

ABOUT THIS DOCUMENT

1. This invitational Year-End tournament will be USBC-certified. Only the highest 40 bowlers on the Year-End Points List who have participated in a minimum of four regular season tournaments are eligible for entry into this tournament. All eligible entrants must produce a current USBC individual membership card, or purchase an affiliate USBC membership card, or pay the USBC participation fee.
2. If one or more members in the top 40 point positions cannot attend the Year-End tournament, the member(s) in position 41 (42, 43, etc., if necessary) become eligible for the Year-End tournament provided that he or she has bowled in at least four of the regular season tournaments. This process will be repeated to ensure that the Year-End tournament will start with a full field of 40 bowlers. Eligible bowlers outside the original list of 40 invitees who choose to attend & are available to compete should check in with MAST officials upon arrival.
 - o The closing date for this invitational tournament will be the date of the tournament. All eligible bowlers must be checked in and their entry fee paid by the squad time posted on the tour schedule.
 - o Any eligible bowler who has not checked in or paid the entry fee by the squad time, forfeits their spot in this tournament, and that spot is then filled by the next eligible bowler on the Year-End Points List, to reach 40 entries.
 - If no other eligible bowlers are available, a competitor arriving late may choose to enter play in progress. No score will be received for frames missed.

ENTRY FEE AND PAYOUT

1. The entry fee for this tournament is \$100.00, itemized as follows, with all prize fees returned 100% to the tournament.

Prize Fee	\$71.00
Bowling Fee	\$29.00
2. The following minimum base pay out structure will be used, based on 40 entrants. The prize fund may be increased with sponsor contributions, expense fee return, and raffle supplementation.

1st Place	\$700.00	5th Place	\$180.00	9th Place	\$140.00
2nd Place	\$475.00	6th Place	\$160.00	10th Place	\$135.00
3rd Place	\$300.00	7th Place	\$150.00	11th Place	\$130.00
4th Place	\$200.00	8th Place	\$145.00	12th Place	\$125.00

3. All bowling is scratch.
4. This tournament will consist of three segments: a qualifying segment, a round-robin match play segment and a stepladder single-elimination segment. Each player will draw for a starting lane assignment for the qualifying segment of the tournament.
5. Ten minutes of practice will precede the qualifying segment of the tournament.

QUALIFYING SEGMENT

1. All bowlers will bowl eight qualifying games across sixteen lanes, moving to the right after each game.
 - o Bowlers will skip one pair of lanes between games one, two, three and four.
 - o After a short break, bowlers will receive two practice balls on each lane prior to game five, which will be bowled on the pair of lanes immediately to the right of the pair used for game four.
 - o Bowlers will then skip one pair of lanes between games five, six, seven and eight.
2. In the event of a tie for the last qualifying position(s):
 - o A single game will be bowled between all tied bowlers, on a pair of lanes determined by the tournament director.
 - o The bowlers will both bowl the first frame on the left lane, second frame on the right lane, etc... A coin flip will be used to determine the order of bowling. Game scores will be ordered highest to lowest to determine final qualifying position(s).
 - o In the event of a tie game, all tied bowlers will bowl a ninth/tenth frame roll off, where they both bowl the ninth frame on the left lane, before moving to the tenth frame on the right lane. A coin flip will again be used to determine the order of bowling.
3. Automatic scoring will be used, wherever available, and scores will be transferred to the official tournament recap sheets before the scores are erased.
4. It is the responsibility of each player to ensure that the scores have been accurately recorded on the official tournament recap sheets. Each player is required to sign the recap sheet upon the completion of the eight 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 being disqualified for the tournament.

MATCH PLAY SEGMENT

1. The top twelve (12) qualifiers will advance to the round-robin match play segment of the tournament, where each bowler will bowl all of the other eleven (11) qualifiers. The winner of each round-robin match play game receives 30 bonus pins. In the event of a tie, each bowler receives 15 bonus pins.
2. Ten minutes of practice will precede the round-robin match play segment of the tournament.
3. The twelfth game in the round-robin match play segment of the tournament is a position round, where the bowler in the first position bowls the bowler in the second position, third bowls fourth, fifth bowls sixth, etc.
 - o Where possible, the tournament director will allocate a "burn pair" for optional practice for competitors who finish their eleventh match early.
4. The pairs of lanes for all of the round-robin matches will be predetermined on a master schedule. The bowler assigned to the odd-numbered lane will start each of the individual matches. The Tournament Director will assign the lanes for the position round games, with the higher qualifier in each pairing starting the match on the odd-numbered lane.
5. One alternate position will be offered to year-end participants who did not qualify for the match play round, in the order that they finished the qualifying round.
 - o The alternate is expected to be in the bowling center and available to bowl during the match play segment, in the event that another match play participant withdraws.
 - o The alternate is expected to assist the Tournament Director in tasks including collecting game scores, updating standings, etc..., when not participating in match play.
 - o If the match play segment is completed without a withdrawal, the alternate will be compensated \$50.00 for their time and assistance.
6. Withdrawal from match play
 - o If a bowler withdraws from match play for any reason, they will be given zero(s) for the remainder of the game not bowled, and the match result determined from that score. The alternate will then bowl any remaining matches in the withdrawn bowler's schedule.
 - The alternate's score shall be computed using his or her own qualifying total plus the scratch match play total pins of the competitor being replaced.
 - o If the alternate enters match play to replace a withdrawn bowler, their \$50.00 compensation will be pooled with the prize money for their finishing position after completion of match play, and those funds will then be split 50/50 between the withdrawn bowler and the alternate.
 - o If a bowler withdraws from match play & is replaced by the alternate, the withdrawn bowler is expected to take on any duties the alternate was performing before the withdrawal. Failure to complete these duties will result in forfeiture of any prize funds. Exceptions will be granted for significant injury or illness, family emergency, etc... at the Tournament Director's discretion.
 - o If a bowler withdraws from match play & no alternate or eligible bowler is available for replacement, the remaining opponents in the withdrawn bowler's match play schedule must beat a blind score of 190 to earn match play bonus pins.

STEPLADDER SEGMENT

1. Upon completion of the twelve round-robin match play games, the top four bowlers advance to the stepladder segment of the tournament, where the bowler in the fourth position bowls one game against the bowler in the third position. The winner then bowls one game against the bowler in the second position. The winner then bowls one game against the bowler in the first position. The winner of this final stepladder game is the YE champion.
2. Each bowler will be allowed two practice shots on each lane prior to the start of each stepladder match.
3. In the event of a tie in a stepladder game,
 - o The bowlers will bowl a ninth/tenth frame roll off, where the bowler who finished the match game on the right lane will bowl the ninth frame on the left lane.
 - o The other bowler will then bowl the ninth frame on the right lane and the tenth frame on the left lane.
 - o The first bowler will then bowl the tenth frame on the right lane, completing the roll off.
 - o Total pins will determine the winner of the roll off.
 - o 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.
4. The higher qualifier will have the choice of finishing lane throughout the stepladder segment of the tournament. The bowler finishing on the even number lane starts the match on the odd number lane.
5. The tournament director will make the lane assignments for all of the stepladder matches, making sure that bowlers do not bowl consecutive games on the same pair of lanes.
6. The stepladder single elimination bracket will be posted before the start of matches.
7. Withdrawal from stepladder play
 - o An alternate bowler will not be used during the stepladder segment.
 - o If a bowler withdraws from stepladder play for any reason, they will be given zero(s) for the remainder of the game not bowled, and the match result determined from that score.
 - o If a withdrawn bowler wins a match prior to the final match but cannot continue, their opponent in the subsequent match need only knock down one pin to win that match and advance.

FINAL PRIZE LIST

1. The final prize list will be posted before the start of round-robin match play and all prize fees will be paid out immediately upon completion of the tournament.
2. 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.