

CANADIAN 5 PIN BOWLERS' ASSOCIATION

TOURNAMENT OFFICIALS CLINIC



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CANADIAN 5 PIN BOWLERS' ASSOCIATION
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1 Foreword

Dear Participant:

Welcome to the Canadian 5 Pin Bowlers' Association's

Tournament Officials Clinic!

This comprehensive clinic and accompanying manual is one in a series of educational clinics designed by the National Technical Committee of the Canadian 5 Pin Bowlers' Association.

With the continued growth of organized 5 Pin Bowling, there has been a need to provide the necessary information and training to produce competent officials for conducting the various competitions in our sport. During the past decade, the quality of coaching and competitors has greatly improved that now is the time to upgrade the quality of our officiating and tournament organization.

The Canadian 5 Pin Bowlers' Association is committed to improving the sport of 5 Pin Bowling. We truly appreciate your willingness and dedication to helping us achieve this goal as shown by your attendance here. Good luck in your officiating roles!

National Technical Committee
Canadian 5 Pin Bowlers Association

2 Acknowledgements

Tournament Officials Manual Sub-Committee

At the August 2020 Annual General Meeting of the Canadian 5 Pin Bowlers' Association, this manual was approved for use as the Tournament Officials Clinic course material. Existing Judge of Play and Scorekeeper manuals were the primary source of the information for this Tournament Officials Manual in 2007. The following individuals formed a sub-committee that was instrumental in its design and completion.

C5PBA review committee - 2007

An update to this manual was completed and approved in January 2021 with input from the following:

2020 - Dave Post Chairman

C5PBA Master Learning Facilitators

C5BPA Technical Committee

Ontario 5PBA Technical Committee

The Canadian 5 Pin Bowlers' Association is grateful for the contribution of the past and present members of the National Technical Committee for their valuable input that forms the basis for the content found in this clinic manual.

The Canadian 5 Pin Bowlers' Association also wishes to extend their appreciation to the Government of Canada - Department of Canadian Heritage (Sport Canada) and the Provincial Ministries for their on-going cooperation and contribution to 5 Pin Bowling.

3.1 Clinic Objectives

In its role as the governing body for 5 Pin Bowling in Canada, the Canadian 5 Pin Bowlers' Association has developed a National Certification Program aimed at improving the administration, coaching, officiating and management of our sport.

The Tournament Officials Clinic is designed to educate interested individuals in the proper procedures and techniques for successful tournament operation. By assisting and expanding the knowledge of those who conduct competitions on our behalf, fewer problems will occur, and the quality of these tournaments will improve.

Specifically, this course has been designed to:

- a) Produce competent, certified Tournament Officials for use by all 5 Pin Bowling tournament organizers across Canada.
- b) Standardize the procedures and terminology used in officiating 5 Pin Bowling competitions.

3.2 Background Information

Every organized sport has rules!

Rules tell us:

How the sport is played ...
Where the sport is played ...
When the sport is played ...
Why the sport is played ...
Who can play the sport!

Some sports have many rules, while other sports have only a few. Some have complex rules, some have quite simple rules. But what good are any of their rules unless they are observed? In other words, who ensures that the rules are followed?

Each sport, in its wisdom, had the foresight to appoint an individual to monitor play thereby ensuring that the game, match or contest, was being played according to that particular sports rules.

Whether this individual is called an umpire, official, referee, or judge, makes no difference. Their sole objective is to ensure that the rules of the sport are being followed during a contest between individual or teams.

5 Pin Bowling is no exception!

Our sport is made up of several rules, and we also appoint officials to monitor these rules during our competitions.

In league competition, the League Executive and Team Captains act as officials. They rule on play while the league is in session. Usually their role as officials is seldom called upon unless a dispute or protest has been entered between teams or league members about a situation that has occurred during league play.

In 5 Pin Bowling tournaments, officiating is handled differently. An individual or team of officials, called "Tournament Officials" are appointed to apply the rules of 5 Pin Bowling and monitor the competition for the duration of the tournament.

In the past, a Tournament Official, and, if necessary, any assistants were selected by a Tournament Committee from a group of knowledgeable bowlers who had shown an interest in helping out at the event. Generally, these selected individuals were those who were familiar with the tournament itself or had previous experience as Tournament Officials.

In most cases, these selected individuals were regarded as fair, honest, reasonable people, free from a conflict of interest in the outcome of the event.

So why should we change what has transpired in the past?

We are not really changing the procedure of selection. The Tournament Officials Clinics provide a forum for educating and recognizing those individuals whose extraordinary interest and dedication to the sport of 5 Pin Bowling has long been taken for granted.

What we want to do is to improve on the existing system so that future 5 Pin Bowling tournaments will run even better and to provide you with the necessary skills and knowledge to help you perform more effectively as a Tournament Official. Who knows, you may even learn something that may help you out of an otherwise embarrassing situation.

3.3

Certification Procedures

Certification as a registered Tournament Official in the National Certification Program of the Canadian 5 Pin Bowlers' Association will be given to those individuals who:

- a) Complete the technical requirements of this course by attendance and participation in all classroom activities or completion of the online training.
- b) Accept the Universal Code of Conduct.
- c) Complete the practical component as their final part of the course. The practical component requires the individual to participate as a Tournament Official in a Provincial Championship event or two house/zone events. Completion of the practical portion must be verified by the event's Tournament Director and the Provincial Technical Director.

As an accredited Tournament Official, your name and essential information will be entered into the database at C5PBA headquarters in Ottawa. Computer printouts of qualified officials will be regularly distributed to 5 Pin Bowling tournament organizers throughout Canada.

4

Characteristics of a Tournament Official

What does it take to be a competent Tournament Official?

A good Tournament Official...

- Must be fully knowledgeable and conversant with the official Rules and Regulations of 5 Pin Bowling.
- Must be fully knowledgeable and conversant with the various formats within 5 Pin Bowling competitions
 - ie.
 - *Pins Over Average*
 - *Handicap*
 - *Scratch*
 - *Match Play*
- Must be knowledgeable of the mechanics and equipment used in 5 Pin Bowling
 - ie.
 - *Pinsetters*
 - *Foul detectors*
 - *Regulation Pins, Balls, etc.*
 - *Computer Scoring*
- Must be co-operative, fair and unbiased in their ability to make decisions and rulings and also knows when and how penalties are applied.
- Must be professional, punctual and mentally sharp. Know the role of Scorekeeping and Tournament Officiating.
- Must be able to communicate effectively with:
 - a) *Bowlers*
 - b) *Coaches*
 - c) *Scorekeepers*
 - d) *Bowling Centre management & staff*
 - e) *Other Tournament Officials*
 - f) *Spectators*
 - g) *Media*

5

The Tournament Official's Tool Box

The remainder of this course will focus on the skill set that must be learned and practiced to become a fully competent Tournament Official.

- 5.1 To understand where a Tournament Official fits into a tournament's organizational and management structure.
- 5.2 To be familiar with the terminology used in 5 Pin Bowling.
- 5.3 To be fully conversant with the official Rules and Regulations and prepared to make instant rule interpretations.
- 5.4 To be able to handle objections or complaints in accordance with official procedures.
- 5.5 To be familiar with scorekeeping techniques and terminology.
- 5.6 To be familiar with the various tournament formats used in 5 Pin Bowling competitions.
- 5.7 To know how to handle situations where bowler conduct becomes a problem and how to administer penalties.
- 5.8 To be able to deal with possible interruptions that may arise in connection with the bowling public.
- 5.9 To understand the time requirements of a tournament and to control the flow of bowling to meet the schedule.
- 5.10 To establish a working relationship with the host proprietor and staff.
- 5.11 To add to the tournament presentation with appropriate attire and attitude.
- 5.12 To understand the importance of proper positioning in the bowling centre.
- 5.13 To understand the importance of a tournament checklist and its efficient use.

5.1 Tournament Management

Where exactly does a Tournament Official fit into a tournaments organizational and management structure?

The Tournament Committee

Every tournament, regardless of its size, has a tournament committee.

A tournament committee may consist of one or more individuals who are responsible for planning, supervising and conducting the tournament. The committee's size is dependent on the complexity and size of the event itself.

For most tournaments, a Tournament Committee will consist of the following key positions:

- Tournament Chairperson(s)
- Tournament Director
- Chief Judge of Play
Jude of Play
- Host Proprietor/Manager
Secretary / Treasurer

Depending on the size of the event, some of these positions may be held by the same person.

Tournament Chairperson

The Tournament Chairperson is appointed by the Tournament Committee to be the "leader" or "manager" of not only the tournament but all other aspects of conducting a successful event.

They are responsible for the overall planning, supervising and conduct of all affairs concerning the event. Under their responsibility will be the tournament, transportation, accommodations, banquets / receptions, facilities, souvenirs, entertainment, pictures, media, finances, etc.

In summary, the Tournament Chairperson is a manager, and manages the operation of the event from start to finish.

Tournament Director

The Tournament Director is appointed by the Tournament Chairperson to be the "leader" or "manager" of the tournament portion of the event.

They are responsible for the overall planning, supervising and conducting of all affairs concerning the tournament.

For example, they will be responsible for the lane draw, appointment of tournament officials, conducting coaches/managers meetings and all other activities associated with the tournament play.

In summary, the Tournament Director is a manager, and manages the operation of the tournament from start to finish.

Chief Judge of Play

The Chief Judge of Play is selected by the Tournament Director as the "head" official who will oversee play during the competition.

The Chief Judge of Play will officiate play personally or, if the size of the tournament requires, will select one or more assistants to act as Judges of Play. In the latter case, the Tournament Official will act as a supervisor; co-ordinating and assigning the assistants their responsibilities. A benchmark to be used in assessing whether assistants are needed is to have one Judge of Play for a maximum of every six (6) lanes used; keeping in mind the requirement for an unrestricted view of the bowler's enclosure and playing area.

Judge of Play

The Judge of Play is selected by the Tournament Director who will oversee play during the competition.

Foul Line Judges

In certain instances, the Tournament Official will find it necessary to appoint Foul Line Judges. The Tournament Official should ensure that Foul Line Judges are positioned so that they may fairly, and without any undo interference with play, call all foul line infractions.

Host Proprietor/Manager

Depending on the event, the Host Proprietor/Manager may be included as a member of the Tournament Committee. Since the lanes and facilities belong to the proprietor, that person becomes a valuable asset. The participation of a host proprietor/manager is covered later in this manual.

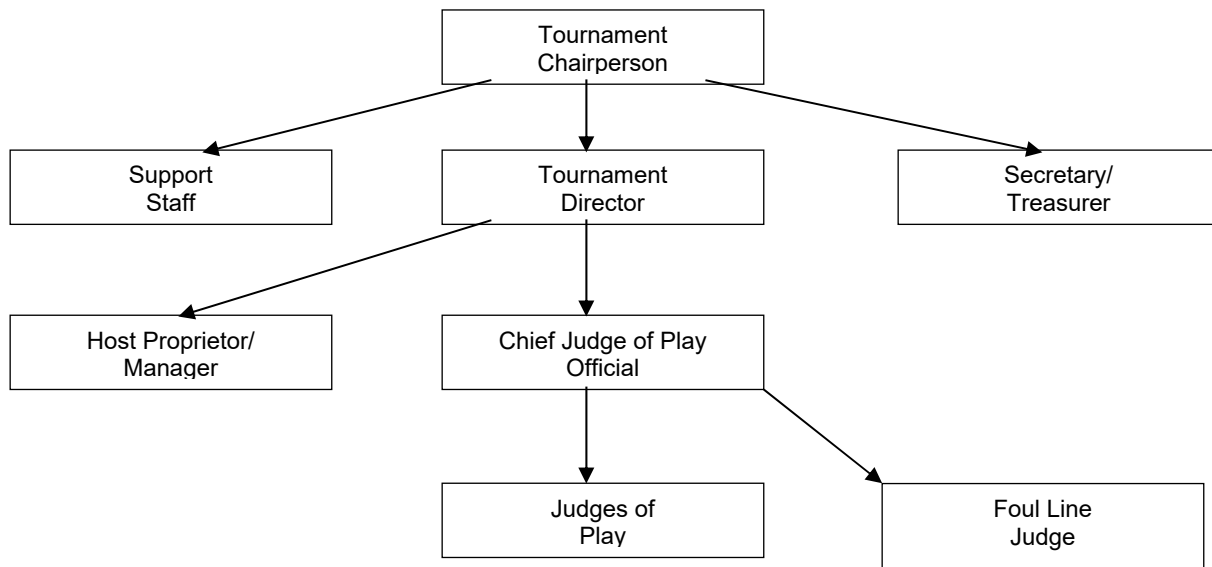
Secretary/Treasurer

A Secretary/Treasurer may be appointed to the Tournament Committee to assist the Tournament Chairperson in various capacities. For instance, recording minutes, collecting entry fees, banking arrangements, prize money distribution, etc.... are some of the areas that may need individual attention.

Support Staff

As well, depending on the size of the tournament, a number of individuals may be required to fill various support staff roles. For example, Transportation Coordinator, Facility Coordinator, Media Liaison, Souvenir Salespersons, Accommodation Coordinator, Banquet / Reception Coordinator, Statisticians, and Billeting Chairpersons, are some of the additional personnel which may be required. The Tournament Chairperson will appoint people to these positions as required.

The chain of command (authority) and communication flow of a tournament's organizational structure can be represented graphically:

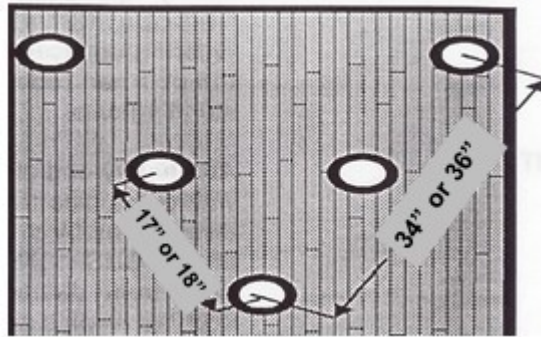


5.2 Bowling Terminology

Over the years, bowling has developed its own terminology that is unique to the sport. A comprehensive list of bowling terms may be found in the Canadian 5 Pin Bowlers' Association Rule Book. Following is a list of some of the terms you may encounter during a bowling tournament.

- APPROACH....** The section of a bowling lane where the bowler stands and delivers the bowling ball. It extends from immediately in front of the bowler's enclosure to the foul line. (minimum 15 feet)
- BALL RACK....** A device located on the approach section of the bowling lane where the balls rest after returning from the pit.
- BALL RETURN....** A system of tracks and mechanical equipment by which bowling balls are returned to the ball rack.
- BANDS....** Affixed to the belly of the bowling pin is a thick piece of rubber or urethane called the "5 PIN BAND". The band measures 5 inches in diameter by 1 inch in thickness by 1 inch in height. It acts as a shock absorber to the bowling pin from the speeding bowling ball. The band stops excessive wear and erratic flight of the bowling pin.
- BOWLER....** An individual who participates in the sport of bowling.
- BOWLER'S ENCLOSURE** The area behind the approach that is designated by the Tournament Official as being restricted to bowlers, coaches and other officials. Spectators and media are not allowed in this area unless authorized by the Tournament Official.
- BOWLING BALL....** A perfectly round sphere constructed of hard rubber or approved synthetic materials, used by bowlers to roll down the lane at the bowling pins.
- A 5 Pin Bowling Ball measures between 4 $\frac{3}{4}$ to 5 inches in diameter and can weigh between 3 pounds 4 ounces and 3 pounds 12 ounces.
- Personal Bowling Balls must have proper identifying marks.
- BOWLING CUE...** A C5PBA approved Bowling Cue is an extension of one's arm that may be used in league and tournament play as long as they abide by all C5PBA rules. Any contact with the lanebed, foul line, channels, ball return or portion of the building (side walls, posts, etc) which are on line with or extend beyond the foul line, during or after the act of delivering the ball, shall be considered a foul.
- CHANNEL....** Depression approximately 9.5 inches wide and 2.75 inches in depth to the right and left of the lane designed to guide the ball to the pit should it leave the playing surface
- COUNT....** The point value of pins bowled down by a legally delivered ball and/or the point value assigned to a strike or spare.

DEAD BALL....	A delivered ball that is declared dead based on allowable circumstances and must be re-bowled.
DEADWOOD....	Pins knocked down but remaining on the lane or in the channel. Such pins must be removed before continuing play or a foul will result.
FOUL....	Touching or going beyond the foul line at delivery. All walls, pillars, bulkheads, etc. that are beyond the foul line that are touched would also constitute a foul.
FOUL LINE....	Line marking the end of the approach and the start of the playing area of the bowling area.
FRAME....	A frame shall consist of 3 legally delivered balls made by the same bowler in succession, except where such bowler shall roll a strike or spare. If a strike or spare is made, the frame is considered complete, except if the bowler records a strike or spare in the tenth frame, then the bowler shall immediately bowl 1 or 2 balls, as may be necessary to complete the tenth frame and game.
GAME....	A game of 5 Pin Bowling shall consist of ten frames and shall be played with regulation equipment on regulation lane-beds.
HOUSE BALL....	Bowling ball provided by the bowling centre for use by its customers.
KICKBACKS....	Every pin-deck is enclosed by two side-walls or "KICKBACKS". Kickbacks prevent the pins and balls from entering adjacent pin-decks. They also assist in scoring, as the pins can rebound off the kickback and knock down any standing pins.
LANE GUARDS....	An Optional piece of equipment is a lane protection device known as a "LANE GUARD". This synthetic shield is located 14 to 16 feet from the foul line and must have a clearance between the lane surface and the lane guard of 7 1/2 to 9 1/2 inches.
LOST BALL....	A delivered ball that hits the Lane Guard causing it to be resituated or clears (goes over top of) or hits and clears the lane guard. A lost ball is also a ball delivered while the sweeping unit or shield of an automatic pinsetter in motion and that ball comes in contact with the sweeping unit or shield. A lost ball is counted as a ball rolled but no pinfall is credited to the bowler.
PIN....	The cylindrical objects which bowlers attempt to knock down are called "BOWLING PINS". Bowling Pins used in 5 Pin Bowling are manufactured from wood (maple) or plastic and measure 12 3/8 inches in height and 5 inches in diameter at their widest point (the band). The bowling pin weighs between 2 pounds and 2 pounds 4 ounces (without the band).
PIN DECK....	Part of the Playing Area, the Pin Deck is the location of the "SETUP TRIANGLE" upon which the pin-setter sets up the five pins. Each pin stands on a "PIN SPOT" made of a hard synthetic material. Pin Spots measure 2 1/4 inches in diameter and are located 17 or 18 inches (centre to centre) from each other. This is dependent upon the pinset that the centre is using (17 or 18"). This simply means that the 5 Pin is 17 or 18" from the 3 Pin and the 3 Pin is 17 or 18" from the 2 Pin.



- PIT....** At the very end of the pin-deck is the "PIT". This is the area where the pins fall when either knocked down by a ball or swept away by the pin-setter. Located at the back of the Pit is the "CUSHION". The Cushion stops the flying pins and balls from damaging the pin-setter and also assists in scoring, as pins can rebound off the cushion back into play.
- PLAYING AREA....** The playing area shall be defined as the lane-bed surface immediately past the foul line and extending to the end of the pit. Laterally, the playing area extends from the inside of the left channel to the inside of the right channel. These channels are considered "OUT OF BOUNDS" and any ball entering the channel is recorded as zero points.
- PROVISIONAL BALL....** In cases where a dispute or question arises over the legitimacy of a delivered ball or pinfall, a provisional ball can be rolled and both scores recorded until a decision or ruling can be made.
- RESET....** Re-racking the full set of 5 pins.
- SANCTIONED....** Competition conducted in accordance with C5PBA rules.
- SCORE....** The accumulated point value of pins bowled down by legally delivered balls during the course of a game.
- SCORING VALUES...**
- 5 PIN....** The pin situated at the front of the triangle is called the "5 PIN" and is worth 5 points. The bowlers also refer to the 5 Pin as the "Headpin".
 - 3 PIN....** Situated at the exact midpoint (17 or 18) inches between the front and the two back corners of the triangle are the "3 PINS". There is a LEFT 3 PIN and a RIGHT 3 PIN. Each of the 3 Pins has a count of 3 points.
 - 2 PIN....** Located at the back corners of the triangle (34 or 36) inches from the 5 Pin and 17 or 18 inches from the 3 Pin) are the "2 PINS". There is a LEFT 2 PIN and a RIGHT 2 PIN. Each of the 2 PINS has a count of 2 points. All together, the five pins add up to a total count of 15 points.
- SERIES....** The calculated total of 2 or more games bowled by a bowler during one bowling session.
- SHIELD....** A barrier which automatically blocks the pin deck from view by the bowlers when the automatic string pin-setting machines recycles to clear the deadwood and reset the pins which were left standing. The shield is also used as a timing element to determine whether element to determine whether pins are legally standing or fallen on string pin-setting machines.

5.3.1

How to Find and Interpret Rules & Regulations

"To be fully conversant with the official Rules and Regulations Book".

A Tournament Official should have a copy of the C5PBA rule book readily available and must be fully conversant with the official rule book of the Canadian 5 Pin Bowlers' Association, in order to:

- a) Interpret the intent and meaning of all rules and regulations.
- b) Locate and make reference to specific sections and paragraphs.
- c) Apply the rules with confidence.

The C5PBA "OFFICIAL RULES AND REGULATIONS GOVERNING THE SPORT OF 5 PIN BOWLING" is the final authority for all disputes in 5 Pin Bowling.

It is not expected that you memorize the Official Rule Book, WORD for WORD, but a good Tournament Official should have a general knowledge of the rules and how and when they are applied. A Tournament Official should know how to use the rulebook efficiently, so that specific rules can be found quickly. Decisions made by the Tournament Official must be made based on the content of the rule book, therefore, personal feelings and/or opinions must be set aside.

The Canadian 5 Pin Bowlers' Association Rule Book is divided into seven (7) sections (Based on the 2021 amended and approved version.). Refer to the C5PBA website for any subsequent revisions to the Rule Book that have not been incorporated in the printed version.

- 1) SECTION A - **C5PBA Membership Criteria**
Rules governing individual and league eligibility.
- 2) SECTION B - **General Playing Rules**
Gives detailed descriptions and definitions of the basic playing rules and terminology of 5 Pin Bowling.
- 3) SECTION C - **Official 5-Pin Scoring Rules**
Gives detailed descriptions and definitions of the scoring rules and terminology of 5 Pin Bowling. Includes an example of the Official Scoring Method
- 4) SECTION D - **Conduct & Penalties**
Detailed explanations of unacceptable conduct and resulting penalties for C5PBA members.
- 5) SECTION E - **Averages & Handicaps**
Definitions and explanations on how to determine averages and handicaps.
- 6) SECTION F - **Official League Rules**

download at www.c5pba.ca

Rules for C5PBA Leagues including duties and responsibilities of the League Executive.

7) **Appendix A**

Official Tournament Rules

download at www.c5pba.ca

Official rules for conducting C5PBA tournaments

"To be prepared to make instant rule interpretations"

A good Tournament Official must be able to "read between the lines" and interpret the intent of specific rules.

For example, in Section B - Rule 20(a) the definition of delay of game states tournament officials shall not allow any "unreasonable delay in the progress of any match". Clearly, this is a situation that calls for a fair interpretation of the intent of the rule. Other rules may have ambiguous meanings, depending on how you read them. Several readings of the rulebook may be required to locate possible ambiguities. It is best to find these rules yourself beforehand and get an official interpretation from the C5PBA before having to make rulings on your own.

A Tournament Official, must also be conversant with accepted practices and principles of 5 Pin Bowling that are not written as part of the rule book. For example:

- a) local rules and regulations for a tournament
- b) personal and/or house bowling balls may be used
- c) bowlers cannot manipulate the approaches or lane surface
- d) proper bowling attire is required
- e) excessive "body english" should be controlled

In addition, specialized bowling programs, such as the Youth Bowl Canada (YBC) or the Club 55+ (GABC) have specific rules geared to their individual programs. As a Tournament Official, you will be expected to know and apply these rules. This information can be obtained from your Provincial 5 Pin Bowlers' Association or Provincial Bowling Proprietor's Association.

5.3.2

Rules and Regulations - Exercises

INSTRUCTIONS...Using the official Canadian 5 Pin Bowlers' Association Rule Book, answer the following questions and beside your answer, write the applicable rule number and the page number where you found the rule.

1. How many points are deducted for each foul committed?

2. Is it a foul if a ball is delivered before "deadwood" is cleared?

3. What is the maximum number of fouls a bowler can commit in one frame?

4. What is the maximum number of fouls a bowler can commit in one ball?

5. When a foul is committed, are the pins knocked down counted?

6. Is it a foul if a bowler crosses the foul line in attempting to deliver the ball but retains possession of the ball?

7. Is it a foul if a fairly delivered ball causes the foul light to go on?

8. When are fouls deducted from a bowler's score?

9. Is it a foul if a fairly delivered ball hits an approved lane protection device?

10. If a fairly delivered ball knocks out a lane protection device and then subsequently carries on down the lane and pinfall occurs, does this pinfall count?

11. If a fairly delivered ball makes contact with the bottom of a lane protection device but does not result in the device having to be repositioned, is it considered a lost ball?
-
12. A bowler delivers his first ball, knocks down all the pins except the right three and the right two pins but one of the pins rebounds off the kickback and stands upright between the two standing pins.
- a) On freefall, does the pin stay for the second ball and if yes what point value does it have?
-
- b) On string machines, does the pin stay for the second ball and if yes what point value does it have?
-
13. Are leaning pins, which are obviously being supported by other pins, counted as down pins?
- a) On string pinsetting machines?
-
- b) On free-fall pinsetting machines?
-
14. Are pins knocked down by a ball rebounding from a rear cushion counted as down pins?
-
15. What action is taken, if a player delivers their ball, and attention is immediately called to the fact that one or more pins were missing from the set-up?
-
16. Are pins knocked down by a pin rebounding off the rear cushion counted as down pins?
-
17. Is it possible to have a net score less than zero in a game?
-

18. A bowler throws a legally delivered ball and after releasing the ball, notices that pins are off their spot. What can the bowler do?

19. What happens if a bowler bowls out of turn or on the wrong lane?

20. After the first ball, a corner pin is left standing, and, in error, the reset button is pressed. What is the ruling if the bowler attempts the spare with a full set of pins and:

a) He knocks down the adjacent 3 pin as well as the intended corner pin.

b) He hits the adjacent 3 pin along with the corner pin but the three pin doesn't fall.

21. What is the penalty for misrepresenting an average to gain a greater handicap for a tournament?

22. In a situation where players on opposing teams are both waiting for the player on the other lane to go first and refusing to bowl, how is the problem resolved?

23. A bowler has a strike in the sixth frame and a spare in the seventh frame. Just prior to the bowler in question bowling their eighth frame, the bowler notices that the scorekeeping official has only given 20 points for the sixth frame strike. Can the score be changed?

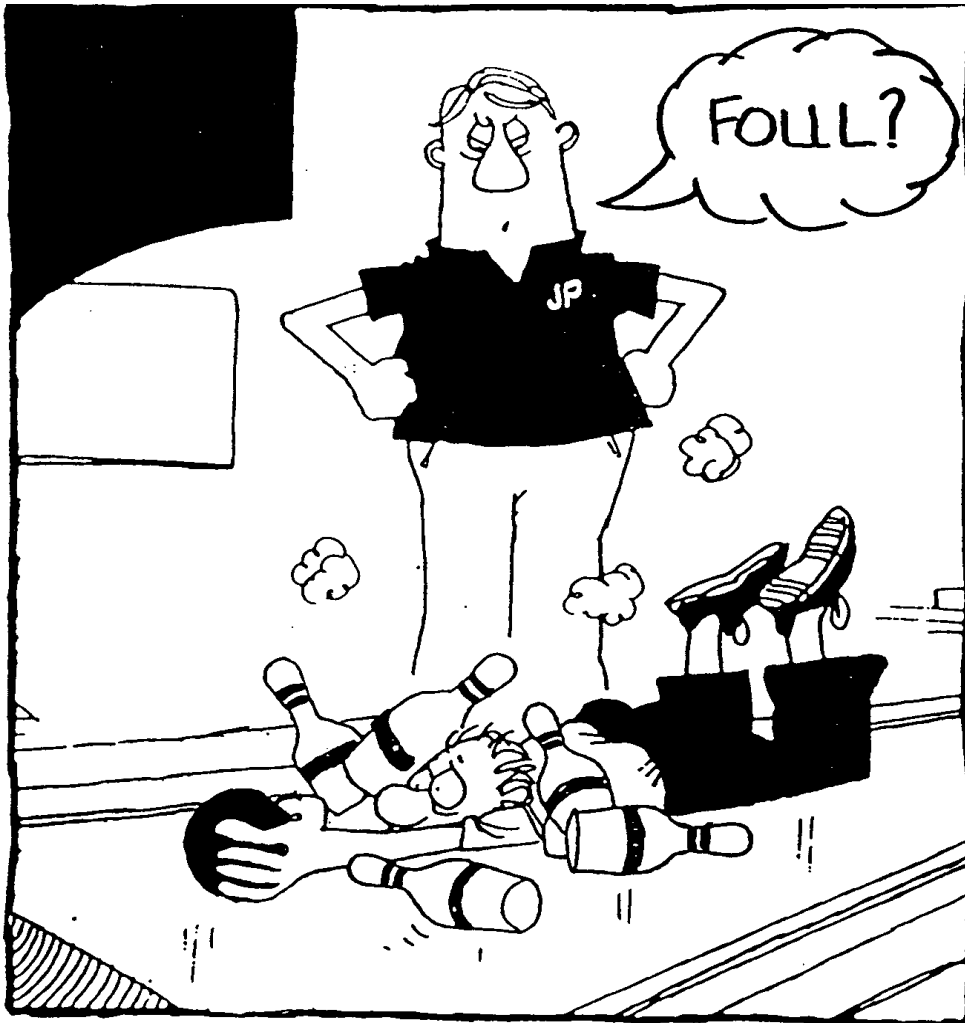
24. In tournament competition a player drops a pen from his pocket over the foul line while delivering a ball. Is a foul called?

25. In tournament competition, a player has delivered their first ball, picked a ball off the rack for the second shot but reaches over the foul line to pick a piece of fluff off the lanes prior to delivering the ball. Is a foul called?

26. During competition, a bowler has just punched their 5th straight headpin and on the way back kicks the ball rack hard enough to knock several balls to the floor. What course of action should the Tournament Official take?

27. A bowler has found a set of house balls that they really like. Are they allowed to take the balls with them when they change lanes?

28. A bowler uses a set of personal bowling balls during competition that have no personal identifying mark. Can they be removed from the lanes once the game has been completed?



5.4 Objection and Complaint Procedures

***"To be able to handle objections or complaints
in accordance with official procedures".***

A Tournament Official is instrumental in resolving any dispute arising from an incident in tournament play. If a Tournament Official knows and can explain any rule, a dispute over a situation should seldom leave the playing area.

In some cases, however, a dispute will arise which cannot be reconciled or even ruled on by a Tournament Official. Therefore, a Tournament Official should be aware of the proper procedures for handling protests and complaints.

The following diagram illustrates the "chain of command" which must exist when handling a dispute:

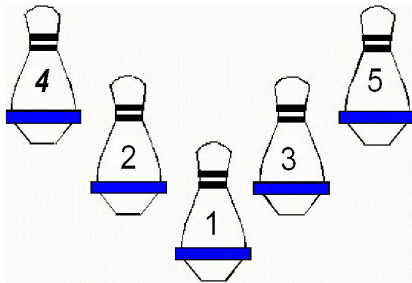


Basically, the following is what transpires when an incident occurs.

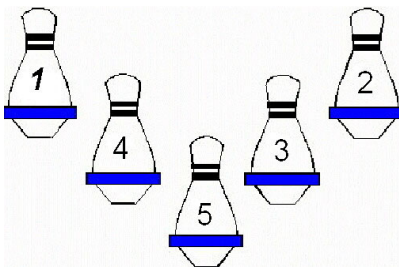
- Step 1) The bowler reports the incident to their coach. The coach then clarifies the situation and/or calls the Judge of Play for an official ruling.
- Step 2) The Judge of Play assesses the situation and makes a ruling based on the Official Rule Book and any specific tournament rules. If the ruling is agreeable to both coaches, play is continued.
- Step 3) Should the ruling of the Judge of Play not be agreed upon, or the Judge of Play cannot make a ruling, the Chief Judge of Play must be called. The Chief judge of Play shall assess the situation and make a ruling. Again, if the ruling is agreeable, play is continued.
- Step 4) If the ruling is not agreeable to the coaches, they have the right to appeal the decision to the Tournament Director. However, so as not to cause any further or prolonged delay while waiting for a decision, the Tournament Official will ask that the bowler or bowlers involved in the incident bowl a "provisional" ball or frame, in place of the disputed one.
- Step 5) A record of both the original ball (or frame) and the provisional ball (or frame) shall be kept until such time as an agreeable decision is reached, or the written appeal has been ruled on by the Provincial 5 Pin Bowlers' Association.
- Step 6) The Tournament Director, in consultation with the Tournament Committee, shall assess the situation and subsequently make a decision. If this decision is not satisfactory to those involved in the dispute, a WRITTEN protest must be submitted to the Tournament Director for a ruling by the Provincial 5 Pin Bowlers' Association.
- Step 7) The Provincial 5 Pin Bowlers' Association will rule on the incident and forward their decision to the Tournament Director and bowlers involved. The Tournament Director will then adjust the scores accordingly.
- Step 8) Should the decision of the Provincial body still be unacceptable to those involved, there is one last alternative open to the grieving parties. An appeal may be submitted in writing, to the Canadian 5 Pin Bowlers' Association, who will hear the case and make a "final" decision.

In most cases, a protest will never get further than the Tournament Chief Judge of Play, however, in extenuating circumstances, it might. It is a good idea for the Tournament Official to keep written notes on what transpired during the dispute and protest. These notes could prove to be invaluable to you and to those at higher levels when making a ruling.

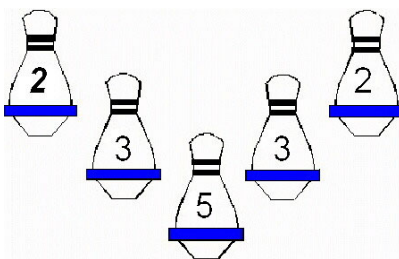
5.5.1 History of 5 Pin Scoring



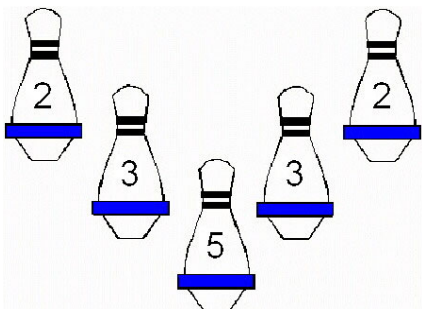
- ▶ Tommy Ryan invents the sport in 1909. He numbers the pins (from left to right) 4-2-1-3-5 and declares the left corner pin (4 pin) as the counter pin.



- ▶ Western Canada adopts 1-4-5-3-2 system (with left corner declared as the counter pin) in 1936.



- ▶ The new “National Count” of 2-3-5-3-2 with counter pin (left corner pin) was accepted by the CBC (Canadian Bowling Congress) and WCFPBA (Western Canada Five Pin Bowlers’ Association) in 1952.



- ▶ Present system of 2-3-5-3-2 with no counter pin was adopted by the CBC in 1967 and WCFPBA IN 1972.

For scoring and symbols, refer to Section C of C5PBA Officials Rules

5.5.2 Scorekeeping Example

The official method and procedure for scoring a game of 5 Pin Bowling is explained in the following example:

FIRST FRAME

ON THE FIRST DELIVERY, only the HEADPIN was bowled down. The headpin symbol "HP" is marked in the first count box of Frame # 1.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP										

ON THE SECOND DELIVERY, the left 3 and 2 pins were bowled down. The total value or "count" of 5 points is entered into the second count box of Frame # 1.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5									

ON THE THIRD DELIVERY, the ball did not knock down any pins but remained on the lane surface until leaving the end of the lane (did not enter the channels). The missed shot symbol " - " is placed in the third count box of Frame # 1.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-								

The three count boxes are then added (remember the point values for the scoring symbols) and the running game score of "10" is entered in the score box of Frame # 1.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-								
		10									

SECOND FRAME

ON THE FIRST DELIVERY, all the pins except the right corner pin (2 Pin) were bowled down. The right hand corner pin symbol "R" is marked in the first count box of Frame #2.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-	R							
	10										

ON THE SECOND DELIVERY, the right hand corner pin is bowled down. This is called a SPARE and its symbol "/" is marked in the second count box of Frame # 2.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-	R	/						
	10										

Since a spare is worth 15 points plus the count earned on the first ball delivered in the next frame, the running game score is not entered for Frame # 2 until the first ball of the third frame has been bowled.

THIRD FRAME

ON THE FIRST DELIVERY, all pins except the two corner pins were bowled down. This is called ACES and its symbol "A" is placed in the first count box of Frame # 3.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-	R	/	A					
	10										

The corresponding count for aces (11) is also placed in the third count box of the second frame, giving the spare a value of 26 points (15 points for the spare plus the bonus points awarded for the pins bowled down on the first ball of the third frame). The running game of 36 may now be entered into the score box of Frame # 2. This score is determined by adding the running game score of Frame # 1 (10) to the second frame count of 26.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-	R	/	11	A				
	10		36								

ON THE SECOND DELIVERY, the left corner pin (2 Pin) was bowled down. The corresponding count of 2 points is entered in the second count box of Frame # 3.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL
	HP	5	-	R	/	11	A	2			
	10		36								

ON THE THIRD DELIVERY, the ball entered the right channel and did not bowl down any pins. This is an OUT OF BOUNDS BALL and is marked in the third count box of the frame as " - ".

NAME	1			2			3			4			5			6			7			8			9			10			TOTAL			
	HP	5	-	R	/	11	A	2	-																									
	10			36																														

Adding the three count boxes of Frame # 3 gives you a count of 13 points which is added to the running game score of 36 (from Frame # 2) and produces a running game score of 49 in the third frame. This is entered in the score box for that frame.

NAME	1			2			3			4			5			6			7			8			9			10			TOTAL			
	HP	5	-	R	/	11	A	2	-																									
	10			36			49																											

FOURTH FRAME

ON THE FIRST DELIVERY, all the pins except the lefthand corner pin (2 Pin) were bowled down. The left-hand corner pin symbol " L " is marked in the first count box of Frame # 4.

NAME	1			2			3			4			5			6			7			8			9			10			TOTAL
	HP	5	-	R	/	11	A	2	-	L																					
	10			36			49																								

ON THE SECOND DELIVERY, the pin was missed but the ball didn't enter the channel. A " - " symbol (missed shot) is marked in the second small square of the fourth frame.

NAME	1			2			3			4			5			6			7			8			9			10			TOTAL
	HP	5	-	R	/	11	A	2	-	L	-																				
	10			36			49																								

ON THE THIRD DELIVERY, the pin was missed again and as before the ball did not enter the channel. The missed shot symbol " - " is entered in the third count box of Frame # 4.

NAME	1			2			3			4			5			6			7			8			9			10			TOTAL
	HP	5	-	R	/	11	A	2	-	L	-	-																			
	10			36			49																								

Adding the three count boxes of Frame # 4 gives you a count of 13 points for the frame and a running game score of 62 points which is placed in the score box of the fourth frame.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL											
	HP	5	-	R	/	11	A	2	-	L	-	-										
	10		36		49		62															

FIFTH FRAME

ON THE FIRST DELIVERY, the headpin was missed and the ball knocked down the right 3 and 2 Pins. No symbol is entered, but the numeral 5 (representing the count of the two pins bowled down) is entered in the first count box of the fifth frame.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL											
	HP	5	-	R	/	11	A	2	-	L	-	-	5									
	10		36		49		62															

ON THE SECOND DELIVERY, the remaining pins were bowled down and a SPARE "/" is indicated in the second count box of Frame # 5. Again, the running game score is not entered for Frame # 5 until the bonus count from the first ball delivered in the next frame has been determined.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL											
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/								
	10		36		49		62															

SIXTH FRAME

ON THE FIRST DELIVERY, all pins were bowled down. This is called a STRIKE and is indicated on the scoresheet by placing a X symbol in the first count box of Frame # 6.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL											
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	X							
	10		36		49		62															

You may now complete the count for the spare recorded in the fifth frame. A spare is worth 15 points plus the value of the first ball delivered in the next frame. Since a strike was rolled on the first ball of the sixth frame, the bonus count added to the spare is 15 more points. This is denoted on the scoresheet by placing 15 in the third count box of the fifth frame thus making the count for the fifth frame a total of 30 points (15 points for the spare + 15 points for the strike). These 30 points are then added to the running game score of 62 (from Frame # 4) giving you a new running game score of 92 points in the fifth frame. Enter this in the score box for Frame # 5.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL											
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	X						
	10		36		49		62		92													

Since a strike is worth 15 points plus the value of pins bowled down on the next two deliveries, the running game score cannot be entered in the sixth frame until completion of these two deliveries.

SEVENTH FRAME

ON THE FIRST DELIVERY, another STRIKE is rolled. This gives you two successive strikes (one in the sixth frame and one in the seventh frame). This is called a DOUBLE.

The strike symbol \backslash is entered in the first count box of Frame # 7. Also, 15 points is entered into the second count box of Frame # 6 which represents the first of the two bonus deliveries allowed for a strike.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL																								
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	\backslash	15	\backslash																											
		10			36																																								

EIGHTH FRAME

ON THE FIRST DELIVERY, a STRIKE is rolled again. Another strike symbol \backslash is placed in the first count box of Frame # 8. You now have three strikes in a row. This is called a TRIPLE.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL																												
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	\backslash	15	\backslash			\backslash																												
		10			36																																												

The strike rolled in the eighth frame represents the second bonus delivery allowed for the strike bowled in the sixth frame. You may enter 15 points in the third count box of the sixth frame.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL																															
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	\backslash	15	15	\backslash			\backslash																														
		10			36																																															

You may now complete the count for the sixth frame by adding the three count boxes for the frame. The first count box contains a strike symbol which is worth 15 points. The second count box contains a value of 15 points as does the third count box. This gives you a total of 45 points for Frame # 6. Adding the 45 points to the running game score of 92 (from the fifth frame) gives you a running game score of 137 for six frames.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL																																		
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	\backslash	15	15	\backslash			\backslash																																	
		10			36																																																		

The strike bowled in the eighth frame also represents the first of two bonus deliveries allowed for the strike in the seventh frame. Indicate this by placing its point value (15) in the second count box of Frame # 7.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL																			
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	↘	15	15	↘	15	↘									
	10		36		49		62		92		137																			

NINTH FRAME

ON THE FIRST DELIVERY, the headpin and left 3 Pin were bowled down. This is called a SPLIT and its symbol " HS " is marked in the first count box of Frame # 9.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL																				
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	↘	15	15	↘	15	↘										
	10		36		49		62		92		137																				

This split represents the second bonus delivery of the strike bowled in the seventh frame as well as the first bonus delivery of the strike bowled in Frame # 8. Place the corresponding point value for a split (8 points) in the third count box of Frame # 7 and again in the second count box of Frame # 8.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL																				
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	↘	15	15	↘	15	8	↘	8								
	10		36		49		62		92		137																				

The frame total can now be completed for the seventh frame as both bonus deliveries allowed for the strike have been completed. Total the three count boxes ... 15 points for the strike symbol + 15 points for the first bonus ball + 8 points for the second bonus ball = 38 points for the seventh frame. Add these 38 points to the running game score of 137 (Frame # 6) and record the new running game score of 175 in the score box of Frame # 7.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL																				
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	↘	15	15	↘	15	8	↘	8								
	10		36		49		62		92		137		175																		

ON THE SECOND DELIVERY, the right 3 Pin and right 2 Pin were bowled down, but the bowler went across the FOUL LINE. Record the count for the ball (5 Points) in the second count box of Frame # 9.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL																				
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	↘	15	15	↘	15	8	↘	8								
	10		36		49		62		92		137		175																		

YOU MUST ALSO RECORD THE FOUL! Place the Foul symbol " F " immediately below the second count box of the ninth frame and again in the top right hand corner of the "TOTAL COLUMN" (at the extreme right side of the bowler's game). This symbol tells you two things. First the foul was committed on the second ball of the ninth frame and secondly, the " F " symbol in the total column reminds the scorekeeper that a penalty of 15 points must be deducted from the bowler's score at the conclusion of the bowler's game.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F																							
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	X	15	15	X	15	8	X	8	HS	5																			
	10		36		49		62		92		137		175										F																					

The count of the second ball in the ninth frame (5 Points) also represents the second bonus ball allowed for the strike bowled in the eighth frame. In the third count box of the eighth frame record these 5 points then total the count for the frame. Count 15 points (for the strike) + 8 points (for the first bonus ball) + 5 points (for the second bonus ball) = 28 points. This count (28) is added to the running game score from the seventh frame, giving a new running game score of 203 in Frame # 8.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F																							
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	X	15	15	X	15	8	X	8	5	HS	5																		
	10		36		49		62		92		137		175		203								F																					

ON THE THIRD DELIVERY, the left corner pin is bowled down which is denoted as 2 in the third count box of the ninth frame. Since no strike or spare has been made in the ninth frame, you can complete the ninth frame by adding the three count boxes (8 + 5 + 2 = 15) then add this frame count to the running game score from the eighth frame (203) and enter the new running game score of 218 in the score box of Frame # 9.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F																							
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	X	15	15	X	15	8	X	8	5	HS	5	2																	
	10		36		49		62		92		137		175		203		218						F																					

TENTH FRAME

ON THE FIRST DELIVERY, the headpin, right 3 Pin and right 2 Pin were bowled down. This is called a CHOP-OFF and is denoted by placing its symbol " C/O " in the first count box of the tenth frame.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F																							
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	X	15	15	X	15	8	X	8	5	HS	5	2	C/O																
	10		36		49		62		92		137		175		203		218						F				C/O																	

ON THE SECOND DELIVERY, the two remaining pins were knocked down, giving the bowler a SPARE.
Record the spare by placing its symbol " / " in the second count box of tenth frame.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F					
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	15	15	8	8	5	HS	5	2	C/O	/	
	10		36		49		62		92		137		175		203		218									

Although the bowler has recorded a spare, the game is not finished because the count for a spare is not complete until a subsequent delivery has been made and its point value added to the 15 points represented by the spare. IN THE TENTH FRAME, YOU MUST ALWAYS BOWL THREE BALLS! This allows for the completion of counts for strikes or spares made in the final frame.

ON THE THIRD DELIVERY, only the right 3 Pin is bowled down. This is recorded as 3 in the third count box of the tenth frame.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F					
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	15	15	8	8	5	HS	5	2	C/O	/	3
	10		36		49		62		92		137		175		203		218									

Calculate the count for the tenth frame by adding the three count boxes. REMEMBER ... ALL COUNTS PRECEDING A SPARE SYMBOL IN A FRAME ARE DISREGARDED. Therefore, the count for the tenth frame is 18 points (15 points for the spare + 3 points on the bonus or third ball). Add the 18 points to the running game score from Frame # 9 and enter the sum (236) in the score box of the tenth frame.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F					
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	15	15	8	8	5	HS	5	2	C/O	/	3
	10		36		49		62		92		137		175		203		218		236							

YOU ARE NOT FINISHED YET!

For each foul committed during a game, 15 points are deducted from the game score upon completion of the bowler's game. Since the bowler in this game (in Frame # 9) committed only one foul, we will subtract 15 points from the running game score of 236. We then enter the FINAL GAME SCORE (236 - 15 = 221) under the TOTAL COLUMN at the extreme right side of the scoresheet.

NAME	1		2		3		4		5		6		7		8		9		10		TOTAL _F					
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15	15	15	8	8	5	HS	5	2	C/O	/	3
	10		36		49		62		92		137		175		203		218		236		221					

THE BOWLER'S FINAL GAME SCORE IS 221!

5.5.3 Classroom Exercise

In the mini scoresheet provided at the bottom of the page, mark the score for the game described below. Use the symbols as recommended in Section 5.5.2.

- FRAME 1: Ball 1 knocks down the left 3 and 2 pins.
 Ball 2 knocks down the headpin.
 Ball 3 knocks down the right 3 pin.
- FRAME 2: Ball 1 knocks down the right 3 and 2 pins.
 Ball 2 knocks down the remaining pins.
- FRAME 3: Ball 1 knocks all pins except the left 2 pin.
 Ball 2 knocks down the left 2 pin.
- FRAME 4: Ball 1 knocks down all the pins.
- FRAME 5: Ball 1 knocks down the 5 pin and both 3 pins.
 Ball 2 knocks down the right 2 pin.
 Ball 3 knocks down no pins. But the bowler goes over the foul line.
- FRAME 6: Ball 1 knocks down the 5 pin and the right 3 and 2 pins.
 Ball 2 knocks down the left 3 and 2 pins.
- FRAME 7: Ball 1 knocks down the left 3 and 2 pins but the bowler fouls.
 Ball 2 knocks down the 5 pin.
 Ball 3 knocks down no pins, but the bowler once again fouls.
- FRAME 8: Ball 1 knocks down all the pins.
- FRAME 9: Ball 1 knocks down all the pins.
- FRAME 10: Ball 1 knocks down all the pins.
 Ball 2 knocks down the 5 pin.
 Ball 3 knocks down the right 3 pin.

NAME	1	2	3	4	5	6	7	8	9	10	TOTAL

5.6 Tournament Formats

"To be familiar with the various tournament formats used in 5 Pin Bowling competitions".

In your role as Tournament Official, you will preside at tournaments where the method of determining the winners will vary. Some tournaments will use straight pinfall to decide the winners, some will use straight pinfall plus handicaps, some will use a system of match points (based on pinfall) and others will use a Pins-Over Average system.

As Tournament Official, you will get questions from coaches and competitors regarding these formats. Therefore, a general understanding of these tournament formats is helpful to your role.

Appendix A of this manual includes a general description of each of these various formats used by tournament organizers in 5 Pin Bowling. A thorough reading of this appendix is recommended in order to familiarize you with these tournament formats.

5.7 Conduct and Penalties

"One of the most difficult situations a Tournament Official could face."

In your role as Tournament Official, you could potentially face a situation where a bowler is displaying conduct that is deemed to be unsportsmanlike. Under Section "D", Rule 5, the Rule Book does provide some definitions of unsportsmanlike conduct but it is important to remember that this list is not inclusive and "something else" always seems to come up. Under these circumstances, it is crucial for you to maintain objective and unbiased and ultimately make a judgment as to what is the correct course of action by using the rules as defined by the C5PBA as a reference.

Some examples of unsportsmanlike conduct:

- Using the bowling ball as an expression of emotion by bouncing ball or striking other balls on the rack.
- Throwing balls in an extreme lofting manner in an underhand or overhand motion.
- Loud and abusive language.
- Using portions of one's body in such expression of emotion as; kicking of ball racks or other establishment equipment, throwing of furniture or other establishment equipment, striking of walls, posts, etc.
- Bowlers are prohibited from knowingly using another bowler's personal bowling ball(s) without permission from its owner.
- Participants shall not display abusive conduct toward officials during events. Abusive conduct shall be defined as, but not limited to:
 - Being disrespectful toward and official
 - Using profanity when addressing an official
 - Being loud and aggressive when addressing an official
 - Use of intimidation tactics
- **PENALTY 1st Offence:** The League or Tournament Official must issue a **VERBAL** warning to the accused participant that continued use may result in removal of the accused participant from further competition.
- **PENALTY 2nd Offence:** The League or Tournament Official must issue a **WRITTEN** warning to the accused participant that continued use may result in removal of the accused participant from further competition.
- **PENALTY 3rd Offence:** Removal of the participant from the competition. Bowlers shall count their score, up to and including the frame and ball in which the bowler was removed. The participant shall be reported, in writing to the Provincial Association by the League President or Tournament Director and so recorded by the Provincial 5 Pin Participants Association as a first-time offender.
- **REPEAT OFFENDERS:** Participants who are reported to the Provincial Association on two or more separate occasions, shall be liable for suspension of membership.

5.7.1

Use of Drugs and Alcohol

The Rule Book provides a guideline regarding the use of drugs and alcohol at events. The interpretation of the term "Under the influence" is as follows:

Any bowler who becomes intoxicated to a point where they become obnoxious or abusive towards tournament officials, other bowlers, bowling centre staff or equipment.

If a situation should occur, officials are to use good judgment when trying to alleviate the problem. Be advised that the policy on disqualification still applies. However, Proprietors have rights also and may make a decision as to the outcome of the problem bowler within their centre.

5.8

Dealing with Spectators and Media

"To be able to deal with possible interruptions which may arise in connection with the bowling public".

The bowling public at a tournament encompasses both players and non-players. Included are the bowlers, coaches, other officials, parents, spectators, the media and other bowlers who are not participating on the current shift.

The Tournament Official must have a clear definition of the bowlers' enclosure and playing area and, if necessary, must relay these boundaries to the competitors. In addition, the Tournament Official must halt any unauthorized individuals from entering restricted areas or interfering with the bowlers.

Special care must be taken when dealing with members of the media. It is most important that their movements are controlled and that the bowlers and coaches are aware of their actions. Naturally, we don't want anything to unnecessarily slow down or disrupt play, but the media is an important part of any successful event. By tactful handling, a Tournament Official can meet the needs of the media, while at the same time, not disrupt the flow of play. As an example, two teams could bowl an "extra frame" for the media's benefit. Doing so would only take a few minutes. The media would get their pictures and the tournament could continue on schedule.

5.9 Tournament Time Management

"To understand the time requirements of a tournament and to control the flow of bowling to meet the schedule".

A Tournament Official should be fully aware of the tournament schedule and be confident that the required pace can be maintained to complete the tournament on schedule.

For example, five player teams of top calibre bowlers require one (1) hour to complete a game, or five (5) hours to complete a shift of five games. Adding or deleting a player (six or four player teams) would add or subtract fifteen (15) minutes per game to the time requirement. More time may be added to your schedule if Y.B.C., Club 55+, lower average bowlers or any special groups are involved in the event.

The Tournament Official should also make note of any slow bowlers and, if necessary, request a speed up in play. In team events, this request should be made tactfully through the team coach or captain.

It is also the Tournament Official's responsibility to move bowlers (upon completion of a game) from one lane to the next and signal the start of the next game. Remember, the tournament only moves as fast as the slowest team. As a Tournament Official, you have the responsibility to ensure that a realistic schedule is maintained by the competitors.

Always try to keep two empty lanes in your lane draws. You never know when a pinsetting machine or computer will malfunction and, if additional lanes are not available, valuable time will be lost while waiting for repairs.

5.10

Working With the Host Proprietor

"To establish a working relationship with the host Proprietor and staff".

Since all bowling tournaments and league games take place in a bowling establishment, the Proprietor of that bowling centre becomes an integral part of any bowling competition.

The bowling centre and all equipment and facilities within the establishment are the property of the Proprietor. We, as bowlers and tournament organizers, rent the lanes from the proprietor. They have made a major investment of time and money to provide us with modern bowling facilities, so that we may enjoy our participation. We, as officials of bowling tournaments, should do our utmost to protect their investment.

As Tournament Official, you can help the Proprietor to protect their investment by doing little things like:

- stopping continuous lofting of bowling balls,
- making sure that deadwood is cleared,
- curtailing other misuses of equipment or facilities.

The Proprietor will notice this effort and goodwill may be earned.

A Proprietor's co-operation, prior to, during and after the event, is essential to the success of any tournament. Their resources are invaluable and should be utilized to the fullest extent. The Proprietor has a public address system, access to scorekeepers, pinchasers, contacts with media, familiarity with equipment and, generally, a solid understanding of 5 Pin Bowling. This wealth of knowledge should not be ignored but instead should be tapped.

It is most important that the proprietor receives proper recognition for their contribution to the event. Whether it be an introduction at the start of the event, helping with the awards presentation, invitation to the banquet or a simple thank you following the event, the proprietor and their staff should not be forgotten. By doing so, you will find that the next time an event is run in the centre, things will run even smoother.

5.11 Image

"To be able to compliment mental preparation with appropriate attire and attitude".

As a Tournament Official, you are part of the management team of a tournament. You represent part of the tournament. If you present a poor image, both you and the tournament will lose the respect of the competitors, coaches, spectators, media and bowling centre staff.

Appearance and first impressions are key factors that can create or destroy a desired image. Even the most knowledgeable and best-prepared official can project a poor image and lose the respect that accompanies the position. The position of Tournament Official should be one that commands respect from the bowling public. Suitable attire becomes a significant factor in determining first impressions. A special uniform, such as a Master Bowlers' Association uniform, consisting of a bowling shirt, slacks (or skirt) and bowling shoes will give you proper identification. For major events, the host committee may supply an event shirt or uniform.

Attitude and decorum also play a significant part in the position of Tournament Official. The Tournament Official must take their role seriously. A knowledgeable, confident (not cocky) and professional attitude will project a positive image to the participants and spectators alike. Your composure and temperament during the event will project an image to the bowling public. Please remember that while the position carries some authority, you are not "perfect". A good motto is "Make your presence known but not as a know-it-all".

5.12 Positioning in the Bowling Centre

"To understand the importance of proper positioning in the bowling centre".

Tournament Officials, including the Judges of Play, must be fully aware of the importance of proper positioning within the bowling centre, during the competition. They should always remain highly visible but should not unnecessarily interfere with play.

Ideally, the Tournament Official / Judge of Play should find a spot in the bowling centre that is prominent and permanent!

A permanent position allows the competitors, coaches, Scorekeeping Officials and other Tournament Officials know where to find you quickly. The spot should also provide the Tournament Official / Judge of Play an unrestricted view of the playing area and bowlers' enclosure. The Tournament Official / Judge of Play's field of vision cannot be hampered by any posts or curtains which may prevent viewing of the entire playing area. With an unrestricted view, you will be able to see problems as they happen and have them rectified without prolonged delay.

Since it is essential to have a clear and unrestricted view of the playing area, the guideline of one Tournament Official / Judge of Play for every six (6) lanes used, has been established (not withstanding provisions for posts, number of bowlers per lane, format, etc.).

If other duties take you away from your post, you must ensure that a replacement Tournament Official / Judge of Play is temporarily available. Never leave your post for an extended period of time.

Finally, in order to let the participants know who you are, you should be formally introduced as the Tournament Official / Judge of Play to all competitors and spectators during the opening announcements of the tournament. At this time, you should be sure that all of your assistants are also introduced.

5.13 Tournament Checklist

"To be able to understand the importance of a Tournament Checklist and its efficient use."

A well prepared and knowledgeable Tournament Official will be able to perform their duties better. However, no matter how well organized an individual may be, some duties may be missed or forgotten. Here is a checklist to help you.

A Tournament Checklist has two important functions:

- 1) It serves as written proof that all details have been or will be looked after.
- 2) It provides assurance and confidence that things are done, subsequently freeing one's attention to the competition at hand.

Using careful planning, thought and consultation, a Tournament Official must be able to prepare a checklist for each tournament that they will be officiating.

To prepare an effective checklist, thought must be put into all the duties and responsibilities that a Tournament Official will have at the tournament site. Breaking these tasks down into the following three (3) categories makes the job much easier;

- 1) Things to do BEFORE the Tournament
- 2) Things to do DURING the Tournament
- 3) Things to do AFTER the Tournament

1) Before the Tournament

- What is the chain of command?
- Do you fully understand the format of the tournament?
 - i.e. - How are the winners declared?
- What is the schedule for the tournament?
- Are there any special rules for that specific tournament?
 - i.e. - National MBAC Championship 10th fame Rule
 - i.e. - No foul for lapel pin falling over the line at YBC Nationals
- Have you designated any assistant Tournament Officials - their responsibilities, lane assignments, etc ...
- Have you checked with the Proprietor/Manager as to the method of communicating with the pinchers?
- Have you checked the equipment?

- i.e. - Are foul detectors operating?
 - What is the time delay on the shields?
- Where is the set-up and sweep buttons?
 - Are house bowling balls evenly distributed by size and quantity?
- Have you helped to check any personal bowling balls?
- Where are the posts in relation to the foul lines and is it a foul if they are touched?
- Are the approaches smooth and usable?
 - Report any problems to bowling centre management so if possible, they can be rectified before the tournament begins.
- What are the alternatives in the event of a lane breakdown?
- What is the bowlers' enclosure area? Restricted areas?
- Will you have an unrestricted field of vision?
- Are provisions made for the use of Foul Line Officials?
- Is there a warm-up period allowed?
- How will the media be handled?
- Are the scorekeeping Officials in place and ready to go?
- Have you chosen a prominent spot to position yourself during the tournament?
- Are you properly dressed and ready?
 - i.e. - Rule Book in pocket (out of sight!)
- What is the procedure in case of a medical emergency?

2) During the Tournament

- Prior to the start of the first game, have you been formally introduced as a Tournament Official? Have your assistants been introduced?
- Is the equipment working well? Advise management of any recurring problems.
- Ensure the tournament is running on schedule (correct any problems causing slow downs).
- Are bowlers changing lanes fast enough?
- Are your assistants or scorekeeping Officials having any difficulties?
- Are you remaining visible at all times?

3) After the Tournament

- Have the results been posted and declared official?
- Does the Tournament Committee need any help in wrapping up?
- Have any protests or complaints been brought forth? Are further rulings needed?
- Did you inform the proprietor/manager of any recurring problems with equipment?
- Did you thank the proprietor and staff?
- Did you thank your assistants?
- Did you do a good job? (evaluate yourself and the tournament)

The above provides a thorough list. However, it is far from being complete. Various tournaments will provide additional responsibilities for you. This is the reason for preparing checklists for each and every tournament in which you participate as a Tournament Official.

5.14

Coaches Meeting

To make sure the tournament runs as smoothly as possible a Coaches Meeting should be held before the tournament begins. Following are things that should be discussed

- Introduce the Tournament Committee including the Chief Judge of Play and all Judges of Play.
- Hand out lane draw and lane sheets. Go over the lane sheets to make sure all coaches know how to fill them out properly. Discuss any penalty for not filling them out properly.
- Remind coaches that they must sign the opponent's sheet.
- Briefly go over any house rules not covered in the C5PBA rules.
- Briefly go over the scoring system to be used especially when fouls will be deducted as well as how any score corrections are to be handled.
- Remind coaches that no game will start until the Judge of Play gives the signal.
- Remind them a dead ball will be assessed as well as a 15-point foul on the lead off bowler.
- Remind coaches of excessive noise and trying to gain an unfair advantage (Code of Conduct Policy).
- Remind coaches of the dress code rule, delay of game rule as well as personalized balls and the penalties that go with each infraction.

5.15 Lane Draws

The lane draw should be done by the Tournament Committee prior to the arrival at the bowling center. This will allow you to prepare the scoreboards and lane sheets prepared before the tournament. A copy of the lane draw should be sent to the proprietor to put the names into their computer. This will show bowlers, coaches and spectators which lane they will start.

The general rule of thumb is for bowlers bowling on even numbered lanes move one set of lanes to the right after each game and the bowlers on the left will move one set to the left. After each game.

Things to watch for

- Teams (bowlers) should not bowl back to back games against a wall or pillar.
- Make sure teams (bowlers) are evenly balanced on each lane.
- There should be at least two games before a team (bowler) bowls on the same starting lane.

5.16 Code of Ethics

Canadian Sport promises to contribute to the physical, psychological, social, and spiritual health of individuals of varying abilities, backgrounds and interests, and contributes to societal engagement and pride.

The C5PBA expects our officials to respect the spirit of fair play and safe sport.

- Maintain a professional relationship toward the players, coaches, and spectators.
- Be thorough in your preparation.
- Be on time and neatly dressed.
- Be rested and alert.
- Adhere to correct decisions despite any disapproval of bowlers, coaches or spectators.
- Respect and aid other officials in making decisions.
- Maintain a pleasant impartial attitude toward all players and coaches.
- Know and enforce all C5PBA house and event rules.
- Carry out your duties as not to distract from the players or the game.
- Discourage any acts of poor sportsmanship.

The Physical Activity and Sport Act states that: “The Government of Canada’s policy regarding sport is founded on the highest ethical standards and values, including ... the treatment of all persons with fairness and respect, the full and fair participation of all person in the sport and the fair, equitable, transparent and timely resolution of disputes in sport.”

The Universal Code of Conduct ahs been adopted by the Bowling Federation of Canada and the Canadian 5 Pin Bowlers’ Association. Acceptance of this code is a requirement to receive Certified statur as a tournament official.

6 Summary

The content of this manual has been intended to introduce and explore the various responsibilities involved in YOUR role as a Tournament Official.

Past experience has shown that prior preparation and thorough knowledge of bowling are probably the best assets a Tournament Official can have in order to perform effectively.

The Tournament Official performs an instrumental role in the success of any 5 Pin Bowling competition. Their decisions and rule interpretations can have a direct impact on the final outcome of any event.

The recommended procedures and objectives outlined in this manual are key building blocks in the C5PBA's quest to ensure that future tournaments will be conducted with a high degree of professionalism and efficiency.

Let's all strive together to make 5 Pin Bowling the number one sport in Canada!

Appendix A

Tournament Formats

1. Introduction

Every Tournament Official should have a working knowledge of the mechanics necessary to draw up the various formats which are available for organizing tournaments.

The purpose of this appendix is to acquaint the reader with basic types of tournaments. There are several variations of tournaments being used in 5 Pin Bowling and it is suggested that you familiarize yourself with as many as possible. Please note that different types of tournaments may have different terminology throughout the country.

2. Levels of Competition

A tournament may consist of one level or a combination of various levels of competition.

Most house tournaments (those conducted by a specific bowling centre) would consist of only one level, where the tournament would run for one or two days and be over. Other tournaments, such as those run by the Canadian 5 Pin Bowlers' Association, will start with one level and advance to subsequent levels of competition over a longer period of time. These levels are:

- Level 1 - League*
- Level 2 - House (Bowling Centre)*
- Level 3 - Zone*
- Level 4 - Regional*
- Level 5 - Provincial*
- Level 6 - National*

3. Singles and Team Tournaments

Tournaments may be conducted for either Singles (individual bowlers) or Teams.

In Singles events, bowlers enter and compete on their own, meaning that their individual scores are compared against other individual bowlers to determine the winner.

In Team events, two or more bowlers compete together, and their combined scores are compared to the combined scores of other teams to determine the winners. Teams may be classified as being:

Doubles	(two player teams)
Triples	(three player teams)
Foursomes	(four player teams)
Fivesomes	(five player teams)

Some other team tournaments may be conducted with six or seven players to a team (the team is allowed to substitute a player in place of another), but in most cases only the best five scores are counted.

4. Tournament Formats

All tournaments conducted in 5 Pin Bowling are based on pinfall, meaning the total value of pins bowled down during the number of games allowed.

The eventual winners of tournaments, in all cases, are determined on a pinfall basis. However, to make tournaments more interesting or competitive, different variations (formats) have been applied to the pinfall system.

There are numerous formats that you will encounter, but all fit into four basic tournament categories:

- SECTION A) Total Pinfall Tournaments
- SECTION B) Total Points Tournaments
- SECTION C) Elimination Tournaments
- SECTION D) Specialized Tournaments

KEY POINTS TO CONSIDER IN SELECTION OF A FORMAT

In selecting the best tournament format, one must consider the following factors:

- a) Number and calibre of participants
- b) Individual or team competition
- c) Number of games to be played
- d) Number of lanes available
- e) Time allotted for competition
- f) Handicap, without handicap, or pins over/under average
- g) How many winners
- h) Prize distribution

Section A - Total Pinfall Tournaments

The most common type of tournament used in 5 Pin Bowling competition, is the Total Pinfall event.

Basically, there are three variations of a total pinfall tournament:

- 1) Total Pinfall (scratch)
- 2) Total Pinfall (with handicap)
- 3) Total Pinfall (over/under average)

Total Pinfall (no handicap)

Tournaments where the winner is declared strictly on the scores of the bowler (or teams) are called Total Pinfall Tournaments.

The winning bowler or team is those total pinfall (accumulated score) is higher than that of their competitors.

For example:

	<u>BOWLER 1</u>	<u>BOWLER 2</u>	<u>BOWLER 3</u>
Game 1	222	251	236
Game 2	273	256	281
Game 3	<u>242</u>	<u>249</u>	<u>203</u>
TOTAL	737	756	720

Winner is bowler #2 whose 756 total pinfall is 19 pins more than bowler #1 and 36 pins higher than bowler #3.

Total Pinfall (with handicap)

Some tournaments use a format whereby a pre-determined handicap is added to the scores of the bowlers (or teams).

Handicaps are used to equalize the competing strength between bowlers (or teams), so that theoretically, all bowlers (or teams) are competing on an equal basis. The most commonly used handicap system is 80% of a given average base.

Total Pinfall (with handicap) cont.

For example, on an 80% of 225 basis, a 200 average bowler would receive a 20 point handicap per game. This is calculated by subtracting the bowler's average (200) from the base figure of 225, then multiplying the difference (25) by 80%. These 20 extra points per game would allow the 200 average bowler to compete, on a fairer level, with a higher average bowler of 225.

For instance, in a handicap singles tournament where 3 games determine the winner:

	<u>BOWLER 1</u> (Avg=200)			<u>BOWLER 2</u> (Avg=235)			<u>BOWLER 3</u> (Avg=225)		
	<u>score</u>	+	<u>hdcp</u> = <u>total</u>	<u>score</u>	+	<u>hdcp</u> = <u>total</u>	<u>score</u>	+	<u>hdcp</u> = <u>total</u>
GAME 1	212	+	20 = 232	230	+	-8 = 222	214	+	0 = 214
GAME 2	227	+	20 = 247	250	+	-8 = 242	219	+	0 = 219
GAME 3	239	+	20 = <u>259</u>	235	+	-8 = <u>227</u>	257	+	0 = <u>257</u>
TOTAL			738			691			690

Winner in this tournament would be Bowler #1 whose 738 total with handicap is 47 points higher than Bowler #2 and 48 points higher than Bowler #3.

Total Pinfall (over/under average)

In some tournaments, bowlers (or teams) are required to bowl against their average. This simply means that the bowler (or team) beating their average by the most pinfall will be declared the winner(s). Should all bowlers (or teams) in the competition be unable to beat their average, the bowler (or teams) closest to their average are declared the winner(s).

For example: In a three game, Pins Over Average singles tournament:

	<u>BOWLER 1</u> (Avg=200)			<u>BOWLER 2</u> (Avg=235)			<u>BOWLER 3</u> (Avg=225)		
	<u>score</u>	- <u>Ave</u>	= <u>+/-</u>	<u>score</u>	- <u>Ave</u>	= <u>+/-</u>	<u>score</u>	- <u>Ave</u>	= <u>+/-</u>
GAME 1	203	- 200	= +3	265	- 235	= +30	225	- 225	= 0
GAME 2	167	- 200	= -33	200	- 235	= -35	240	- 225	= +15
GAME 3	<u>217</u>	- <u>200</u>	= <u>+17</u>	<u>180</u>	- <u>235</u>	= <u>-55</u>	<u>260</u>	- <u>225</u>	= <u>+35</u>
TOTAL	587	600	-13	645	705	-60	725	675	+50

Total Pinfall (over/under average) cont.

In the above case, Bowler #3 scored 50 points over their average. Compared to Bowler #1 who was minus 13 points and Bowler #2 who was minus 60 points, Bowler #3 has more points over their average and is therefore declared the winner.

This format can also be applied to team competition:

TEAM A				TEAM B			
	<u>Avg</u>	<u>score</u>	<u>+/-</u>		<u>Avg</u>	<u>score</u>	<u>+/-</u>
John	252	230	-22	Kevin	250	255	+ 5
Bill	261	271	+10	Fred	265	260	- 5
Barb	250	250	+ 0	Ernie	255	285	+30
Tom	242	249	+ 7	Mike	240	230	-10
Jack	<u>248</u>	<u>240</u>	<u>- 8</u>	Fran	<u>245</u>	<u>305</u>	<u>+60</u>
Total	1253	1240	-13	Total	1255	1335	+80

Team B is declared the winner because their combined score is 80 points over their combined averages, whereas Team A is 13 points under their average.

Section A Summary - Total Pinfall Tournaments

The three types of tournaments, namely Total Pinfall (no handicap), Total Pinfall (with handicap) and Total Pinfall (over/under average) are the most commonly used in 5 Pin Bowling.

The Total Pinfall (no handicap) event is a very simple format. It is easy to conduct. However, it does give a disadvantage to lower average bowlers, in that, usually the higher average bowler will rise to the top, especially in tournaments where more than 3 games are played.

The Total Pinfall (with handicap) event is fairer to the lower average bowler because handicaps equalize all players in the tournament. Since everyone in the tournament will be competing on an equal basis (theoretically), usually an event using the Total Pinfall (with handicap) format will draw more participants. A disadvantage of this kind of event is that the tournament committee must spend a great deal of time with the verification of averages and computing of corresponding handicaps.

While the above mentioned formats provide distinct advantages and disadvantages, probably the fairest system to use, when both higher and lower average bowlers are involved, is the Total Pinfall (over/under average) format. This system is equal for all bowlers because they are competing against their own established average. Although a commitment of time is required by the tournament organizers in order to verify the competitor's averages, if the averages are true, this format provides for a fair and interesting competition.

Section B - Total Points Tournaments

In some tournaments, winners are declared based on a point system, whereby pinfall (with or without handicap) determines the number of points allocated to a bowler or team for each game played.

Most leagues operate on a point system. For instance, a league match between two teams will offer 7 points for a 3 game match. Two points will be awarded to the team scoring the highest pinfall in each game plus one bonus point for the team recording the highest pinfall for the three games combined. In case of a tie, the teams will split the points offered. The team with the most points after all matches have been bowled is declared the winner.

In some tournaments, such as the National Open Championships, teams compete in what is called Match Play. Match play is a system of awarding points to bowlers and teams based on both the individual bowler and the team pinfall. A schedule is set up so that each team will compete with the other teams in the tournament at least once. This is called a "round robin" schedule.

In each of these games the team on the left lane (visiting team) puts their line-up down first and the team on the right lane (home team) places their bowlers in the line-up to match the bowlers in the visiting team's roster. Each position (Bowler #1 vs. Bowler #1, Bowler #2 vs. Bowler #2, etc.) is a game in itself, in that one (1) point is awarded for a win in each of the five corresponding spots in the lineup. Therefore, if each bowler on the home team, beats the opposing bowler on the visiting team, the home team would win five (5) points. Three (3) bonus points are also awarded to the team which scores the highest pinfall in the game. Therefore, in this case, the home team would receive the maximum points allowed in a game = eight (8) (five (5) points for the individual matches plus the three (3) bonus points for highest team pinfall). An example of this Match Play system is shown in the following:

<u>TEAM A</u>			<u>TEAM B</u>		
<u>BOWLER</u>	<u>GAME SCORE</u>	<u>MATCH POINTS</u>	<u>BOWLER</u>	<u>GAME SCORE</u>	<u>MATCH POINTS</u>
Fran	209	(1)	Bud	206	(0)
Ernie	194	(0)	Fred	273	(1)
Ruth	306	(1)	Mike	248	(0)
Dave	238	(0)	Adam	263	(1)
Kevin	<u>256</u>	<u>(0)</u>	Walter	<u>265</u>	<u>(1)</u>
TOTALS	1203	(0)	TOTALS	1255	(3)

Team A receives 2 points

Team B receives 6 points

In the above illustration, Team A won 2 individual matches and received 2 match points, while Team B won 3 individual matches and also recorded the higher pinfall of the two teams, thus receiving the 3 bonus points and therefore receives 6 points for the match.

Section B Summary - Total Points Tournaments

The Total Point Tournament provides an interesting variation in competition, as compared to a Total Pinfall event.

Even though the points awarded are still based on pinfall, the system creates heightened competitiveness and interest within the bowlers. Adding a handicap system or pins over/under average format to this event would allow bowlers of varying averages to compete against each other.

Due to the length of time needed to play this type of competition, the Match Play tournament is restrictive to many events. Usually, these types of tournaments are played on long weekends, where the number of matches required can be fit into the lengthy time schedule.

Section C – Elimination Tournaments

Another method of conducting a competition is called an ELIMINATION TOURNAMENT. As the name implies, matches between bowlers (or teams) are played and the losers of the matches are eliminated from play in either that particular round or from the tournament altogether.

Before discussing the different types of Elimination Tournaments available, an explanation of two vital components of structuring this event must be made.

Ceding

Ceding is a method used in elimination tournaments that attempts to have the best bowlers (or teams) on the opposite sides of the bracket, so that they have an opportunity of meeting in the finals. The general rules of ceding are:

1. Place in ranked order, those teams or bowlers which have the best performance record (average).
2. No more than half of the bowlers or teams should be ceded.
3. Place the number one ceded bowler or team, in the first bracket at the top of the tournament and the number two cede, in the last bracket of the tournament. The number four cede is then placed in the bottom of the top bracket with the number three cede on the top line of the bottom bracket. (see diagram)
4. Other ceded teams or bowlers are then placed in opposite quarters of the tournament so that the higher ceded bowlers (or teams) have the best opportunity to advance to the quarter-finals of the tournament.
5. The top ceded bowler (or team) should be scheduled to play the lowest rated bowler (or team) in the first round, with other ceded bowlers (or teams) arranged accordingly.

Illustration of 16 team Elimination Tournament (8 seeded teams)



Theoretically, ceding should allow the best teams to move through the structure until the top two teams meet in the final match.

Byes

In some instances, byes may be necessary when there are not enough bowlers (or teams) to fill all the brackets in the first round of a tournament.

The use of byes is similar to the procedure used for ceding. The byes are placed on the opposite ends of the bracket so that an equal number are in each quadrant of the tournament.

TYPES OF ELIMINATION TOURNAMENTS

Single Elimination Tournaments

The single elimination tournament involves the elimination of all participants, except the bowler (or team) who doesn't lose a single game.

Bowlers (or teams) play one game against an opponent. The winner of the game (based on total pinfall, total pinfall with handicap, or total pinfall over/under average) remains in the tournament while the loser is eliminated.

This type of tournament is especially advantageous when a winner must be determined in a short period of time. The number of games involved in a single elimination tournament is simple to determine. Take the number of competing bowlers (or teams) and subtract 1. For example: In a sixteen team tournament, there would be 15 games required to produce a winner. The key in setting up an elimination tournament lies in the use of "powers of 2". If the number of entries is even, and equals a power of two (i.e., 2, 4, 8, 16, 32) then every line of a tournament bracket will be filled. When the number of entries is uneven or not an exact power of two, byes must be used. It is for this reason, that many tournament organizers will use the single elimination method as an extension (play-off) of another tournament format. For example, a tournament may consist of a five game total pinfall qualifying round and the top sixteen bowlers, based on the scores from the qualifying round, will bowl in the single elimination playoff to determine the winner.

Single Elimination With Consolation Tournaments

This type of tournament is a better event than the single elimination tournament because it assures all bowlers (or teams) of at least two games.

The Consolation Side allows a first round loser or second-round loser who drew a bye, to play another single elimination type event, to determine the consolation winner.

Basically, the tournament runs the same as a single elimination event, except the losers of the first round move left in the tournament structure and compete for a consolation championship, while the winning bowlers (or teams) move to the right in the tournament structure and vie for the tournament championship.

Double Elimination Tournaments

A double elimination tournament provides at least twice as much play as a single elimination event, and it provides for a fairer championship as by random draw, the best teams may have met in the first round of play.

In a double elimination tournament, a bowler (or team) must be defeated twice before they are eliminated. The bowler's (or team's) first defeat will drop them into the loser's bracket of the tournament structure, yet they still have the opportunity to come back and win the overall championship.

The number of games in a double elimination tournament may be determined by multiplying the number of entries by 2 and subtracting 1 or 2. The number of games will vary by one game if the winner of the loser's bracket defeats the winner of the winner's bracket when they meet in the finals. Again, the same basic principles of single elimination events, regarding drawing up the tournament, (use of powers of 2 and byes) should be followed in setting up the first round of a double elimination event.

The basic principle in back of a Double Elimination Tournament, other than allowing a team two defeats before being eliminated, is to prevent teams from playing each other for the second time, until the latest possible time. This is accomplished, after the first round of play, by having the losing teams, cross over into different quadrants of the tournament structure.

Stepladder Tournaments

One of the most commonly used formats in staging a play-off for a tournament championship, is the Stepladder Tournament.

Due to its restriction in allowing a minimal number of participants, this type of elimination tournament has been used strictly as an extension or "play-off" of a total pinfall, total points or pins over/under average event.

The principle of a stepladder tournament is simple. The bowlers are seeded according to their performance (placing) in the qualifying round of the tournament.

The top cede is placed on the top rung of the ladder, the second seed on the second rung, and so on until all ceded spots are occupied. The bottom two seeds on the ladder play a match consisting of one, two or three games (usually one game). The loser of the match is eliminated and the winner moves up the ladder to meet the next ceded bowler. Again, this process is repeated until the final match (or top of the ladder) has been reached.

Section D - Specialized Tournaments

Listed below are a number of specialized or novelty types of tournament formats which are commonly used in 5 Pin Bowling across Canada.

Mark Ten Tournaments

A competition where a bowler is allowed 18 balls (three per frame). The object is to score ten points in the fewest number of balls.

Scoring: a competitor plays on a full set of pins, the object being to play the pins one at a time, scoring one point if each pin is properly knocked down. The order of play is left corner, right corner, and finally the headpin. The corner pins must be hit without knocking down any other pins to score, but on the final shot at the headpin as long as this pin is knocked down one point is scored.

High-Low Doubles Tournament

This competition is played in pairs. The pairings are determined as follows, all competitors are listed with the highest average first and then in descending order to the lowest, i.e., if there are 36 competitors listed in descending order the pairings would be #1 & 36, #2 & #35, #3 & #34, etc., working back to the middle until all pairings are complete. The pairing averages are added together. This total gives a base score that the team must beat. As long as they beat the score they remain in the competition.

The teams are eliminated until one team remains, or until a predetermined number of games have been played. In the final game or round if there is more than one team remaining, then the team which is most pins over their combined average in that round is declared the winner.

3-6-9 Tournaments

A tournament that automatically gives the bowler a strike in the third, sixth and ninth frames of each game. The goal for the bowler is to fill in the strikes in the other seven frames.

Best Ball Tournaments

Teams consist of two players. One member of the team starts on the left side, if this player gets a strike the side retires. If no strike, his partner plays on the right side and, again if there is a strike, the side retires. In the event that after each player has played one ball and neither has a strike, the team decides which spare will be played then that player finishes the frame. This play will continue for the remainder of the game, with the players alternating lanes in each subsequent frame.

Best Frame Tournaments

A team consists of two players. One member of the team starts and if this player gets a strike, the partner does not have to play that frame. If the first player does not strike, he then plays his second ball and tries for a spare. If he has not spared, the first player must play his third ball and mark the points made. The first player always completes the frame before his partner throws any balls. His partner will then come up and play. As soon as the frame score of the first player is bettered the second player may retire. In any case, the better of the two scores is entered for each frame.

Scotch Doubles Tournament

This format is similar to best ball in that teams consist of two players who alternate balls. However, in Scotch Doubles, both players shoot at the same pin set-up. That is, if the first player doesn't strike, his partner plays the next ball for the spare and if he doesn't spare then player one plays the third ball. This way, they play a complete game, alternating balls throughout the game.

Scotch Triples Tournaments

This format is the same as scotch doubles, except that three players alternate balls throughout the game.

Average Classification Tournaments

This format is a no-handicap tournament that allows a team of varying averages to compete against other similar teams. This is accomplished by dividing averages into categories, with one player selected from each category to make up a team. The average categories can be adjusted to suit the competitors.

Example Average Categories

0 - 150	Group I
151 - 175	Group II
176 - 200	Group III
201 - 225	Group IV
226 - up	Group V

Players normally roll-off against bowlers in their own category. The selection of the team is the top player in each category plays on team "A", the second player in each category plays on team "B". This progression continues until the required number of teams has been selected. The benefits of this type of tournament are:

- (a) Lower average players have an opportunity to play with higher average players;
- (b) No handicap

Appendix B Case Studies

To reinforce some of the concepts taught in this Tournament Officials Clinic, the following case studies are intended to present a number of different scenarios that may arise during a tournament.

Case Study #1

You are the Tournament Official at the Canadian Youth Challenge. Most of the bowlers have never participated in this level of competition in the past.

Case Study #1 - Question 1

It is the first frame of the tournament and all the bowlers are a little nervous. Bowler A takes their approach and delivers their first ball into the left channel. The ball rebounds out of the channel and knocks down all the pins. Do they get credit for the strike?

Case Study #1 - Question 2

The next bowler up is Bowler B. After delivering a perfect strike, they realize that both Bowler A & B have bowled on the wrong lane. Does the strike count?

Case Study #1 - Question 3

What would have happened if Bowler B had realized they were on the wrong lane before throwing their first ball?

Case Study #1 - Question 4

It is now Bowler C's turn. They deliver what seems to be a perfect strike but when the 3 pin knocks over the 2 pin, the 3 pin stands up in the 2 pin spot. What happens now? Would your decision differ if you were bowling on string or free-fall machines?

(a) on strings

(b) on free-fall

Case Study #1 - Question 5

Bowler A is up again. This time, everything goes right. They deliver the ball and record a strike. However, as they are turning around, you notice that their heel crosses the foul line and the foul detecting device activates. Has a foul been committed?

Case Study #1 - Question 6

What if their foot did not trigger the foul detecting device but you are sure they did, in fact, cross the foul line?

Case Study #1 - Question 7

As Bowler B is delivering their first ball of the next frame, the bowler on the next lane crosses in front of them, bumping their arm. They fall but the ball goes down the lane. Does the ball count?

Case Study #1 - Question 8

By some stroke of luck, the ball knocks down all the pins for a strike. They want the strike to count. Does it?

Case Study #1 - Question 9

Bowler C delivers their first ball of the next frame. They leave up the left corner pin which they notice was off the spot before their ball made contact with the pins. How do you score this?

Case Study #1 - Question 10

Would it make any difference if the pin was completely missing?

Would it make a difference if the band was missing?

Case Study #1 - Question 11

Bowler B, on throwing their first ball of the fifth frame, hits the lane protection device, after which the ball rolls down the lane and knocks down all the pins for a strike. The lane protection device stays in place, but some shims from the device fall out onto the lane and have to be replaced. How do you rule?

Case Study #2

A bowler delivers their ball and as doing so, a pin drops out of the machine, hits the pindeck and rolls into the pit. The falling pin does not touch any standing pins nor does it interfere with the ball rolled. The bowler's head moved noticeably when the pin hit the pindeck, but they had already completed the delivery.

Case Study #2 – Question 1

How would you rule on this situation?

Case Study #2 – Question 2

Would your ruling differ if the bowler got a strike?

Case Study #2 – Question 3

Would your ruling differ if the bowler punched a headpin?

Case Study #2 – Question 4

Would your ruling differ if the pin had fallen out of the machine onto the next lane?

Case Study #2 – Question 5

What if the shield moves on a string machine?

Case Study #3

A ball is delivered towards a full set-up of pins but just as it is about to enter the pocket the ball inexplicably flies over the pins. None of the pins fall and the bowler asks for a ruling.

Case Study #3 – Question 1

What would your ruling be?

Case Study # 3 – Question 2

Would your ruling change if a pin was knocked down?

Case Study # 3 – Question 3

Would your ruling change if the ball veered into the right or left channel?

Case Study #4

A bowler rolls a legal delivery and knocks down the left 3 & 2 pins. Upon clearing the deadwood, the right 3 pin is definitely off-spot. The bowler requests the Tournament Official to move the 3 pin back onto its spot.

Case Study #4 – Question 1

Can it be done?

Case Study #4 – Question 2

If yes, how would you do it?

Case Study #4 – Question 3

Would your ruling differ if the coach of the opposite team insists that the pin was off-spot before the delivery?

Case Study #5

In the YBC Provincial Championships, one of the coaches of the Bantams Girls' Teams calls you over to the score table following the completion of a game. They point to the score of Bowler B and says there has been a mistake in the game. They then ask Bowler B's mother to come over. Bowler B's mother produces a score book which shows that Bowler B bowled a strike in the seventh frame, whereas the score sheet on the scoring table has a spare marked in the seventh frame. The coach asks that the score be changed to reflect the mistake.

Case Study #5 – Question 1

What is your ruling?

Case Study #5 – Question 2

Would your ruling change if the coach had called you before Bowler B bowled their eighth frame?

Case Study #6

After the final game of the Provincial Championships of the Pins Over Average Tournament, the coach from lane #5 advises you as Tournament Official that a bowler on the opposing team had switched bowling hands in the ninth and tenth frames, and subsequently struck out. The four strikes in a row, gave them 90 pins over their average and their team enough pins to win first place by 11 pins.

Case Study #6 – Question 1

How would you rule on this situation?

Case Study #6 – Question 2

Would your ruling differ if this tournament was a scratch (no handicap) tournament?

Case Study #7

In a match which will determine the Provincial Singles Championship, Bowler A needs a spare and a two pin count in his final frame to defeat his opponent by one pin. On his first delivery, they knock down the right 3 & 2 pins, but the 3 pin kicks off the side wall and is rolling slowly towards the left 3 pin. Not wanting a difficult 5 and 2 pin spare, Bowler A quickly presses the deadwood clearing button to activate the sweeping mechanism, so that the 3 pin won't be knocked over. The opponent complains to you as Tournament Official.

Case Study #7 – Question 1

What is your ruling?

Case Study #7 – Question 2

What if Bowler A pressed the set-up button instead?

Case Study #8

During the Provincial Open Championships, the coach on lane #7 calls you over. They point to a pair of eyeglasses which are sitting on the lane about five feet past the foul line. The coach asks you to retrieve the glasses so that their bowler will not be charged with a foul.

Case Study #8 – Question 1

What do you do?

Case Study #8 – Question 2

Would your ruling change if the bowler had retrieved their own eyeglasses?

Case Study #9

During the Provincial Championships of the Youth Challenge Tournament, you are summoned to lanes 3 & 4 where the two coaches are involved in a heated argument.

Coach of Team A is yelling that a foul should be called on the lead-off bowler on Team B for interfering with their lead-off bowler. The coach for Team B explains to you that his lead-off bowler, in anticipation of a strike, walked in front of their bowler (excessive body english), but did not touch them. The bowler from Team A was noticeably distracted but delivered the ball and knocked down the left 2 pin.

Case Study #9 – Question 1

What is your ruling?

Case Study #9 – Question 2

Would your ruling differ, if the bowler on Team B had touched the other bowler?

Case Study #10

In the fourth frame of the third game, at the Provincial High-Low Doubles Championships, it is noticed that the first and second bowlers on both lanes 1 and 2 have bowled their frame on the wrong lane. The third and fourth bowlers have not bowled yet.

Case Study #10 – Question 1

You as Tournament Official have been called to make a ruling. What is your ruling?

Case Study #10 – Question 2

Would you change your ruling if the situation had occurred in the first frame?

Case Study #11

We are in the ninth frame of the final game of the Ladies' qualifying (round robin) round of the National Open Championships. (six bowlers per team - five bowl - one substitute)

The two teams bowling this match on lane 11 & 12, are tied on points going into this important match, and are virtually even, both in team and individual scores in the ninth frame. Substitutes have not been used by either team.

The fourth bowler on Team A gets up to bowl the ninth frame, after having bowled strikes in the seventh and eighth frames. While delivering the ball, the bowler sticks on the approach and falls over the foul line, slightly injuring her left knee and left wrist. They are visibly shaken up by the fall.

The bowler feels that they can continue but, will require 5 minutes or so, to regain their composure. The shoe is found to have some liquid on the sole of the sliding shoe, which will take approximately 10 minutes to dry, before they can continue. The bowler has special orthopaedic shoes and cannot use rental shoes.

As Chief Tournament Official, you are requested to rule on this situation! Your decision may well decide the team who will win the gold medal!

Case Study #11 – Question 1

What courses of action are open to you?

Case Study #11 – Question 2

How would you decide on the course of action to take?

Case Study #11 – Question 3

How would you rule on this situation?

Appendix C

Universal Code of Conduct

The complete Universal Code of Conduct can be found at:

<http://www.canadabowls.ca/policies.php>