



Canadian Tenpin Federation, Inc.  
Fédération Canadienne des Dix-Quilles, Inc.

## 2022 Canadian Team Trials

### Tournament Rules - Sanctioned by Canadian Tenpin Federation

ENTRY FEE: \$325.00 (Lineage & Expenses)

The Canadian Team Trials has separate divisions for: adult men, adult women, youth men, youth women, senior men, and senior women. Each team will be identified as Junior Team Canada, Senior Team Canada, and Master's Team Canada. The events for international play will be determined by International Bowling Federation and Pan Am Bowling and approved by the Canadian Tenpin Federation. Gold, Silver and Bronze medals shall be awarded in each division.

#### ELIGIBILITY RULES

The Canadian Team Trials are open to all CTF Registered Participants, in good standing with CTF, and who are Canadian citizens able to obtain a Canadian passport no later than January 31st of the year of international competition.

Junior Team Canada Members (youth) must be 13 years of age and not 21 years of age as of January 1, 2022. Top 4 male and top 4 females will qualify.

Competitors qualifying for Senior Team Canada (adults) must be 15 years of age as of January 1, 2022. Top 6 male and top 6 females will qualify. See selection policy for additions.

Master men and Master women (seniors) must be at least 50 years of age as of the year of either the World or Panam Bowling Championships. Top 4 male and top 4 females will qualify. CTF will not be sending a Super Senior (Masters) team at this time and reserves the right to recruit selection applications.

#### TOURNAMENT FORMAT

The Canadian Team Trials is an annual tournament where bowlers compete to qualify for Team Canada in the divisions as listed above.

Men and Women will bowl in separate divisions.

1. The tournament consists of 2 - 6 game qualifying blocks on Day 1 & 2 and 1 - 6 game qualifying block on Day 3.
2. At the conclusion of the 3<sup>rd</sup> block of 6, (Day 2), the field will be cut to the top 50% for both men and women.
3. At the conclusion of the 4<sup>th</sup> block of 6, the field will be cut to the top 12 men and 12 women.
4. At the conclusion of the 5<sup>th</sup> block of 6, the field will be cut to the top 3 men and top 3 women for stepladder finals.
5. A random lane draw will be done prior to 1<sup>st</sup> - 6 game block and it will be a continuation in the 2<sup>nd</sup> - 6 game block.
6. The 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> block draws will start based on position.
7. Position rounds will be held game 6 before any cut. ie: 3<sup>rd</sup> block 6<sup>th</sup> game will be position round, 4<sup>th</sup> block 6<sup>th</sup> game will be position round and, 5<sup>th</sup> block 6<sup>th</sup> game will be a position round.
8. Pinfall carries forward for all blocks.

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### Stepladder

The stepladder final will consist of semi-final and final matches. The semi-final match will be a one game match where the #3 seed bowls the #2 seed. The winner of the semi-final match will advance to the stepladder final against the #1 seed. During the stepladder final, the semi-final winner must defeat the #1 seed twice to win the Championships.

### Ties

In the event of a tie after qualifying for the last advancing position; a one (1) game roll-off will be required to break the tie. The roll-off will take place on a pair to be determined by the Tournament Manager, where neither competitor bowled for the prior two (2) games. The competitor with the highest block will receive choice of starting lane. Should that match result in a tie, a one ball roll-off will be bowled on the same pair of lanes to break the tie. The highest seeded competitor shall determine starting lane and order for the roll-off. The competitors will alternate lanes in the same bowling order until the tie is broken.

In the case of a tie going into a position round, the competitor with the highest total actual pinfall prior to the position round game will be awarded the higher position. If total actual pins are equal, the competitor with the highest game in previous block will be awarded the higher position.

In the event of a tie for a final spot in the stepladder, a one (1) game roll-off will be required to break the tie. The roll-off will take place on a pair to be determined by the Tournament Manager, where neither competitor bowled for the prior two (2) games. The competitor with the highest block will receive choice of starting lane. Should that match result in a tie, a one ball roll-off will be bowled on the same pair of lanes to break the tie. The highest seeded competitor shall determine starting lane and order for the roll-off. The competitors will alternate lanes in the same bowling order until the tie is broken.

In the event of a tie in the semifinal or final match in stepladder, a one ball roll-off will be required on the same pair of lanes to break the tie. The highest seeded competitor shall determine starting lane and order for the roll-off. The competitors will alternate lanes in the same bowling order until the tie is broken.

### Lane Patterns

Up to 4 lane patterns may be used and will be determined by the Tournament Committee. Patterns will be announced a minimum of 1 day prior to the event and will be used for Official Practice blocks. Prior to the stepladder finals, the lanes will be dressed using a pre-selected pattern which will be announced before the tournament begins.

### Bowling Ball Procedures

No on-site ball inspection will take place; however, all entrants must submit their Ball Registration Form to the Tournament Manager at the official practice or prior to the first block. Prior to the start of each block, the Tournament Manager or designate will carry out random verification of bowling equipment. Inspection will include a visual inspection of the serial number on the bowling ball compared to the bowling balls listed on the Ball Registration Form.

Competitors may register a maximum of eight bowling balls. Competitors cannot bring non-registered equipment into the bowling center. Any competitor who is in possession of non-registered bowling balls will be disqualified.



A competitor may replace a damaged ball if and only if it has been determined that the damage will affect the performance of the equipment as determined by a certified ball driller. The Tournament Manager must be made aware of the damage as soon as possible. The replacement ball will then be registered. Only bowling balls on the USBC or International Bowling Federation approved bowling ball list can be used for this competition. This list is published can be found [bowl.com](http://bowl.com).

If a violation of this rule is found during the inspection, the competitor will be disqualified.

#### Use of Abrasives on Ball Surface

Altering the surface of any bowling equipment by use of abrasives by hand is allowed during any squad but only between games, providing there is no delay in play. Altering the surface of bowling equipment is not permitted during a game. If a ball is altered during a game and the competitor uses the equipment, the competitor forfeits all pins earned during the frames where the altered ball was used.

#### Use of Ball Cleaning Machine

Use of a cleaning machine on the tournament premises is permitted before or after competition. Cleaning machines may not be used during competition, and all ball cleaners or other materials applied to the ball surface by a cleaning machines must meet USBC specifications.

#### Lane Courtesy

Competitors must observe a one (1) pair of lanes courtesy at all times. Competitors may not “double jump”. Double jumping occurs following a delivery when a competitor on the same pair to the left have made a delivery unless those competitors are not ready to bowl or give way.

#### Re-racks

Competitors will be allowed two (2) re-racks per game during qualifying blocks. Additional re-racks may be requested from the Tournament Manager or Judge of Play. Any competitor who takes additional re-racks during a game without permission from Tournament Management will be given zero (0) for the frame.

#### Bowling on Wrong Lane

If a competitor rolls a strike on the wrong lane they must shoot over on the correct lane. If the competitor does not strike, his/her pin fall will stand, and he/she must shoot the spare on the same lane.

#### Scoresheet

Each competitor is responsible for verifying their own scores. If automatic download of scores is available, competitor should record scores on scoresheet and keep for verification on internet. If automatic download of scores is not available, scoresheets must be handed in and all competitors must sign the scoresheet to verify scores.

Competitors have 1 hour after the block to verify posted scores.

#### Disruptive behavior

Disruptive behavior by any athlete will not be tolerated. Disruptive behavior is anything that is deemed inappropriate such as offensive language, rude gestures, hitting machines, slow play, etc. The Tournament Manager shall have the final say as to what would constitute disruptive behavior. An authorized tournament official shall warn anyone not observing this rule as follows:





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- (a) A white card for the first offence (no penalty).
- (b) A yellow card for the second offence (no penalty).
- (c) A red card for the third and each succeeding offence in any block of games, and the penalty shall be a zero-pin fall for the frame.

### Alcohol & Smoking

No Smoking or Vaping is permitted during any blocks of competition. This includes breaks of any kind such as position rounds or lane break downs, etc.

No Alcohol is permitted during any blocks of competition. This includes breaks of any kind such as position rounds, or lane break downs, etc.

Spectators may consume alcoholic beverages if they are not in the bowling area.

### Dress Code

A dress code will be enforced during the Canadian Team Trials which will include the Official Practice Block. Men may wear dress pants. Women may wear dress slacks, dress shorts, dress skirts, dress skorts, or dress capris. All shirts must have sleeves. T-shirts are not allowed. Sweatpants, leggings and/or track style pants are not allowed. Shirts with the athlete's names are encouraged but not mandatory. Competitors may not wear hats during competition.

### Slow Play

Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery when the two lanes immediately adjacent to them on both the right and left are clear. Competitors must always observe 1 pair lane courtesy. Arrows are not to be reversed unless advised from tournament manager.

### Entry Fees and Expenses

All entries and fees must be postmarked or received by CTF National Office no later than midnight of March 25, 2022

All entries received after March 25, 2022 up to April 3, 2022 will be based on lane availability and the entry fee will be \$375.00.

Only in an emergency, if a competitor cannot compete in the Championships, will a refund be considered. All notices of emergency must go to the CTF Executive Director and a copy sent to the Tournament Manager.

Checks, Money order, credit card or e-transfer will be accepted. See entry form for more information.

Funding for Team Canada events come from Sport Canada Funding and fundraising efforts. The Canadian Tenpin Federation will do their utmost to ensure funding is available but cannot be held accountable if Sport Canada should cut off funding. Not all qualifying teams are funded.

### Gold Medalist – Senior Team

Gold Medalist for both women and men's team will receive a complimentary entry into the 2023 Canadian Team Trials. Non – transferrable.



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### Selection Process

Upon completion of the Canadian Team Trials, the top six men and top six women will automatically qualify for adult Senior Team Canada. The National Selection Committee will select a minimum of two additional men and two additional women through an application process, to complete the senior teams and this selection will be announced no later than 14 days after the completion of the Canadian Team Trials.

Applications will be available online and will also be emailed upon request. Please note deadline in Selection Policy.

### Covid-19 Restrictions

We must always be prepared to make changes to the format if Health Canada or/and Health Ontario determine we must. Multiple items could and may change such as:

- (a) International Schedule may change. Please see website as it will be updated with all schedule changes.
- (b) Double Vaccinated is a requirement
- (c) Proof of Vaccine will be required
- (d) Multiple Blocks may be needed due to social distancing.
- (e) Masks will be mandatory.
- (f) Men & Women may bowl on different shifts
- (g) Rule 7&8 may be revised before the tournament starts to accommodate social distancing. Full disclosure will be displayed at tournament desk
- (h) All rules may need to be adjusted to accommodate all Health Canada and Health Ontario Rules. All Changes will be displayed at tournament desk and emailed to all participants. Refunds can be requested.

International Bowling Federation Rules, Canadian Tenpin Federation and USBC Rules in that specific order will take precedence for any rules not addressed in these rules.

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