

- **Entry and Payout**

- All tournaments will be USBC certified. All entrants must produce a current USBC individual membership card, or purchase an affiliate USBC membership card, or pay the USBC participation fee.
- The closing date for each tournament will be the date of the tournament. Entries will be accepted up to the squad time(s) posted on the tour schedule. Upon completion of the squad announcements, the tournament field is considered final.
- The entry fee for each tournament is \$60.00, itemized as follows, with all prize fees returned 100% to each tournament, on a 1:4 payout ratio. Additionally, one in four women entrants will cash for at least \$60.

Prize Money: \$41.00 Lineage: \$12.00 Expenses: \$7.00

- The following payout structure will be used, based on 66 entrants:

Champion: \$500.00 Runner Up: \$353.00 3rd - 4th: \$199.00 5th - 8th: \$135.00 9th - 16th: \$114.00

- All bowling is scratch.
- Each tournament will consist of a qualifying segment, followed by a single-elimination match-play or survivor-format finals.

- **Qualifying Segment**

- Each player will draw for a starting lane assignment for the qualifying segment of each tournament. For the split-squad doubles tournaments, doubles partners must bowl on opposite squads.
- Ten minutes of practice will precede each tournament. Fifteen minutes of practice will precede tournaments where there are more than eight bowlers on any pair of lanes.
- All players will bowl four qualifying games across eight lanes, moving to the right after each game.
- Pair skipping pattern
 - Pair skipping will be determined by the tournament director prior to the start of competition and will be based on the number of qualifying pairs. Each bowler will cross as many of the tournament lanes as possible, without bowling on the same pair.
- Automatic scoring will be used, wherever available, and scores will be transferred to the official tournament recap sheets before the scores are erased.
- It is the responsibility of each player to ensure that his/her scores have been accurately recorded on the official tournament recap sheets. Each player is required to sign his/her recap sheet upon the completion of the four games of qualifying. Failure to record a game on the recap sheet will result in the player receiving zero for that game. Failure to turn in the recap sheet will result in the player receiving zero points for that tournament.

- Ties and tiebreakers:

- Ties between bowlers (teams) above the qualifying cut line:
 - i. Singles events: The tied bowlers' high games will be compared to determine seeding for Survivor or Match Play. If still tied after the first high game, then the second, third & fourth high games will be compared as necessary until the tie is broken.
 - ii. Team events: The tied teams' high team games will be compared to determine seeding for Survivor or Match Play. If still tied after the first high game, then the second, third & fourth high team games will be compared as necessary until the tie is broken.
- Tie(s) for the final qualifying spot(s):
 - i. A ninth- and tenth-frame qualifying roll-off will be used to determine the last qualifier(s);
 - ii. This qualifying roll-off will be bowled on a pair of lanes on which no player (team) has bowled, if possible.
 - iii. If the players are from different qualifying squads, each player (team) will receive two practice shots on each of the lanes, prior to the roll-off.
 - iv. If the players are from the same qualifying squad, each player (team) will receive one practice shot on each of the lanes, prior to the roll-off.
 - v. Each player (team) will bowl the ninth frame on the left lane, before moving to the tenth frame on the right lane. High individual qualifying game will determine who has the choice to bowl first or second. A coin flip will be used to break a tie for high individual qualifying game.
 - vi. Total pinfall during the roll-off will determine final qualifying position(s).
 - vii. In the event of a tie after the completion of the two frames, another ninth and tenth frame roll-off will take place immediately on the same pair of lanes, reversing the order of bowling and starting on the right lane.
 - viii. The player (team) who loses the roll-off will be awarded prize money in the amount of one-half of the payout allotted for a first-round match loss.

- **Finals Segment**

- Practice

- In single-squad tournaments, each of the qualifiers will be allowed four practice balls on each lane for their first match/survivor round. For the remainder of the match game/survivor segment of the tournament, each player will be allowed two practice balls on each lane.
 - In split-squad doubles tournaments, each partner on the qualifying teams will be allowed five minutes of practice on their first-round pair. For the remainder of the match game/survivor segment of the tournament, each player will be allowed two practice balls on each lane.
 - In events with first-round byes, top seeds earning a bye will have access to an unused warm-up pair during first-round matches, and then will receive two practice balls on each lane of their second-round pair. If no extra pair is available for warm-up, these bowlers will be allowed four practice balls on each lane of their second-round pair.

- Starting lane

- The higher qualifier will have the choice of finishing lane throughout the match-game/survivor segment of the tournament.
 - The bowler finishing on the right lane (bowler A) starts the match on the left lane.

- All prize fees will be paid out immediately upon completion of the tournament.

- **Match-Play Finals Format**

- In tournaments with 49 or more entrants, the top sixteen qualifiers (eight two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the high qualifier will bowl the 16th qualifier (or 8th in doubles), 2nd bowls 15th (7th in doubles), 3rd bowls 14th (sixth in doubles), etc., using the standard match-play single-elimination bracket. The round winners advance to the quarterfinals, semifinals, etc.

- In tournaments of 39 to 48 entrants, the top 12 qualifiers (or six two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the top four qualifiers (or top two in doubles) will receive a bye. The 5th high qualifier will bowl the 12th qualifier (3rd versus 6th in doubles), 6th bowls 11th (4th versus 5th in doubles), etc. For the second round of match play, the qualifiers receiving byes will be matched against the winners of round one using the standard match-play single-elimination bracket. The round winners advance to the semi-finals, etc.

- In tournaments of 38 or less entrants, the top eight qualifiers (or four two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the high qualifier will bowl the 8th qualifier (4th in doubles), 2nd bowls 7th (3rd in doubles), 3rd bowls 6th, etc., using the standard match-play single-elimination bracket. The round winners advance to the semifinals, etc.

- Lane assignments:

- The tournament director will select blocks of available lanes for each round of match play.
 - The pairs of lanes for each round of match play will be selected by the highest remaining qualifiers, in the order that they qualified.
 - Match play winners may not *select* the pair of lanes they just completed play on, but may be taken back to that pair if their next opponent is the higher seed and chooses those lanes.
 - In the case of televised match play, multiple matches may be bowled on the same pair consecutively.

- Match-game tie (roll-off)

- A ninth- and tenth-frame match game roll-off will be used to determine the winner.
 - This match game roll-off will be bowled on the same pair of lanes, immediately following the tied match game.
 - The player (team) who finished the match game on the right lane will bowl their ninth frame on the left lane. The other player (team) will then bowl their ninth frame on the right lane and their tenth frame on the left lane. The first player (team) will then bowl their tenth frame on the right lane, completing the roll-off.
 - Total pins will determine the winner of the roll-off. In the event of a tie after the completion of the two frames, another ninth and tenth frame roll-off will take place on the same pair of lanes, reversing the order of bowling, until the tie has been broken.

- **Survivor Finals Format**

- In tournaments with 49 or more entrants, the top sixteen qualifiers will advance to the survivor segment of the tournament. After a single game, the field is cut to the top 50% of qualifiers using the highest scores from that game only. This format continues until a winner survives.
- In tournaments of 39 to 48 entrants, the top twelve qualifiers will advance to the survivor segment of the tournament. In the first survivor round, the high four qualifiers will receive a bye for the first round only. After a single game, the field is cut to the top 50% of qualifiers using the highest scores from that game only. This format continues until a winner survives.
- In tournaments of 38 or less entrants, the top eight qualifiers will advance to the survivor segment of the tournament. After a single game, the field is cut to the top 50% of qualifiers using the highest scores from that game only. This format continues until a winner survives.
- Lane assignments:
 - The tournament director will select lane blocks for each round of the survivor segment.
 - Each pair of lanes must have two and only two bowlers.
 - Remaining qualifiers will select their starting lane for the round in the order that they qualified.
 - Bowlers may not *select* a lane on the pair they just completed play on, but they may be placed there if they are last to select and that is the only pair available.
 - In the case of televised match play, multiple matches may be bowled on the same pair consecutively.
- Survivor round tie to the top 50% (roll-off)
 - A ninth and tenth frame match game roll-off will be used to determine which bowler advances.
 - Each roll-off participant will repeat their ninth and tenth frames on the pair they finished the round on.
 - Each roll-off participant will be allowed one practice shot on the lane they completed their tenth frame on.
 - Total pinfall during the roll-off will determine the winner of the roll-off. In the event of a tie after the completion of the two frames, additional ninth and tenth frame roll-offs will take place on the same pair(s) of lanes, reversing the ninth and tenth frame lanes, until the tie has been broken.

- **Lane Breakdown Procedure**

- Repairable lanes
 - If the delay lasts more than 10 minutes, each bowler will receive one practice ball on the other lane from which their next tournament shot will be made.
 - If the delay exceeds 15 minutes, each bowler will receive one practice ball on each lane.
- Lanes unable to be repaired
 - Bowlers will move to the best possible pair and received one practice ball on each lane, after which they will resume the interrupted game on the correct lane.
 - The replacement pair will then be used for the remainder of the tournament. The disabled pair will not be used for the duration of the tournament.

- **Withdrawal From Tournament**

- Any bowler withdrawing from the tournament during the qualifying round will receive zero for the frames(s) and game(s) not bowled.
 - Points and prize money will be awarded based on finishing position for that tournament.
- If a bowler withdraws from the match-play segment of the tournament, the opposing bowler automatically wins the match and advances.
 - Points and prize money will be awarded based on the lost match finishing position.
- If a bowler withdraws from a survivor round, they will not move on to the next round.
 - Points and prize money will be awarded based on the lost survivor round finishing position.

- **Disqualification From Tournament**

- If a bowler is disqualified from the tournament by a MAST director for any reason, including cheating or unsportsmanlike behavior, the bowler will receive a score of zero and last place points for the tournament.

- **Disputed Frames**

- If a competitor wishes to contest the result of any frame (including fouls, pinfall, etc...), the contesting competitor must request a ruling from a Tournament Director before they throw another shot, otherwise the result of the contested frame will stand.

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- The tournament director will settle all disputes, including tournament eligibility. The decision of the tournament director is final on the interpretation of all MAST tournament rules, procedures, and information. Any other dispute is subject to the appeals process inherent in USBC rule 329.