



## CENTRAL ALBERTA 5 PIN BOWLERS ASSOCIATION

### **HI-LO DOUBLES CHAMPIONSHIPS**

More details at <http://www.centralalberta5pin.com> or e-mail: [gen@centralalberta5pin.com](mailto:gen@centralalberta5pin.com)

#### **Tournament Rules and Regulations**

1. Entry is open to any person who:
  - a. **Is 18 years of age as of December 31<sup>st</sup>.**
  - b. Is a member of the Canadian 5 Pin Bowlers' Association
  - c. Resides within the Central Zone of the Alberta 5 Pin Bowlers' Association.
  - d. **All Central 5 Pin events are following current Health Regulations and are subject to change.**

#### **LEAGUE CHAMPIONSHIPS (OPTIONAL)**

1. Doubles teams shall bowl the number of games normally bowled by that league in the four-to-six-week period during regular league play between dates as set by your local/house or Zone Association.
2. PRE-BOWL SCORES MAY BE ACCEPTED in the League Championships, provided that the league allows pre-bowling.
3. Entrants must have a minimum of 15 (fifteen) league games bowled 3 three (3) weeks prior to the Zone Round of the current season.
4. Leagues with teams that play with a substitution format and carry extra members, may adjust the format so that all members are eligible to participate.

Example: The bowler that does not start the game would be considered the same as absent and would count 95% of their average. A player that starts the game but does not finish, would be given the final score of the game that they had started.
5. Spare bowlers are ineligible unless they can compete until the final week
6. Teams shall bowl each of the 4 (four) to 6 (six) weeks (as set by the Zone) using running scores.
7. All teams or a percentage thereof, beating or tying their average over the 4 (four) to 6 (six) week total score shall advance to the next round.
8. In the final week, the team with the most pins over or closest to its average in the 4 (four) to 6 (six) week period, shall be declared League Champions and advance to the next round.
9. In the event of a tie after the final week, the tied team beating its average by the most pins the final week shall receive the higher placing. If all teams fail to beat their average, the team tying or coming closest to their average in the final week shall receive the higher placing.

#### **HOUSE CHAMPIONSHIPS (OPTIONAL)**

1. The House Championships shall consist of a minimum of 3 (three) games.
2. All results, from your bowling centre round shall be completed by **Sunday, January 1<sup>st</sup>** and forwarded to the Hi-Lo Doubles chairperson (including averages), to arrive by **Monday January 16<sup>th</sup>**.
3. Your House will be notified on who proceeds to the Zone Round.

#### **ZONE CHAMPIONSHIPS**

1. Zone finals Four (4) games will take place at **Riverside Bowl in Red Deer on January 22<sup>nd</sup> at 10:00 a.m. (registration at 9:00a.m.)**.
2. Entrants must have a minimum of 15 (fifteen) league games bowled 3 three (3) weeks prior to the Zone Round of the current season and all entries have an average cutoff of **Sunday, January 1<sup>st</sup>** and should be forwarded to the Hi-Lo Doubles chairperson by **Monday January 16<sup>th</sup>**.
3. All bowlers who compete in the Zone Finals must use their highest league average (if a bowler bowls in more than 1 (one) league), with a minimum of 15 (fifteen) games bowled as of 3 (three) weeks prior to the Zone qualifying Championships.
4. Zone finalists will comprise the top team from each bowling centre, then the teams most over average from the remainder of the entrants to fill the available shifts as determined by the zone chairperson.
5. If a team member declines to advance to the zone round an alternate shall be allowed, providing that, the alternate comes from the same centre. Once a bowler declines to advance to the zone under no circumstances may that bowler re-enter the event for that year.
6. In the event of a tie for the final qualifying position, the team beating its average by the most pins in the last game shall receive the higher placing. If the teams failed to beat their average, the team tying or coming closest to their average in the final 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. A bowler may enter on more than one doubles team. If the zone final occurs on one shift, then bowlers must choose which partner to bowl with.
7. Zone finalists will pay **\$50.00 per person** (\$100.00 per team) which includes lineage.
8. Dress code for the zone finals is "neat and tidy" at the discretion of the tournament committee. Persons violating the dress code will be asked to change or withdraw. Failure to comply may result in suspension from the tournament and the Association.
9. Winners will receive prize monies based on the number of entries. Based on 48 entries (24 teams) the prize money will be \$400 total (\$200 for 1<sup>st</sup>, \$120 for second and \$80 for third).