

YOUTH CHALLENGE

F O R M A T

The Youth Challenge consists of three (3) steps:

- I The Zone Finals
- II The Provincial Championships
- III The National Championships

GENERAL RULES

1. Open to all bowlers twelve (12) years of age and not yet nineteen (19) years of age as of DECEMBER 31, 2023.
2. ENTRY DEADLINE shall be set by the Provincial 5 Pin Bowlers' Association but shall not be later than JANUARY 31, 2024.
3. ENTRY FEE shall be determined by the Provincial Association.
4. Canadian 5 Pin Bowlers' Association rules and regulations shall apply in all rounds.
5. For Zone and Provincial competitions, the Provincial Association Tournament Committee reserves the right to complete the field and all decisions by this committee shall be final.
6. Personal bowling balls may be used if facilities permit. House balls must be used if the bowlers' personal balls have not been returned (*no delay of game*). The use of personal bowling balls is at the bowlers' own risk. The proprietor shall not be liable for any damages to personal bowling balls.

Personal bowling balls may be randomly inspected at any time during the tournament or on completion of the tournament. Personal bowling balls must meet the specifications as set by the C5PBA. Weight to be not less than 3lbs. 4 ounces and not greater than 3 lbs. 12 ounces. Diameter to be not less than 4 3/4 inches and not greater than 5 inches. (See C5PBA rule book - Section B, Rule 6)

Penalty: Any scores rolled using non-regulation equipment in sanctioned league or tournament competition, shall be disqualified for C5PBA Record or High Score Awards and/or shall nullify scores being used in qualifying for C5PBA sanctioned tournaments.

Should a question arise regarding the legality of a ball, the Tournament Director has final say. Appeals/complaints regarding personal bowling balls may be made following the procedure outlined in the C5PBA Rule Book (*Section B, Rule 18& 19*).

7. Any article falling from a bowler's person on or over the foul line during delivery of the ball is NOT a FOUL. A foul shall not be called when a participant receives permission from the Judge of Play/Tournament Official to retrieve an article. (ie. – ball in the channel, etc.)
8. At all levels of competition, there shall be a minimum fifteen (15) minute warm-up.

9. The consumption of alcohol, chemical depressants or stimulants (*performance enhancing drugs*) are prohibited during all levels of competition. Bowlers and/or coaches who are found to be under the influence of such substances will be suspended from the remainder of the competition.
10. The use of chants, songs, cheers, etc. which contain profanity, slanderous remarks or words which are deemed detrimental to the image of 5 Pin Bowling will not be allowed. Use of such illegal chants will result in forfeiture of game and repeated violation of this rule shall lead to suspension from competition.
11. The use of profanity, of any nature, will NOT be tolerated! A warning will be given, however, if use is continued, the offender will be suspended from competition.
12. No mechanical noisemakers will be allowed in any round of the event.
13. The wearing or use of external electronic devices such as MP3 players, cell phones, etc. is prohibited. This applies while the bowler is on the approach but does not prohibit the bowler from using the device while awaiting his/her turn.
14. In case of any dispute, the decision of the Provincial Association Tournament Committee (*for Zone and Provincial levels of competition*) and the Canadian 5 Pin Bowlers' Association's Tournament Committee (*for the National competition*) shall be final.
15. In all rounds, scorekeepers will be used only in the event of a malfunction with the scoring system.

NATIONAL CHAMPIONSHIPS

1. The National Championships shall be held May 24 - 26, 2024 as a virtual event in a centre designated by the Provincial 5 Pin Bowlers' Association.
2. If a bowler on the team is unable to compete in the National Championship, the team roster must be filled by the next eligible qualifier from the Provincial Championship. If a province cannot field a full team due to unforeseen circumstances, the C5PBA Executive will fill the field. Replacement bowlers would have all the rights and privileges of a team member.
3. Each team must be dressed uniformly. Individuals on a team must wear bottoms in the same colour but each may wear a different length/style bottom. Dress pants, skirts, skorts, leggings, dress shorts or capris shall be of the same colour with a straight hemmed bottom (no fluorescent colours, no denim of any colour, stirrups, see-through or sheer leggings, harem, cargo, ruggers or sweat pants of any kind. No draw strings or no elastic at the hem of any kind). The dress pants, skirts, skorts, capris, leggings or dress shorts shall not be faded, torn, ripped, contain studs, buttons or pockets on the legs. The skirts, skorts or dress shorts may not be shorter than just below the fingertips when placing your arms at your side. When patterned dress pants, skirts, skorts, dress shorts or capris are chosen (ie. Loudmouth) as part of a provincial uniform, the colours in the pattern must be in the provincial colours and be approved by the C5PBA Executive.

Bowling shirts or blouses must have sleeves, a collar and be of the same design in registered Provincial Association colours with appropriate province and bowler identification. A women's style shirt is permissible and can be with or without buttons but must have a finished neckline.

Participants may have an unlimited amount and unlimited sizing of sponsorship logos and/or

identification anywhere on their team's shirts while maintaining a clear view of participants association and name. Sponsors may vary between individuals. Sponsors may not conflict with sponsors of the C5PBA. Sponsorship from tobacco companies or sponsors considered detrimental to the spirit of sport will not be allowed.

No hats or caps or other headgear are allowed unless worn for religious or medical reasons. Headbands are allowed if in the provincial colours or black.

Penalty: Failure to adhere to the dress code rule will result in a penalty being assessed for each uniform infraction to the province as follows:

1st offence - \$100.00.

4. All provincial teams will compete in a single round robin match play competition. After the play-off qualifying round, the top five (5) teams will bowl a championship stepladder playoff. The remaining five (5) teams will bowl a consolation stepladder final.
5. The lane draw is pre-drawn under the auspices of the Canadian 5 Pin Bowlers' Association's Tournament Committee. Due to the uniqueness of this event, teams will bowl all games on the same lane for the purpose of live-streaming.
6. There shall be a minimum fifteen (15) minute warm-up preceding each block.
7. In each game of the competition, five (5) players shall bowl and five (5) scores shall count.
8. The starting line-up for the first (1st) game only of the match play qualifying round must not include a replacement bowler - i.e.: the line-up must be five (5) original qualifiers from the Provincial Championship.
9. In each game, the team assigned by lane draw to the RIGHT-HAND lane shall be the "HOME" team and the team on the LEFT-HAND lane shall be the "AWAY" team. The coach for the "AWAY" team is obliged to submit the line-up for a game before the line-up for the "HOME" team is submitted.
10. At the beginning of the 10th frame, the Home team has the advantage to bowl first or allow the Away team to bowl first, then ball for ball to complete the frame. The next bowler in the line-up for the Home team will have the same advantage, and so on.
11. Any team that does not have a full complement of bowlers shall bowl only with the bowlers on hand. Late bowlers shall start to bowl and count only from the time of arrival, regardless of the reason.
12. Only bowlers competing in the event, coaches, and tournament officials shall be permitted in the bowlers enclosure.
13. Only a bowler taking their regular turn in the line-up shall be allowed on the approach at any given time. All other bowlers on the team and the coach must remain off the approach to the side or behind the score-stand.
14. Only non-playing coaches shall be allowed to coach. "Coach" designation shall appear on the shirt or blouse.
15. All games shall start when the Judge of Play gives the starting signal (*see Rule #15*).
16. Any bowler who throws a ball prior to the starting signal shall be assessed a fifteen (15) pin penalty. If the bowler is a non-starter, the fifteen (15) pin penalty shall be assessed against the team. Any

ball or balls thrown shall be declared a dead ball.

17. Teams must be in sync with the opposing team. Lead-off bowlers shall not start the next frame until their anchor bowler has finished AND the opposing team anchor bowler has completed the same frame. A penalty of fifteen (15) pins shall be assessed said bowler for violating this rule and the ball or balls thrown shall be declared "dead".
18. Substitutions may be made at any time, but the bowler being substituted may not bowl again in the same game.
19. The order of bowling may be changed for each game (*unrestricted line-up and substitution*).
20. Any article falling from a bowler's person on or over the foul line during delivery of the ball is NOT a FOUL. You must call the Judge of Play/Tournament Official for permission to retrieve any such article.
21. For interpretation of any rules or controversy of any kind, stop play on your set of lanes and call the Judge of Play IMMEDIATELY.
22. Flagrant violation of any rule may result in penalties being assessed by the Canadian 5 Pin Bowlers' Association's Tournament Committee.
23. The Judge of Play shall make all rulings and all decisions shall be subject to appeal to the Canadian 5 Pin Bowlers' Association's Tournament Committee.
24. Team score recap forms and score-sheets must be signed by the coach **after each game**. Score sheets filled out improperly or not signed will result in an initial warning. A second offense will result in a final warning being given. For each additional infraction, a one (1) point penalty will be assessed against the team.
25. A match play format shall be used to determine the qualifiers and champions. Each bowler who beats his/her opponent on the opposing team, shall receive one (1) point. Three (3) points shall be awarded to the team with the higher pinfall for the game, making a total of eight (8) points maximum for the game.

EXAMPLE:

TEAM "A" VS.		TEAM "B"	
<u>WELLS</u>	232	SHANAS	227
MACDONALD	219	<u>MARSHALL</u>	258
SWIM	305	VIOLINI	212
PIZZEY	276	MONCHAK	281
PETERAITIS	<u>243</u>	McCAW	<u>241</u>
	1275		1219

RESULTS: Team A - 3 match points plus 3 pinfall points = 6 points
Team B - 2 match points plus 0 pinfall points = 2 points

26. In the event of a tie between teams or individuals in any game during match play in the team events, all available points shall be divided equally between the tied teams or individuals.
27. In the event of a tie in total points for fifth/sixth (5th/6th) position, after completion of the match play qualifying round, the ties shall be broken by reverting back to the game bowled between the tied

teams and, on a points won or lost basis, the higher placing shall be declared. If a tie still exists, the team with the most pinfall for the game bowled between the tied teams shall receive the higher placing. If a tie still exists, a one game roll-off will be held using the same format as described in Rule 25 above.

28. Following the match play round robin, teams in positions one through five will compete in a championship Stepladder and teams in positions six through ten will compete in a consolation Stepladder. The winning team in each match shall advance up the ladder.
29. In the event of a 4-4 tie, another game will be bowled.

COACHES INSTRUCTIONS

All coaches assigned to teams in the 2024 C5PBA Youth Challenge Championships must be a current C5PBA affiliated member in good standing and must be registered as having FULL COMPETITIVE COACH CERTIFICATION plus Safe Sport and Making Headway training a minimum of thirty (30) days prior to the Provincial Championships.

All coaches must pass a police check or equivalent prior to coaching the Youth Challenge National Championship. This is required by all Youth Challenge coaches and is effective September 1 annually.

1. Coaches are to make sure their team knows at what times and on what lanes they bowl (see Official Program and Coach's Manual).
2. All bowlers are required to be at the lanes twenty (20) minutes prior to bowling. Coaches must contact the Chief Judge of Play or Tournament Official to register their bowlers prior to bowling.
3. Coaches are to make sure their bowlers are on hand for fifteen (15) minute warm-up preceding each block.
4. Coaches should make sure all team members are dressed properly.
5. Coaches are responsible for the conduct of their bowlers for the duration of the event: (event is defined as 'from the time you leave home until the time your return home').
 - Alcoholic beverages may not be consumed during the event
 - Marijuana may not be consumed during an event including byes but excluding medical marijuana. Documentation for the use of medical marijuana must be provided.
 - Chemical depressants or stimulants (performance enhancing drugs) may not be consumed during the event
 - Intoxicated bowlers or coaches shall be removed from the competition and may be suspended for the remainder of the tournament
 - No food or beverages are allowed in the bowlers' enclosure
6. Coaches are responsible for watching the score for errors. After a frame has been completed and the next frame has been bowled, you cannot change the score unless it is an obvious error in addition. The scoresheet is the official score, and it is your responsibility to check it for accuracy. Team score recap forms and scoresheets must be signed by the coach **after each game**. Score sheets filled out improperly or not signed will result in an initial warning. A second offence will result in a final warning being given. For each additional infraction, a one (1) point penalty will be assessed against the team.
7. If there is a dispute regarding pinfall, call the Judge of Play for a ruling.
8. Lane courtesy should be observed at all times but should not be overdone.
9. Substitutions must be reported to the opposing coach when they are made.
10. In all team events, only bowlers competing in the event, coaches, and tournament officials shall be

permitted in the bowlers enclosure.

11. Only a bowler taking their regular turn in the line-up shall be allowed on the approach at any given time. Coaches and all other team members must remain off the approach to the side or behind the scorestand.
12. A bowler who wishes to leave the bowlers enclosure must inform the coach.
13. The Coach is responsible for having his/her team line-up submitted on the official scoresheet for each game as quickly as possible.
14. Only Coaches will be allowed to discuss, dispute or protest any point pertaining to the Championships with the Judge of Play. Please inform the bowlers of this ruling in order to save any unnecessary delays.
15. Coaches must not approach a member of the opposing team with a complaint. If you have a dispute of any kind, stop the bowling on both lanes and summon the Judge of Play.
16. Coaches are not allowed to compete in any event.
17. Coaches should make their bowlers aware of all rules as violations may result in penalties being assessed or suspensions from the Championships.
18. The use of chants, songs, cheers etc. which contain profanity, slanderous remarks or words which are deemed detrimental to the image of 5 Pin Bowling will not be allowed. Use of such illegal chants will result in forfeiture of game and repeated violation of this rule shall lead to suspension from competition.
19. The use of profanity, of any nature, will **NOT** be tolerated! A warning will be given, however, if use is continued, the offender will be suspended from competition.
20. The wearing or use of external devices such as MP3 players, cell phones, etc. is prohibited. This applies while the bowler is on the approach but does not prohibit the bowler from using the device while awaiting his/her turn.
21. Official Game Recap Sheet
 - **Step 1** – Prior to the start of each match, the **VISITING** team coach must complete his/her lineup position section of the form.
 - **Step 2** – The **HOME** team coach must then complete his/her lineup portion of the recap sheet.
 - **Step 3** – Each coach will enter their lineups (with the assistance of a Judge of Play if required) in the computer scoring system.
 - **Step 4** – When bowlers are substituted, record the score of the starting bowler and the frame they were substituted. To assist the coach with assigning points at the completion of the match, make a note of the status of the match at the time of substitution.
 - **Step 5** – At the completion of the match enter the scores of the bowlers and the number of frames they bowled. It is important to record both the starting and substitute bowler's scores and frames bowled. If the starting bowler is substituted midway through a frame, the complete score of that frame will be recorded as bowled by the starting bowler.

- **Step 6** – Under the points column each individual match is one point. You would place “1” for a **WIN**, “0” for a **LOSS** and “0.5” for a **TIE**. The team with the highest team pin fall would receive “3” for a **WIN**, “0” for a **LOSS** and “1.5” for a **TIE**. A total of 8 points will be awarded for the match. In the event a substitution is made, points will be awarded based on the following:
 - Starting bowler leading match at time of substitution, position wins match, point to starting bowler.
 - Starting bowler leading match at time of substitution, position loses match, loss to substitution bowler.
 - Starting bowler losing match at time of substitution, position loses match, loss to starting bowler.
 - Starting bowler losing match at time of substitution, position wins match, point to substitute bowler.
- **Step 8** – Once the sheets are completed, both **HOME** and **VISITING** coaches must sign their sheet.
- **Step 9** – Signed Game Recap Sheets Signed Game Recap Sheets are to be sent to the C5PBA office upon completion of each game. Please use PDF format when emailing.

22. This applies only to infractions/complaints not noted in our Tournament Formats to be handled by the Tournament Judges of Play and/or Head Judge of Play.

Step 1 – Complaint brought to the National Tournament Committee. To be reviewed the complaint must be made by a Provincial Contingent Manager or Team Coach.

Step 2 – National Tournament Committee reviews the complaint to determine appropriateness.

Step 3 – If the complaint is not valid the National Tournament Committee will advise the Provincial Contingent/Team Manager who made the complaint. The decision of the National Tournament Committee is final.

Step 4 – If the complaint is valid, the National Tournament Committee will discuss the matter with the applicable Provincial Contingent/Team Manager and advise what has to occur to rectify the matter. The decision of the National Tournament Committee is final.

Step 5 – If the decision is not followed, the National Tournament Committee will take one of the following steps:

- a) take a point or points away, if the infraction continues on a Team issue
- b) call a foul or fouls, if the infraction continues on a Single issue.
- c) immediately disqualify a competitor
- d) immediately disqualify a team
- e) for any of the above occurrences, put forth a recommendation for appropriate suspension and/or monetary fine towards individuals, teams, Contingent Manager or province or combination thereof.