish at their league or tournament qualifying event

Right to Refuse Entry – In accordance with the rules of the sport of bowling as defined by the United States Bowling Congress, the Junior Gold staff reserves the right to refuse or reject any entry prior to the time of bowling.

Passes – All players entered in a Junior Gold event are issued a Players Pass. Participants must have the Players Pass on them at all times when entering and leaving the center. The pass will be used when checking the participant in at registration and on all competition days.

RULE 4 - WITHDRAWAL FROM A TOURNAMENT

Withdrawal Prior To Start – Competitors may withdraw from the Junior Gold Championships prior to the start of competition. Participants should contact the Tournament Manager for the event they qualified through to notify them and the Junior Gold National Office. Participants who withdraw from the event can be replaced by the tournament manager until July 3 of the current bowling season.

Substitution Procedures – The alternate player may enter the tournament in place of a match-play finalist at the discretion of the Tournament Director in the case of injury, sickness or emergency, subject to the following procedures:

When the alternate enters the tournament, the alternate must use his/her own qualifying total into play. Each player retains his/her own actual pinfall and match-play record for statistical purposes.

In the case of a tie for the alternate position for match play, the player with the highest qualifying game will be given the alternate position.

The player finishing in the alternate position must inform the Tournament Director within 15 minutes of the announcement that they will accept the alternate position. The alternate must be present at all roll calls and remain on the premises through all frames of match-play competition, and be prepared to bowl if required. The alternate must be dressed in bowling attire and ready to bowl at all times during match play.

If a player voluntarily declines to serve as alternate, the alternate shall relinquish the any rights to the additional scholarship earned and be replaced by the next available player based upon finish position.

Alternate for TV Finals – There will be no alternate to TV finals in Junior Gold tournaments.

Warm-up When Entering – If the format calls for an alternate, the alternate entering match play will not receive any practice shots.

RULE 5 - TOURNAMENT SCHEDULING

Squad Scheduling – Registration for squads will open on December 1, 2015, and will close on June 1, 2016. Participants are responsible for logging in and registering for their squads. Individual requests for specific squads will not be accepted. After June 1, participants who have not selected a squad will be assigned one by tournament staff and this squad will not be changed. There will be no changes to squad assignments after June 1.

Check-In– Participants will check in for the squad approximately one hour before the squad begins. Participants will need the Players Pass to check in. Participants in the U12 Division will be allowed to have one adult with a Spectator Pass accompany them during the registration and check-in process at the hotel and bowling center. The U15 and U20 divisions will be required to check in without assistance from a parent/guardian.

Bowlers who are to compete in TV finals are required to be on the premises at least two hours prior to the scheduled finals for a roll call meeting, unless an alternate time is specified by Tournament Director.

Penalties for Late Arrival – Competitors arriving late shall begin competition with the frame in progress. Frames missed or competitors not present to bowl when it is their turn will receive zero for that frame.

Official Starting Time – Official starting time for competition shall be those published on the tournament schedule. The time listed on the schedule will be the start of competition for scoring.

Schedule Changes – Any scheduling changes pertaining to the tournament will be posted on BOWL.com and in each bowling center.

RULE 6 – TOURNAMENT FORMAT

U20/U15 Divisions - Qualifying competition for the U15 and U20 division shall consist of four 4-game blocks. Total pinfall for the 16 qualifying games will decide who will advance with a 1:7 ratio in each division determining the number of advancers in the first cut. After 5 additional games, there will be a second cut with a maximum 64 advancers in each division. All players who make the second cut will then bowl an additional 5-game block to determine the final advancers for each division. Total pinfall will not be dropped until the match-play bracket finals.

U12 Division - Qualifying competition for the U12 division shall consist of four 4-game blocks. Total pinfall for the 16 qualifying games will decide who will advance with a 1:7 ratio in each division determining the number of advancers in the first cut. After 4 additional games, there will be a second cut to the top 8. Total pinfall will not be dropped until the match-play bracket finals.

RULE 7 - BOWLING BALL SPECIFICATIONS

Bowling Balls – Bowling balls must meet all USBC specifications as defined in the latest edition of the Equipment Specifications and Certification Manual. It is the player's responsibility to ensure all equipment is eligible for competition. Only balls that are on the USBC approved list and are product registered are allowed in competition. Tournament Staff reserves the right to check equipment for compliance at any time.

Damaged Equipment – In the event a player's bowling ball is damaged during tournament play in such a fashion that it will not meet USBC specifications, the player must notify the Tournament Director and the ball must be taken out of play immediately. Tournament staff will determine if the participant can replace the ball on the ball card or if it can be fixed.

Use of Abrasives on Ball Surface – Altering the surface of a bowling ball by the use of abrasives, cleaners or polish is prohibited during competition. In addition, no substance may be placed on the outer surface of the bowling ball. You are permitted to sand, clean or polish the surface, of your bowling balls prior to certified competition; however, the use of foreign substances or abrasives is strictly prohibited once the first ball is thrown in competition. The outer surface of the bowling ball may only be cleaned with a dry towel once the bowler has begun competition. No modifications can be made to affect the balance of the bowling ball once competition has begun (i.e. additional weight holes, modification of existing weight holes, etc). In addition, all sanding products must be removed from the players' area (i.e. Abralon, sand paper, etc.).

Penalty for first offense: Warning and removal of any altered bowling ball

Penalty for second offense: Disqualification

RULE 8 - REGISTRATION OF EQUIPMENT

Registration of Balls Used in Competition - Participants will be allowed to list a maximum of five bowling balls on the Participant's Equipment Registration Form. Only these five balls are permitted in the center during competition.

Athletes will turn in the completed Equipment Registration Form when they check in for their first squad on the first day of competition at their designated center. No new bowling balls will be permitted to be added after the start of competition unless purchased at a pro shop at a center being used for competition and a receipt is provided to tournament staff. The serial number of all bowling balls used during any frames of competition must be recorded on the player's scoring recap form. Each ball must be described accurately by the player using said equipment including make and serial number.

Only USBC approved bowling balls will be allowed and MUST have the manufacturer's name, product name and serial number clearly visible at all times for identification purposes. Balls and drilling must meet all USBC specifications. All bowling balls may be checked for compliance with USBC Equipment Specifications

Bowling Ball Grip Orientation

The following cannot be used in competition:

1. A bowling ball with a "Triangle" grip will be deemed illegal because it counts as six balls, putting it over the five-ball limit.
2. A bowling ball with a "Wi-Fit" or "Duo" grip with finger grips because the hole not used would be deemed as a weight hole and according to USBC specifications, no interchangeable device may be used in a weight hole.

Bowling balls drilled to allow the bowler to grip the ball in different orientations must be listed on the ball card for each gripping orientation used to deliver the ball in competition, with the exception a legally drilled ball with the "Wi-Fit" or "Duo" grip, which counts as two balls and must be listed on the equipment registration card twice.

Individuals who violate this rule are subject to disqualification from the tournament

RULE 9 - BOWLING BALL INSPECTION PROCEDURES

Equipment Verification – During the entire event, Tournament Management reserves the right to perform random checks on equipment at any time to verify the equipment meets specifications and is on the Bowler's Equipment Registration.

Illegal Equipment – Any bowling ball recorded on the player's scoring recap which does not comply with all USBC bowling ball specifications shall result in the disqualification of the player from the tournament.

RULE 10 - PRACTICE SESSIONS

Practice Session – Participants will be assigned a specific time for practice. The practice session will be complimentary. The ball limit for the practice session will be waived. The dress code for all practice sessions will be relaxed. Participants will need their Player Passes to check in for the practice session.

Competition Practice – Practice before each round will consist of 10 minutes of practice on the starting pair of lanes immediately prior to the start of each round.

Televised Finals – During the televised finals, players will follow the television practice procedures as follows.

The higher seed will have choice of lane at the beginning of each match. The player on the left lane will bowl first.

A maximum of one re-rack per game. Additional re-racks must be approved by the Tournament Director.

RULE 11 – DELAY

Breakdown or Delay – In case of a breakdown or delay, the Tournament Director will make a decision regarding the continuation or rescheduling of games. If a mechanical breakdown of 15 or more minutes occurs during competition, each participant involved will receive one ball of practice on each lane. The timing will begin when the Tournament Director is notified.

Whenever a breakdown requires moving to a pair of lanes not previously used in the tournament, each player required to move to the pair will receive two practice balls on each lane. Subsequent players moving to that pair will also receive two practice balls on each lane.

Interrupted Tournament – The following procedures will be in effect should events occur at the host bowling centers which significantly delay the tournament.

Every effort will be made to complete the tournament in its entirety at the host centers.

Format and times may be adjusted by the Tournament Director if necessary. Under these circumstances, the Tournament Director's decision shall be final.

RULE 12 - PINFALL

Ruling on Pinfall – All legal pinfall must be scored. A tournament official must be called to authorize a dead ball. The Tournament Director shall settle any dispute arising over whether the machine knocked over the pins or whether it fell out of its own accord.

RULE 13 - FOULS

Fouls – USBC rules regarding fouls will be followed. Should at any time during the shot the foul light flash, it must be scored as a foul. If the player wishes to protest the foul, a ruling by the Tournament Director must be called for by the end of the game. The Tournament Director's decision shall be final.

In the event of an intentional foul, the Tournament Director must be notified immediately. The player shall receive no pinfall for that delivery and shall receive no further deliveries in that frame. An intentional foul is a foul caused by anything unnatural to a normal delivery and done intentionally, such as kicking at the foul line. If in the act of fouling intentionally the player's action is deemed conduct unbecoming a professional, he/she will be subject to the penalties provided for this offense.

RULE 14 – PARTICIPANTS AREA

Authorized Personnel – Only authorized personnel will be permitted in the bowlers' area during competition. Coaches and parents are never permitted in the bowlers' area.

Players not scheduled on that squad will not be permitted in the bowlers' area. Players on the oncoming squad are not permitted to enter the bowlers' area until their starting pair and the adjacent pairs have completed their competition.

RULE 15 – RE-RACKS

Players will be allowed a maximum of two re-racks per game during qualifying and match play without permission from tournament staff. Additional re-racks may be requested from the Tournament Director. The Tournament Director will grant additional re-racks if he/she feels the rack is not spotted properly. Any player who takes additional re-racks during a game without permission from the Tournament Director will be given zero for the frame.

Players are required to place a check mark on their own scoring recap forms for each re-rack taken next to the game number and notify other bowlers on his/her pair for verification.

Rule 16 - TIES

Tie for Position and Subsequent Roll-off – A tie for the final qualifying spot after semifinal competition will be broken by a one-game roll-off on a pair of lanes decided by the Tournament Director. Should a tie still exist, 9th and 10th frame roll-off(s) will be used until the tie is broken.

A tie after qualifying for the last match play position or after the Finals Advancers Round will require a one-game roll-off.

Should that match result in a tie, a 9th and 10th frame roll-off will be used until the tie is broken. Players will start where they finished and the left lane will bowl first. Highest game for the tournament will break a tie for any position amongst the individuals who make match play. If the highest game is a tie, tournament management will use the each subsequent highest game until the tie is broken to determine the participant's position.

Match Play

Match-play for each division will be a double-elimination bracket until the TV Finals. Each match will consist of two games with total pinfall determining the winner. The higher seed will have lane choice. The player starting on the left lane will start the match. In the event a match is tied after two games, a 9th and 10th frame roll-off will occur. If there is still a tie after the initial roll-off, a 9th and 10th frame roll-off will continue until the tie is broken.

TV Finals

The TV finals will consist of two games. The highest score after two game will be declared the champion of the tournament. In the event the match is tied after two game, a 9th and 10th frame roll-off will occur. If there is still a tie after the initial roll-off, a 9th and 10th frame roll-off will continue until the tie is broken.

The higher seed will determine lane choice and the person starting on the left lane will start the match.

One re-rack is allowed per game with more granted at the discretion of the tournament director after permission is asked.

Rule 17 - Scholarships

Scholarship Distribution – Distribution of prize scholarship will be as published on-site. An appropriate trophy shall be awarded to the champion. All scholarships will be placed in the recipient's SMART account within 30 days of the final date of competition. Scholarships will be awarded based on the number of paid entries received in each division (minimum 1:7) and on the position after the finals competition. The athletes will receive scholarships based on performance after the match-play finals. A scholarship also will be awarded to the semifinalists who do not advance to match-play competition. One scholarship per person based on place of finish in the tournament. All scholarships will be held in SMART #12523.

Split of Tie Position – In the event of a tie for any position, the scholarship shall be divided equally for the positions tied except for positions which specifically call for a roll- off, other than first place,

Rule 18 - CONDUCT OF TOURNAMENT PLAYERS

Governing Conduct At All Times – All tournament bowlers must at all times conduct themselves in a professional manner, not only in Junior Gold events, but in all other tournaments and appearances on behalf of the Junior Gold.

Complaints – All complaints must be registered in writing to the Director of IBC Youth Tournaments.

Rule 19 – Lane Courtesy

Lane Courtesy – To maintain a consistent pace of play, all bowlers are required to observe one-lane courtesy and deliver the ball in a reasonable amount of time. Individuals who are found in violation of this rule will:

First Offense: Receive a warning

Second Offense: Will receive a 0 for all remaining frames in the game

Third Offense: Disqualified from the tournament

Rule 20 – Participant Uniform

Tournament management will determine if the uniform worn by the participant is acceptable. If the uniform is deemed unacceptable, the participant will be required to change the uniform immediately. If the participant is unable to change into a compliant uniform, they will be removed from the competition for that day.

Shirts – Competitors shall provide their own bowling shirt with a collared, V-neck, rib-lined or banded necklines. Mock collar must be a minimum of three-quarters of one inch. All shirts must have finished sleeves for all competition. Females may wear a sleeveless shirt with a butterfly collar only if the sleeves are finished.

It is recommended that participants have their names on their shirts, but it is not required. If the participant chooses to have a name on the back it is recommended that the participants wear their last names (first and last name is recommended) in lettering a minimum of one-inch high and a maximum of three inches high, on the back of shirts during all tournament play. Hand-printed lettering is not permitted.

Lettering must be in contrasting color to backing (light on dark, or dark on light material) so it can be easily read from a distance.

Pants – Male participants are required to wear slacks. Slacks must not contain drawstring waists or elastic bottoms. Slacks must have a zipper and a button to be eligible. Jeans are not permitted.

Female participants are required to wear slacks, skirts, culottes, skorts or walking shorts. All skirts, culottes, skorts, or walking shorts must be no shorter than one-half the distance from the inseam to the top of the knee in length and/or no shorter than the fingertips when the arms are at their sides while standing. Jeans and yoga pants are not permitted.

Headgear – No covering or sunglasses can be worn while practicing or competing (hats, caps, or bandannas, etc.). Male participants cannot wear any headgear while practicing or competing, unless a request is made in writing and approved prior to the event.

RULE 21- SCORING

Scoresheet – Each player is responsible for his/her own scoresheet. Players must sign their own scoresheet at the conclusion of each block.

No Score – If a score is not filled in on a player's score sheet, and is not retrievable by computer or manually, the player shall receive a score of zero for that game.

RULE 22 - LANE MAINTENANCE

A fair, equitable and uniform lane condition for all tournament lanes is the primary objective of the Junior Gold lane conditioning program. The tournament will not disclose any of the pattern information until after the entire event has concluded.

It is prohibited to discuss lane maintenance procedures with lane maintenance personnel at any time during a tournament. Any complaint regarding lane maintenance must be made to the Tournament Director.

RULE 23 - JUNIOR TEAM USA

Junior Team USA spots will be awarded based on the current Junior Team USA Selection Criteria.