

# **MID-MICHIGAN MASTERS** **TOURNAMENT**

**USBC Certified**  
**An Official Sport Bowling Tournament**

Held at:  
**State Lanes**  
**5707 State Street**  
**Saginaw, Mi. 48603**  
**(989) 799-8050**

Operated by:  
**Saginaw USBC**  
**4115 Shattuck Road**  
**Saginaw, Mi. 48603**  
**(989) 792-6126**

**Date: Qualifying: Saturday Nov. 1**

**Match Play: Sunday Nov. 2**

Time: Squad #1 bowls Nov. 1 @ 9 am.  
Squad #2 bowls Nov. 1 @ 1 pm.

Match play starts @ 9 am.

NOTE: Both squads will bowl on fresh oil. Lanes will be redressed between squads

Format: Each bowler shall bowl six games in one day of qualifying on Saturday. The top bowlers will return in two-game double elimination matches on Sunday. The number of match play contestants will be determined by the number of entries.

Awards: First place \$1000, plus paid entry into 2009 Michigan State Masters Tournament, second place \$500.

Cost: \$75.00 (\$60.00 prize fee, \$15.00 lineage & expenses).

## **Checks made payable to Saginaw USBC**

Deadline: November 1, 2008 unless filled earlier. Tournament is limited to 96 entries.

Name

ID#

Address

City, State, Zip

Circle Squad Choice:

9 am

1 pm

Mail entries with fee to:

**Saginaw USBC**  
**Attn: Mid – Michigan Masters Tournament**  
**4115 Shattuck Road**  
**Saginaw, Mi. 48603**

## **RULES & REGULATIONS**

### **MID – MICHIGAN MASTERS TOURNAMENT**

1. This is an individual match game event open to all certified members of the USBC, resides and is a member of an association within the boundary of MSUSBCBA Zone 11 or north of M-46.
2. The tournament is limited to the first 96 bowlers. The number of match play contestants will be determined by the number of entries.
3. In qualifying rounds, bowlers will draw for lanes and bowl six games across 12 lanes moving after each game.
4. If there is a breakdown and an unreasonable delay occurs, the tournament manager can authorize reasonable practice. If there is a breakdown the tournament manager can reassign bowlers.
5. In case of a tie for final match play or alternate position, one additional game will be bowled by those bowlers tied. The bowlers will draw for starting lanes and the bowler with the odd lane will start the roll-off. If a tie exists after the one game roll-off a 9<sup>th</sup> and 10<sup>th</sup> frame roll off will be conducted. Bowlers will begin the roll off on the lane on which the bowler finished the previous game. As in all other games, the bowler on the odd lane will start.
6. Failure of any contestant to be available in case of a tie will constitute a forfeit. In the event of a tie for any other position, the player with the high game in qualifying round will be placed in the higher position. Should a tie still exist, then next highest qualifying game will be used. **FIRST ALTERNATE MUST BE PRESENT AT THE START OF HEAD TO HEAD MATCHES TO BE ELIGIBLE TO RECEIVE THEIR PRIZE.**
7. If a bowler is unable to appear for the first round of match play, an alternate will be given the opportunity to replace them in the schedule. Such alternate or alternates will be the next highest participant from the qualifying round.
8. After the first round **NO SUBSTITUTES WILL BE PERMITTED.**
9. Non-appearance, regardless of cause, will constitute forfeiture of the match and the player present will bowl their game without opposition to advance to succeeding round. If the forfeiture occurs in the **WINNERS BRACKET**, the absent bowler automatically goes in to the proper position in the **LOSERS BRACKET**.
10. Bowlers must lose two matches to be eliminated from the tournament.
11. Each match will be over two games, total pins determine the winner. Pairings for the initial round of matches will be based on the finish of the contestants in qualifying rounds. Pairings will continue on a bracket system, which will be on display at tournament counter.
12. In match play only one player is assigned to a lane. The order of bowling will be according to match game procedure with the bowler on the odd lane starting first. Bowlers start the first game of the series on the lane assigned. Succeeding games will be started on the lane where the tenth frame of the preceding game was bowled.
13. If a match ends in a tie, a 9<sup>th</sup> and 10<sup>th</sup> frame roll off will be conducted. Bowlers will begin the roll off on the on which the bowler finished the previous game. As in all other games, the bowler on the odd lane will start.
14. Dress code enforced by Masters Committee. No jeans, hats, or shorts to be worn during competition.
15. Tournament management will correct obvious errors, including math errors, in accordance with USBC Rule 327b.
16. Only bowlers holding a sport bowling membership are eligible for sport bowling awards. Participants wishing to obtain a sport bowling membership may purchase a sport bowling membership for \$15.00 prior to competition.
17. **NOTE:** Bowling balls of qualifiers must be checked upon request from tournament officials. All balls used during competition must be recorded on the bowler's score sheet for all competitors. Any bowler having a ball not in compliance with USBC specifications will be disqualified.
18. The lane dressing pattern will be on [WWW.Saginawbowl.org](http://WWW.Saginawbowl.org) at least 30 days in advance of the tournament.