

Tournament Rules

New England Bowlers Association Cambridge Credit Counseling Invitational Tournament

General

- This tournament shall be governed by the New England Bowlers Association and will be sanctioned by the United States Bowling Congress
- This tournament is open to current NEBA Members who bowled a minimum of three (3) tournaments during the current season prior to the start date of this tournament.
- Entry Fee for this tournament shall be **\$120**.
 - \$1 from every entry throughout the current season shall go towards the prize fund of this tournament

Lane Conditions / Oil Schedule

- This tournament shall be contested on the 2025 USBC Open Championship D/S Pattern
 - Length: 43'
 - Ratio: 2.03 : 1
 - Volume: 30.42mL
- The first qualifying squad of the day will be on a fresh lane condition
- The second qualifying squad of the day will be on the burn
- Lanes will be reconditioned for Super Match-Play

Practice

Qualifying Squads

- Practice time will follow the standard NEBA Singles Tournament Practice Rules.

Super Match-Play

- Ten (10) Minutes of practice

Position Round

- Five (5) minutes of practice

Qualifying

- Qualifying will follow the same procedure, rules, and advancing ratios as a standard singles NEBA tournament with the below exceptions
- Side cuts will be combined with a guaranteed 1:7 to cash
 - Not guaranteed to advance to the finals
 - Side cut cashers not in finals paid at one and a half times (1.5x) entry fee
 - Top 16 side cut eligible bowlers count towards the cash number
- There will be two (2) qualifying squads: 9:00am and 12:30pm
 - 9:00am will be a fresh squad
 - 12:30pm will be a burn squad
- The top **sixteen (16)** in Bowler of the Year points leading up to this tournament are guaranteed to advance to Super Match-Play
 - The top **16** bowlers in points are required to bowl at least one (1) qualifying squad. They may re-enter, as space permits, to try and improve their positioning into Super Match-Play.
 - If there are any ties for **16th** place in points from the previous season, all participants tied shall qualify for Super Match-Play and will be taken from the at-large
 - If anyone from the top **16** does not bowl, their guaranteed position into Super Match-Play is forfeited and an additional position will be taken from the at large.

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- If someone from the top **16** who bowls and would not advance if not in the top **16**, their spot will come from the at-large. If all at-large spots are removed due to this, there will be no at-large.
- **If there are more spots taken from the at-large than that are available, the number of finalists will be rounded up to the closest of 24, 27, 30, 32, 36, or 40 finalists. If rounding up requires additional finalists, spots will be filled from the at-large list.**

35 Mile Rule

- Entries into the last qualifying squad shall be handled in the following order:
 - Bowlers in the top **sixteen (16)** in points that have not bowled yet
 - First-time bowlers residing outside a 35-mile radius of the tournament site
 - First-time re-entries
 - Members living within the 35-mile radius
 - Bowlers in the top **sixteen (16)** re-entries
 - Bowlers not in the top **sixteen (16)** with a guaranteed spot into match play from the earlier squad

Super Match-Play

- Advancers from qualifying shall bowl five (5) games across ten (10) lanes
- Bowlers will be seeded based on their highest 5 game qualifying total
 - Any ties in position will be broken by high game from their advancing qualifying block score.
 - If any bowler(s) misses roll call, the next highest bowler(s) still in the building shall take the place of the missing bowler(s).
 - Will be a direct replacement for matches and seeded at the bottom
- Lane assignments will be determined by a random seeding schedule in which no bowler will bowl the same opponent twice (outside of position round)
 - The first game will be assigned based on a standard bracket (e.g. 32 finalists, first pair will be #1, #32, #16, and #17, etc.)
 - The final game (Game 5) will be a position round.
 - Pair 1 will be 1v2v3 (v4), etc.
 - If 1st place is locked into position, Pair 1 will be 2v3v4(v5), and 1st place will bowl in the last place position.
- All participants in the Super Match-Play Round shall cash
- Pinfall from the Qualifying Round will carry over to the Super Match-Play Round.
 - Bowlers who participate in multiple qualifying squads shall take their highest qualifying pinfall total, regardless if said score is the score that qualified them for Super Match-Play
- Bowlers will bowl matches against everyone on their pair of lanes. There will be 3 bowlers per pair if 24, **27**, or **30** qualifiers, and 4 bowlers per pair if 32, **36**, or 40 qualifiers.
 - Bowlers will receive 20 bonus pins per person they beat on their pair.
 - Bowlers will receive 10 bonus pins per person they tie on their pair.
- In the event that less than four (4) (or three (3) if 24, **27**, or **30** qualifiers) bowlers competing during a match, the absent score(s) shall be treated as a score of zero (0) for bonus pin calculations
 - Any/all bowlers who DNF, will automatically finish at the bottom of the Match-Play results in the following order: Total Games Bowled → Score (with Bonus Pins) → Average
- If there is a tie for 1st, a full game roll-off will be conducted to break the tie. Participants will get two (2) practice balls on a pair of lanes determined by the Tournament Director. The higher-seeded competitor shall determine the starting lane. If there is a tie after the full game roll-off, a 9th and 10th frame roll-off will be conducted on the same pair of lanes, with the higher-seeded competitor choosing the order. The competitor starting shall bowl the 9th frame on the left lane. The other competitor will bowl their 9th frame on the right lane and then their 10th frame immediately after on the left lane. Then the starting competitor will complete their 10th frame on the right lane.
- If there is a tie after the 9th and 10th frame roll-off, another 9th and 10th frame roll-off will take place, with the higher seed continuing to have their choice of starting lane until the tie is broken.

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- All other tied positions will have prize monies combined and split.

Bowler of the Year Points

- Bowler of the year points for the tournament shall be as follows:
 - Participation: Standard Singles Participation Points (5)
 - Cashing (Non-Advancing): 15 pts
 - Finals
 - 1st: 125 pts
 - 2nd: 100 pts
 - 3rd: 80 pts
 - 4th: 65 pts
 - 5th - 8th: 55 pts
 - 9th - 16th: 47 pts
 - 17th - 32nd: 40 pts
 - 33rd - 40th: 35 pts
- If there is a tie in placing between two different point tiers, placing will be determined by actual pinfall (no bonus pins), high qualifying block, high game.