



THE ROGER'S CUP - APRIL 12, 2014

9:30 am REGISTRATION 10:25 am - OPENING CEREMONIES -

10:45 am PRACTICE -11 am BOWLING

<u>Please arrive as early as possible to receive your team shirt and have</u> <u>team pictures taken</u>

Approximate Prize Fund \$3025.00

- *Scholarships will be held in trust by the Youth Bowling Tour (ON) under YBT guidelines.
- *Tournament Rules and guidelines: CTF Sanctioned with CTF rules in effect, unless noted prior to competition.
- *Dress code shirts with collars, or collarless shirts with bowling product logos or league names (shirts must have sleeves). Pants or slacks, skirts, skorts, Capri's, or dress shorts (nothing more than 4 inches above the knee). Note: No jeans (blue or black), track/sweat pants, warm-up pants, leggings or knit shorts.
- *Food Breaks: There will be no extended break between qualifying play bowlers are allowed to drink or eat during the games as long as they do not affect scheduled play.
- *Lane Conditions: The tournament will be bowled on the WTBA London pattern. The information for this pattern is www.worldtenpinbowling(WTBA).com
- *Lanes will **NOT** be redressed after the start or during tournament play. **The Tournament manager** will, with the committee, have the final say regarding concerns or a judgement call if required.
- *Bowling balls **cannot be resurfaced** once the competition begins. Breaking of this rule will result in the ball taken out of play and a loss of pin fall for the last frame.
- *Lane assignments for 1st round of qualifying: Lane assignments will be drawn by the coaches randomly during registration. Once each team receive their starting lane they will complete a total of 18 games, bowling 2 games on their starting pair of lanes. After each game on their starting pair, the team which started on the even lane will go to the left one lane and bowl the 3rd game on the even lane, and the 4th game on the odd lane moving left for games 5 and left

again for game 6. Teams finishing their 2nd game on the even lane will start game 3 on the odd lane, right to the even lane for their 4th game, each team on the even lanes will move right, bowl their 2 games, and so on for the remaining games. <u>Note</u>: Each team will bowl on the 9 pair of lanes used in the event.

1st **Round Qualifier:** Total pin fall for the 18 games (Baker format) qualifying with the highest total pin fall from the 1st round qualifier for the 18 games will determine the 8 teams moving into the semi-finals. Note: Pin fall will be carried -over to the semi finals. If there is a tie, a 1 game roll-off will determine the 8th spot.

The Semi Finals: The 8 qualifying teams, with total pin fall carried over from the 1st round, will bowl 7 games of round-robin, plus a position round to determine the 4 teams going on to the finals.

Bonus pins will be added for each match, 20 for a win, 10 for a tie, and 0 for a loss. Ranking position for the finals will be determined by total pin fall, including bonus points, from the qualifying and semi-final rounds. **There is no pin fall carried over to the Finals.**

The Roger's Cup Final Round: The finals are a TV style format. Team 4 will bowl 2 games against team 3, switching lanes (odd to even - even to odd) after the first game. The winning team determined by TOTAL PIN FALL will move on to bowl team 2 on the same pair of lanes, again switching lanes after each single game. The winning team will now bowl team 1 in the same format, with 2 game total pin fall to determine the Roger's Cup Champion. If there is a tie in the finals, the 2 teams will bowl 1 game to determine the order of finish for the respective medal or determine the alternate team for position for 3 and 4. Higher seeded team will have starting choice for the 1st game and switch to other lane for the 2nd game.

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