



2023 National Teams Championships

RULES AND REGULATIONS – TBNZ # 2304

Venue – Superstrike Hastings

Friday, 31 March – Sunday, 2 April 2023

This is a non ranked event

These rules will apply for the conduct and control of the National Teams Championships and related matters. In the event of any regional rule conflicting with these rules, then these rules will take precedence.

The 2023 National Teams Championships will be conducted and promoted by Tenpin Bowling New Zealand Incorporated (TBNZ).

1.0 Name

- 1.1 The tournament will be known as the National Teams Championship (NTC.)

2.0 Purpose

- 2.1 The purpose of the NTC is to determine annually the best team of tenpin bowlers representing their Centre.
- 2.1 To foster, develop and advance a spirit of good sportsmanship and fellowship.

3.0 Centre Participation

- 3.1 Participation in the NTC will in the first instance, be limited to one team per Centre.
- 3.2 A Centre may request to enter extra teams, or an Invitational team may be invited to compete in the NTC at the TBNZ Tournament Rules Committee discretion.
- 3.3 A Centre must have a minimum of 66% of the eligible bowlers from their Centre to constitute a legal team. i.e. minimum of 4 bowlers.

4.0 Deadlines

- 4.1 Centres must confirm participation by **21 November 2022**.
- 4.2 TBNZ Tournament Rules Committee will allow extra teams from **21 November 2022**.
- 4.3 Centres must submit their team line-up including coach and manager by **1 February 2023**.
- 4.4 Proposed team or individual sponsorship submitted for approval by **1 February 2023**.
- 4.5 Bowlers must apply to be included in the Draft by **2 February 2023**.
- 4.6 Draft will be drawn by **5 February 2023**.
- 4.7 Entry fees must be paid by **1 March 2023**.

5.0 Eligibility – Team Member, Selector, Manager, Coach

- 5.1 Must be a financial member of TBNZ in good standing, prior to the start of the NTC, or any member of an affiliated organisation to the International Bowling Federation.
- 5.2 Must be capable of conducting themselves in a manner that does not reflect poorly on the sport of Tenpin Bowling or the Centre they are representing.
- 5.3 Must have qualified for the Centre team in accordance with the criteria set by “The Committee”.
- 5.4 Bowlers must have bowled a minimum of 21 games in a recognised league twelve (12) months prior to the Centre submitting their team line-up as required by point 4.3.
- 5.5 A league must consist of a minimum of seven (7) separate bowling sessions with a minimum period of seven (7) days between each session.
- 5.6 Bowlers who qualify to represent more than one Centre may represent any Centre they qualify for. It is the bowler’s responsibility to confirm which Centre they will represent prior to the team submission date (refer 4.3).
- 5.7 Bowlers who have missed selection for their Centre’s team and for bowlers whose Centre has no team can apply to enter the Draft (See Appendix A).
- 5.8 When a Centre doesn’t have enough eligible bowlers to form a legal team (refer 3.3), they must apply for bowlers through the Draft system. A Centre cannot combine with another Centre or approach a bowler from another Centre.
- 5.9 All applicants for a coaching position must at least hold a Level 1 accreditation under Tenpin Bowling New Zealand’s National Coaching Accreditation. If a qualified coach isn’t available, approval must be obtained from the TBNZ Tournament Manager for the appointment of an alternative coach.

6.0 Appointment of Management (The Committee)

- 6.1 The coach, selectors and team manager (The Committee) will be appointed by the Centre management.
- 6.2 Once “The Committee” has been appointed, they are responsible for determining the selection process for selecting their Centre team.

7.0 Control of Events and Playing Conditions

- 7.1 The NTC Tournament Committee will be determined by TBNZ. The NTC Tournament Committee will appoint a NTC Tournament Director, whose name will be advised prior to the start of the competition.
- 7.2 The NTC Tournament Committee will be responsible for all preparation and conduct of the matches whilst in progress.
- 7.3 The NTC Tournament Committee may appoint/engage such assistance as deemed necessary to ensure the successful conduct of the tournament.
- 7.4 The lane pattern will be specified and approved by the TBNZ Lane Patterns Panel as per technical requirements at least four (4) weeks before the start of the tournament.
- 7.5 The NTC Tournament Committee will ensure that the host Centre’s lanes have been certified by TBNZ prior to the commencement of the tournament.

8.0 Format

- 8.1 This tournament will be conducted as a Team event. Each bowler will compete in a five (5) person Baker team and a five (5) person team match-play event.
- 8.2 A team will comprise of six (6) players. Three (3) men and three (3) women players.
- 8.3 **Baker Team:** consisting of five (5) bowlers per match, playing all other teams in a round robin format.
Baker Teams will be one round of head to head matches with a preset consecutive rotation of players and positions.
 - Teams will be required to submit their player order numbered 1-6 prior to the first match.
 - In game 1, player 1 bowls frames 1 and 6, player 2 bowls frames 2 and 7, player 3 bowls frames 3 and 8, player 4 bowls frames 4 and 9, player 5 bowls frames 5 and 10. Player 6 is on the bench.
 - In game 2, player 6 goes into position 1, Player 1 goes to position 2 etc. Player 5 is on the bench.
 - For game 3 and on players continue to rotate as above.A second round may be added to the schedule dependent on the number of teams and adequate time.

- 8.4 **Five Person Teams:** consisting of five (5) bowlers per match, playing all other teams in a round robin format.
All bowlers must bowl a **minimum of 80% of all games**. The penalties for not completing the 80% game criteria is -4 points per penalised player per game, to be deducted from the over-all team total points at the end of the tournament.
- 8.5 The team listed to start on the left-hand side of the pair, will list their order of players first.
- 8.6 There will be a lane change after every game.
- 8.7 LANE CHANGING. On completion of each game, bowlers or teams can immediately move to their next lane, when it becomes clear, and commence bowling when their opponents arrive and their names appear on the screen.

9.0 Points System

Points will be awarded as follows:

- 9.1 **Baker Team:** Each team will be awarded points equal to 1% of the game pinfall, i.e. 165 game = 1.65 points. Five (5) points will also be awarded to the team with the highest game.
- 9.2 In the event of an equal team score, the points will be equally shared i.e. 1% of game pinfall & 2.5 points for game pinfall.
- 9.3 **Five Person Teams:** Each team member will be matched against the opposing team member in the corresponding position in the line-up. The bowler achieving the highest scratch pinfall for the game will win one (1) point for the Team. In the event of an equal game score, the point will be equally shared.
- 9.4 The team's total pinfall will be compared with the total pinfall of the opposing team, three (3) points will be awarded to the team with the highest total pinfall. In the event of an equal team score, the points will be equally shared
- 9.5 The points earned in the Baker & Five Person Team event will then be combined to determine the overall National Team champion

10.0 Ties

- 10.1 **Baker Team:** If there is a tie for the first three placings, the following process will be used to determine the final placings:
- results of the head-to-head game(s)
 - If a tie still exists, the tie will be broken by the team with the highest total pinfall
 - If the tie still exists, the highest game between the tied teams
- 10.2 **Five Person Teams:** If there is a tie for the first three placings, the following process will be used to determine the final placings:

- a) results of the head-to-head game(s)
 - b) If a tie still exists, the tie will be broken by the team with the highest total pinfall
- 10.3 **Overall National Team Champion:** If there is a tie for the first three placings, the following process will be used to determine the final placings:
- a) Combined results of the head-to-head match play games
 - b) If a tie still exists, the tie will be broken by the team with the highest total pinfall
- 10.4 All other tied positions will be shared.

11.0 Dress Rules

- 11.1 All bowlers must wear a team collared shirt of the same design and colour, clearly displaying the team's Centre and/or region name on the back.
- 11.2 All men of a Centre's team must wear the same colour dress trousers or dress shorts that require a belt and must be the same colour as the women's clothing. Men's team members will be permitted to wear a combination of the above (i.e. some men may wear dress shorts whilst others wear dress pants).
- 11.3 All women of a Centre's team must wear either dress slacks, dress shorts, dress skirts or dress skorts of the same colour as the men's clothing. Women team members will be permitted to wear a combination of the above (as per the Men (see above) but applying to all Women's options).
- 11.4 The length of shorts, skirts, or skorts must be below the bowler's fingertips when standing with their arms hanging naturally. If there are special circumstances that prevent this, approval will be required by the TBNZ Tournament Committee.
- 11.5 Track suit pants, cargo pants, denims, hats, caps, or any other type of headwear (except for religious, cultural or medical reasons) cannot be worn during play.
- 11.6 Teams can wear any uniform colour and design they like, if they conform to the guidelines in the TBNZ general playing rules and points 11.1 – 11.5 above.
- 11.7 Where a bowler or bowlers in a team do not comply with the dress code, the bowler or bowlers concerned will be given a score of zero for their first game in that event. The zero score will be used when calculating the bowlers average for All Stars team selection &/or All Event totals (if applicable).

12.0 Sponsorship

- 12.1 All participating teams are required to submit to the TBNZ Tournament Manager tournament@tbnz.co.nz any proposed team or individual sponsorship by **1 February 2023** to determine whether there is any conflict with current or proposed national sponsorship agreements or venue sponsorships.

- 12.2 Any proposed sponsorship logo shall be restricted to a size not exceeding 100cm².

13.0 The National Teams Champions

- 13.1 NTC trophies will be presented to the team with the highest points total for the Baker, Five Person Team and the combined Baker & Five Person team events.
- 13.2 The above trophies are perpetual trophies and will remain in the custody of the champion Centre for a period of nine months and are then to be returned to the TBNZ Tournament Manager by **31 January 2024**. It is the responsibility of the team manager of the team winning trophies to ensure they are returned on time.

14.0 Medallions/Trophies

- 14.1 Gold, Silver and Bronze medallions will be presented to first, second and third placed teams in following events:
- a) Baker Teams
 - b) Five Person Teams
 - c) Combined (Baker and Five Person Team) Event

15.0 Awards

15.1 NTC Sportspersons' Award

- a) Voting slips will be handed out to all team managers at the commencement of day two. They will be submitted to the Tournament Director prior to mid-day of the final day of competition.
- b) The male and female bowler who receives the most votes will be declared the winner of the award, subject to the NTC Tournament Committee having the right of veto. Votes will be scrutinised by the NTC Tournament Committee.
- c) Bowlers may vote for a member of their own team.

15.2 NTC Outstanding Achievement Award

- a) The male and female recipient of this award is selected by the NTC Tournament Committee.
- b) Criteria taken into consideration when selecting the recipient of this award are points won, number of games played, results and entering average.

15.3 NTC All Star Team

- a) At the conclusion of the NTC Tournament, an "All Star Team" will be announced in both the men's and women's divisions.
- b) The top five men and women with the highest averages in the All Events will be invited into the All Star Team.

- c) In the event of a tie for the final place, both bowlers will be invited into the All Star Team.

16.0 Costs

- 16.1 The cost of entering the NTC will be **\$1,000** inclusive of GST per team. Entry fees must be paid by **1 March 2023**
Tournament fees must be direct credited into the TBNZ bank account Westpac - **03 0227 0331250 00**.

17.0 Equipment

- 17.1 Random ball checks may be conducted each day. A minimum of two and a maximum of four bowlers may be randomly selected to have all their equipment checked. These checks will take place after each session has concluded. Managers will be notified prior to the bowlers being selected.
- 17.2 It is not allowed to alter the surface of a ball after the end of warm-up until the session* is finished.
- 17.3 While bowling in a TBNZ competition a bowling ball cannot:
 - a) Have the surface altered by the use of an abrasive
 - b) Be cleaned with any liquid substance or cleaning agent
 - c) Have any foreign material on it including, but not limited to, power, rosin, marker or paint

All bowling balls so altered or cleaned will be considered illegal and must be removed from the competition.

*Session is defined as a block(s) of consecutive games where there is a defined start and/or end time i.e. squad.

- 17.4 Any bowler whose equipment is deemed to be illegal will be given a score of zero and lose all scores/points won in that session. Forfeited games will be included in the calculation of the bowler's average for that competition.

18.0 Players Area

- 18.1 Only team members, coaches, managers and tournament officials shall be allowed in the players area.
- 18.2 Only one coach or manager per team is permitted in the players area at any one time

19.0 Warm up / Practice

- 19.1 Bowlers will be entitled to ten (10) minutes of official practice prior to the commencement of each bowling session.
- 19.2 Only those team members competing in the first game of the bowling session will be permitted to practice.

- 19.3 Warm up lanes will be made available to all team members not competing in the current game from the commencement of the 7th frame on the pair directly adjacent to the competition lanes.
- 19.4 Warm up lanes will cease to be used immediately upon the conclusion of the second to last match in the current session.
- 19.5 Warm up lanes will not be available during the last match of a bowling session.

20.0 General

- 20.1 Drinking and eating in the bowler's area is not permitted.
- 20.2 The consumption of alcohol is not permitted while competing or if you have events still to complete for the day, this includes Coaches & Managers.
- 20.3 Smoking / vaping is not permitted while competing in an event.
- 20.4 Bowlers, Coaches & Managers are always expected to exercise the highest standards of sportsmanship.
- 20.5 Abuse towards Centre staff, Centre equipment, other competitors or members of the public will not be tolerated. This includes any inappropriate use of social media.
- 20.6 Serious transgressions will be dealt with as in rule 21.0.

21.0 Card System

The three-tiered card system will be used for any transgressions as determined by the Tournament Director:

- 21.1 White card – verbal warning given to the team member regarding a rules breach or behavioural offence.
- 21.2 Yellow card – a second verbal warning to the team member regarding a rules breach or behavioural offence.
- 21.3 Red card – Immediate disqualification of the team member from the tournament for repeated or serious transgressions.
- 21.4 If a player is “red carded” the team will not receive a replacement player under point 23. Substitutes / Injuries.

22.0 Protests

- 22.1 All protests must be lodged in writing to the TBNZ Tournament Director within 30 minutes of any alleged infraction. A protest may only be lodged by a Centre's Team Manager and all decisions made by the TBNZ Tournament Committee will be final.

23.0 Substitutes / Injuries

- 23.1 If one or more nominated team members withdraw from their Centre team prior to the start of the tournament, the Centre can fill their team with eligible bowlers

as are available from their Centre or if no eligible bowlers, then bowlers from the draft.

- 23.2 If one or more of the nominated team members are unable to bowl, due to an injury or an emergency during the tournament, such that the correct number of players are not available to play, the team will be filled by such eligible bowlers as are available. Their inclusion is to be approved by the Tournament Director. If their inclusion is approved, all scores of the bowler(s) shall count towards the team score.
- 23.3 The Tournament Director will determine what constitutes an emergency &/or injury.
- 23.4 If there are no other eligible bowlers available a pacer can be used, but no scores of the pacer shall be counted towards the team score.
- 23.5 If there are no other eligible bowlers available (Baker format only), all other bowlers within the legal line-up will share an even rotation of the injured bowlers remaining frames.
- 23.6 If a bowler sustains an injury during a game, a replacement bowler may be used from your team line-up. The replacement bowler will start from the point of play where the injured player stopped. The game will be credited to the bowler who started the game.

24.0 Slow Bowling

- 24.1 Slow bowling will not be tolerated, except when caused by lane breakdowns or circumstances outside of bowler's control. Players preparing to step on to the approach and deliver the ball shall have the following rights and obligations.
- 24.2 Players shall be ready to bowl when it is their turn and not delay the start of their approach or delivery.
- 24.3 A bowler is given 30 seconds from the moment the previous bowler steps down from the approach to the time the ball leaves the hand of the bowler. Tournament Officials may use stop watches to randomly check the timing of the bowler's delivery.
- 24.4 If a player does not observe the procedures outlined in 24.2 & 24.3, it shall be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorised official as follows.
 - a. A verbal warning will be given (no penalty)
 - b. A verbal warning for the second offence (no penalty)
 - c. For the third and each succeeding offence during the event, the penalty shall be a zero pinfall for that frame.

25.0 Special note / Disclaimers

- 25.1 Any matters which arise and are not covered herein shall be decided by the TBNZ Tournament Committee.

25.2 The tournament officials, the bowling Centre management and their staff will not be held responsible for any loss or damage of belongings or equipment during the tournament.

26.0 Composite Teams

26.1 To give bowlers, whom for whatever reason have missed selection to a team an opportunity to participate in the NTC, the TBNZ Tournament Rules Committee may allow composite teams. Composite team members will, in the first instance, come from bowlers that have entered the draft.

26.2 Bowlers in composite teams are competing for the opportunity to gain inclusion into the All Star team, inclusion into the National Squad and to gain the right to automatically represent New Zealand. A composite team is ineligible to place in the NTC.

26.3 Bowlers in a composite team will be ranked in the All Stars list.

26.4 Bowlers in a composite team will be eligible to win individual awards.

26.5 Composite teams will not be compiled until the draft process has been completed.

Appendix A

NATIONAL TEAMS CHAMPIONSHIP DRAFT GUIDELINES

The National Team Championship Draft is open to all current TBNZ bowlers.

The objectives of the Draft are:

1. To provide Centres with bowlers to play in their Centre team if their pool of players is depleted for any reason.
2. To allow bowlers to compete in the NTC who were ineligible or were unsuccessful in qualifying for their Centre team.
3. To allow bowlers to compete when their Centre is not entering a team.

Applicants must:

1. Understand that if they are successful in the draft, they may be required to pay travel expenses to the tournament and any other expense to the Centre for which they are representing.
2. During the tournament, stay with the team they have joined and be part of the team and take directives from the appointed coach and manager of that team.
3. Applications to be included in the draft should be emailed to the TBNZ Tournament Manager at tournament@tbnz.co.nz.

Conditions and conduct of Draft:

1. All draft bowlers must apply to be included in the draft by **2 February 2023**. Their application must include their name, TBNZ tournament average or their highest current league average (if they don't have a TBNZ average) and the Centre they bowl. Average must be based on at least 21 games. Application must also include whether you wish to be considered for a Composite team (if applicable), if you miss draft selection.
2. Allocation of bowlers will be done by the following process:
 - a) All teams requiring bowlers will be put into a hat and drawn out one at a time, this will determine the allocation order (separate draws for men and women vacancies); and
 - b) The bowler with the highest average will be allocated to the first team drawn, the bowler with the second highest average will be allocated to the second team drawn, the process will continue until all available vacancies have been filled or there are no more bowlers left in the draft.
3. If possible, the draw will be available by live feed but in any case, must be supervised. Draft will be drawn by **5 February 2023**.
4. If there are insufficient bowlers in the draft to fill all teams, the TBNZ Tournament Manager will assist Centres to fill their team, but ultimately the responsibility to fill teams rests with the Centres concerned.
5. If a bowler declines an invitation to bowl for the team he/she is drafted into, that bowler will be ineligible to compete in the tournament unless he/she is needed to bowl for their home Centre team.
6. If a Centre declines a bowler from the draft, the Centre will only be allowed to fill their team with bowlers from their Centre, no bowler from another Centre will be allowed to bowl in that Centre's team.