

PROVINCIAL TRIPLES TOURNAMENT**FORMAT**

The Provincial Triples Tournament consists of three (3) steps:

- **LEAGUE ROUND**
- **ZONE/DC FINALS**
- **PROVINCIAL CHAMPIONSHIPS**

GENERAL RULES

1. Open to all bowlers **18 YEARS OF AGE AND OVER** as of **DECEMBER 31, 2009**, and who are members of the Ontario 5 Pin Bowlers' Association.
2. Each league may enter as many three (3) player teams as they wish (**minimum of four (4) teams**).
3. Entry deadline shall be **DECEMBER 27, 2009**.
4. Entry fee shall be \$6.00 per bowler (GST included).
5. Format in all rounds will be based on "Total Pins-Over-Average".
6. **FLAT SCORES (No Handicap)** shall be used in all rounds.
7. Canadian 5 Pin Bowlers' Association rules shall apply in all rounds of competition except in the League Round, where league rules shall apply.
8. **QUALIFYING ROUND POLICY:**
 - a) Bowlers who qualify to advance on more than one (1) team in the League Round must bowl on the highest placing team at the Zone/DC Finals. A substitute bowler must come from the same league as the bowler being replaced and must be the bowler who accumulated the highest pinfall from the next highest placing team that did not qualify to advance.
 - b) Bowlers who are members in two (2) or more leagues may enter and compete in each League Round. Bowlers, who qualify to advance from more than one (1) league, may bowl on more than one (1) team at the Zone/DC Finals, only if scheduling permits.
 - c) The phrase, "if scheduling permits", grants permission for a bowler to compete in more than one Zone/DC Final so long as each of those rounds is a separate and distinct competition, occurring on different days, or at substantially different times.

- d) Bowlers who qualify to bowl on more than one (1) team at the Zone/DC Finals, but scheduling does not permit them to bowl on both teams, must bowl on the team from the league in which their average is highest as recorded in the Zone Average Book.
 - e) Bowlers with no average recorded in the Zone Average Book must use their current league average as of the specified average date to determine which league they will represent at the Zone/DC Finals.
9. At the Zone/DC Finals, and each subsequent round, each team will consist of three (3) bowlers. All three (3) bowlers shall bowl, and all three (3) bowlers shall count.
10. Any bowler who, for any reason, vacates their position on a team for the next level of competition forfeits the right to return to competition in this event on that team or any other team. Such withdrawal may result in suspension of tournament/membership privileges of that individual.
11. a) A substitute bowler for the Zone/DC Finals must come from the same league as the bowler being replaced and must come from the highest placing team from the League Round that did not qualify to advance. League executives shall go down the list of teams in order of finish until a substitute is found.
- b) After the Zone/DC Finals, a substitute bowler must come from the same league as the bowler being replaced and must come from the highest placing team at the Zone/DC Finals if two (2) or more teams competed from that league. If only one (1) team competed from that league, the substitute bowler must come from the highest placing team from the League Round that did not qualify to advance to the Zone/DC Finals.
- c) A substitute team must be the next team in order of finish from the preceding roll-off.
- d) Any bowler who, for any reason, declines to be a substitute in any round is ineligible to be a substitute at any subsequent round.
12. Scores and averages of winners in all rounds will be authenticated and checked thoroughly. Any falsification or misrepresentation of scores or averages, knowingly or unknowingly, shall result in automatic disqualification.
13. To conduct a League Round, a league must have paid for a minimum of twelve (12) entries.
14. Personal bowling balls may be used if facilities permit. House balls must be used if the bowler's personal bowling balls have not been returned (no delay of game). Personal bowling balls may be randomly inspected at any time during the tournament or on completion of the tournament. The use of personal bowling balls is at the bowler's own risk. The proprietor shall not be liable for any damages to personal bowling balls. Personal bowling balls shall be 4 3/4" to 5" in diameter, and 3 lbs. 4 ozs. to 3 lbs. 10 ozs. in weight, and must be engraved with the bowler's identifying initials or symbols. Should a question arise regarding the legality of a ball, the Tournament Director has the final say. Appeals/complaints regarding personal bowling balls may be made to the Ontario 5 Pin Bowlers' Association Tournament Committee.
15. All teams **MUST** come from the same League.

16. In the case of any dispute, or interpretation of any rule, the decision of the Ontario 5 Pin Bowlers' Association Tournament Committee shall be final.

LEAGUE ROUND

1. Teams shall bowl the number of games normally bowled by that league for three (3) consecutive weeks during regular league play between **JANUARY 4, 2010** and **FEBRUARY 7, 2010**.
2. All bowlers who compete in the League Round must use their highest league average in that Zone, as recorded in the Zone Average Book. Bowlers with no average recorded in the Zone Average Book, must use their average from the league in which they are competing up to and including **DECEMBER 13, 2009**, with a minimum of twelve (12) games having been bowled.
3. Bowlers qualifying for the Provincial Championships must have bowled a minimum of twenty-one (21) games from the beginning of the 2009-2010 bowling season up to and including **MARCH 21, 2010** in order to compete in the Provincial Championships.
4. Spare bowlers are ineligible unless they can compete for the three (3) week League Round and are members in good standing of the Ontario 5 Pin Bowlers' Association.
5. The League Round is a three (3) week total pins-over-average event. The triples team beating their average by the most pins over or the least pins under if all triples teams are below their average after three (3) weeks shall be declared the "League Champions". All other qualifying positions will be decided by pins-over-average for the three (3) week period.
6. Missing bowlers shall be allowed 95% of their average for any games missed during this round.
7. Leagues will advance one (1) team of three (3) bowlers each to the Zone/DC Finals according to the following formula:

EXAMPLE:

9 to 12 Entries	1 Team Advances
13 to 20 Entries	2 Teams Advance
21 to 28 Entries	3 Teams Advance
29 to 36 Entries	4 Teams Advance
37 to 44 Entries	5 Teams Advance
45 to 52 Entries	6 Teams Advance and so on

8. In the event of a tie (two (2) or more teams are the same number of pins over or under their average) after the final (3rd) week, the team(s) beating their average by the most pins the final (3rd) week shall receive the higher placing. If a tie still exists, the team(s) beating their average by the most pins the preceding (2nd) week shall receive the higher placing.
9. All bowlers who qualify in the League Round to advance to compete in the Zone/DC Finals will each receive a League Champion certificate. The team that finishes first (1st) will receive Champion Lapel Pins.

10. If the league rules permit bowl-offs for league play, they are permissible for this round only of the tournament.

ZONE/DC FINALS

1. All League Round qualifiers in a Zone/DC Final shall bowl three (3) games on or before **MARCH 21, 2010** in centres designated by the Local Association.
2. Each team shall consist of three (3) bowlers.
3. In the event of a tie for first (1st) place, a one (1) game roll-off between the tied teams shall be required to determine the winners.
4. In the event of a tie for any other positions, the team with the most pins over or the least pins under if all teams are below their team average in the last game, shall receive the higher placing. If a tie still exists, using the same rule, the scores of the preceding game shall be used to break the tie.
5. If a Decentralized Association conducts its own Zone/DC Final, all entrants must use the following criteria for determining averages:

AVERAGE BOOK: Bowlers must use their highest league average in that Zone, as recorded in the Zone Average Book.

NON-AVERAGE BOOK: Bowlers with no average recorded in the Zone Average Book, must use their highest league average in that Decentralized Association up to and including **FEBRUARY 7, 2010** (highest average if a bowler bowls in two (2) or more leagues), with a minimum of twelve (12) games having been bowled.

6. If a combined roll-off is conducted (**one in which more than one association or bowling centre participates**), all entrants must use the following criteria for determining averages:

AVERAGE BOOK: Bowlers must use their highest league average in that Zone, as recorded in the Zone Average Book.

NON-AVERAGE BOOK: Bowlers with no average recorded in the Zone Average Book, must use their highest league average in that Zone Association up to and including **FEBRUARY 7, 2010** (highest average if a bowler bowls in two (2) or more leagues), with a minimum of twelve (12) games having been bowled.

7. The team beating their total team average by the most pins shall be declared the Zone Champions and shall advance to the Provincial Championships.
8. If a bowler misses a game or games they shall be allowed 95% of their average for any games missed. Any absent bowler will be replaced for the Provincial Championships if their team advances.

PROVINCIAL CHAMPIONSHIPS

1. The Provincial Championships shall be bowled on **MAY 29, 2010** in a centre designated by the Ontario 5 Pin Bowlers' Association.

2. All bowlers competing in the Provincial Championships must have bowled a minimum of twenty-one (21) games during the 2009-2010 bowling season up to and including **MARCH 21, 2010**, and must use the following criteria for determining averages:

- a) **AVERAGE BOOK**: Bowlers must use their highest league average as recorded in the Average Book, and as established in any league in Ontario.
- b) **NON-AVERAGE BOOK**: Bowlers with no average recorded in the Average Book, must use **the highest of the following as determined by the Provincial Office**

Use their highest league average up to and including **MARCH 21, 2010** (highest average if a bowler bowls in two (2) or more leagues), and as established in any league in Ontario.

- OR -

Use their average based on the median between their highest league average up to and including **MARCH 21, 2010**, and the average based on the twenty-one (21) games (seven weeks) leading up to **MARCH 21, 2010**.

- c) All bowlers not in the Average Book must provide the Ontario 5 Pin Bowlers' Association with an original or a photocopy of their Individual Average Sheet. The average sheet must be obtained from all leagues they bowl in, and must show scores bowled in all games from the opening of the 2009-2010 bowling season with a minimum of twenty-one (21) games bowled up to and including **MARCH 21, 2010**.
3. All teams shall be comprised of the winners from the Zone/DC Finals. Only teams declared as Zone Champions shall be eligible to participate in the Provincial Championships.
4. If a bowler is unable to participate in the Provincial Championships, the team roster must be filled by the next eligible bowler from the same league as the bowler withdrawing. **(See General Rule #11)**
5. No substitutions are allowed within seven (7) days of the event except in extreme circumstances, such as a deceased bowler, a death in the immediate family, or a disabling injury. Please contact the Ontario 5 Pin Bowlers' Association for any further rulings.
6. The Ontario 5 Pin Bowlers' Association Tournament Committee reserves the right to complete the field, and all decisions by the Committee shall be final.
7. Teams shall bowl with three (3) and will count three (3).
8. The Provincial Championships shall consist of three (3) games, and the winning team will be declared on a total team pins-over-average basis.
9. If a bowler misses any game or games, they shall receive 95% of their average.
10. Any team that does not have a full complement of bowlers shall bowl only with the bowlers on hand. All bowlers shall be included in the line-up, however, any late bowlers shall start to bowl and count only from the time of arrival, regardless of the reason.

11. In the event of a tie for first (1st) place or any other advancing position, a one (1) game roll-off will be required to determine the winner. In the event of a tie or ties for any other positions, the team beating their average by the most pins in the last game shall receive the higher placing. If a tie still exists, using the same rule, the scores of the preceding game shall be used to break the tie.
12. The order of bowling may be changed for each game in an unrestricted line-up.
13. At the completion of each game, teams shall remain at their respective lanes. When instructed to do so, they shall move to their next lanes as per the lane draw. The lead-off bowler shall await the starting signal.
14. Lead-off bowlers shall not start the next frame in any game until their anchor bowler has finished the prior frame.
15. Only bowlers competing in the event shall be permitted in the bowlers' enclosure. Any person violating this rule shall be removed from the bowlers' enclosure.
16. Only a bowler taking their regular turn in the line-up shall be allowed on the approach at any given time. All other bowlers must remain off the approach, to the side of or behind the scorestand, ensuring there is no interference with the scorekeeper's line of vision.
17. All bowlers must wear shirts in their registered Zone Association colours with a logo identifying the Association they represent. Bowlers must wear straight hemmed bottom dress slacks. Cotton pants will be permitted provided they are not faded, have no rips, tears or studs on them and have no slits up the side of them. Jeans, harem, spandex, leggings, stirrups, shorts, sweatpants, cargo pants or warm-up pants of any kind are prohibited. No pants/slacks with external pockets on the sides will be accepted. Hats, caps or headgear of any kind are prohibited unless worn for medical or religious reasons. Any bowler not conforming to the dress code may not be permitted to compete in the event as determined by the Ontario 5 Pin Bowlers' Association Tournament Committee. **A fine of fifty dollars (\$50.00) will be levied against each BOWLER not conforming to the dress code.**
18. There shall be a warm-up prior to the start of the event.
19. All games shall start when the Judge of Play gives the starting signal.
20. Any bowler who throws a ball prior to the starting signal may be assessed a fifteen (15) pin penalty. Any ball or balls delivered shall be declared a "dead ball".
21. Flagrant violation of any rules may result in penalties being assessed by the Ontario 5 Pin Bowlers' Association Tournament Committee.
22. The lane draw is pre-drawn under the auspices of the Ontario 5 Pin Bowlers' Association Tournament Committee.
23. Any article falling from a bowler's person on or over the foul line during the delivery of a ball is a foul. A penalty of fifteen (15) pins shall be deducted for such an infraction. Call the Judge of Play to retrieve any such articles.
24. For interpretation of any rules or controversy of any kind, call the Judge of Play immediately.

25. The Judge of Play shall make all rulings and all decisions may be subject to appeal to the Ontario 5 Pin Bowlers' Association Tournament Committee.
26. There shall be no use of alcohol or illegal drugs. Any bowler found to be intoxicated or consuming alcoholic beverages shall be removed from the tournament.
27. All bowlers must initial their lanesheet before it leaves the scorestand after each game. This acknowledges that their score is correct. No changes can be made to the score after it has been initialled and leaves the scorestand.