



2023 TBNZ50 National Teams Championship

RULES AND REGULATIONS – TBNZ # 2305

Venue – North City Tenpin

Thursday, 27 April – Sunday, 30 April 2023

This is a Grade 1 Ranked Event

These rules will apply for the conduct and control of the TBNZ50 National Teams Championship and related matters. In the event of any regional rule conflicting with these rules, then these rules will take precedence.

The 2023 TBNZ50 National Teams Championship will be conducted and promoted by Tenpin Bowling New Zealand Incorporated (TBNZ).

1.0 Name

- 1.1 The tournament will be known as the TBNZ50 National Teams Championship.

2.0 Purpose

- 2.1 The purpose of the TBNZ50 is to determine annually the best Senior team of tenpin bowlers representing their Centre.
- 2.1 To foster, develop and advance a spirit of good sportsmanship and fellowship to promote and maintain a good relationship amongst representative teams and to advance their mutual interest in relation to bowling generally.

3.0 Centre Participation

- 3.1 Participation in the TBNZ50 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 TBNZ50 at the TBNZ Tournament Rules Committee discretion.
- 3.3 A Centre must have a minimum of 50% of the eligible bowlers from their Centre to constitute a legal team. i.e., minimum of 4 bowlers 2 male & 2 female.

4.0 Deadlines

- 4.1 Centres must confirm participation by **31 January 2023**.
- 4.2 TBNZ Tournament Committee will allow extra teams from **1 February 2023**.
- 4.3 Centres must submit their team line-up including coach and manager by **28 February 2023**.
- 4.4 Proposed team or individual sponsorship submitted for approval by **28 February 2023**.
- 4.5 Bowlers must apply to be included in the Draft by **28 February 2023**.
- 4.6 Draft will be drawn at the **Manukau Open on 5 March 2023**.
Note: draft should be completed early enough to enable uniforms to be ordered.
- 4.7 Entry fees must be paid by **13 April 2023**.

5.0 Eligibility – Team Member, Selector, Manager, Coach

- 5.1 Must be a financial member of TBNZ in good standing, over or turning the age of 50 during the year of the TBNZ50, 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 Committee 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 TBNZ50 Tournament Committee will be determined by TBNZ Tournament Rules Committee.
- 7.2 The TBNZ50 Tournament Committee will be responsible for all preparation and conduct of the matches whilst in progress.
- 7.3 The TBNZ50 Tournament Committee may appoint/engage any 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 TBNZ50 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 an 'All-Events' tournament. Each bowler will compete in Singles, Doubles, and Teams.
- 8.2 A team will comprise of four (4) male and four (4) female players who will compete in separate divisions.
- 8.3 Each bowler will bowl six (6) games per event, for a total of 18 games.
- 8.4 Singles and Doubles will be bowled in one block of six (6) games. Teams will be bowled in two (2) blocks of three (3) games.
- 8.5 In Singles, Doubles, Teams and All-Events, each bowler or team will earn points towards their team's total points.
- 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 In Singles and All-Events, the winning bowler will earn points equivalent to the total number of bowlers in that event. i.e., 40 bowlers = 40 points for first place. The points awarded to the other bowlers will reduce by one point per place.
- 9.2 In Doubles, the winning pair will earn points equivalent to the total number of pairs in that event, multiplied by 4. i.e., 20 doubles = 80 points for the winning pair. The points awarded to the other bowlers will reduce by four points per placing.
- 9.3 In Teams, the winning team will earn points equivalent to the total number of teams in that event, multiplied by 16. i.e., 10 teams = 160 points for the winning team. The points awarded to the other teams will reduce by sixteen points per placing.
- 9.4 See Appendix B for an example of the points table based on 10 teams. When the final number of teams is known an updated table will be circulated.
- 9.5 After the teams' event is complete, the men's and women's team having the highest number of points will be declared the men's or women's TBNZ50 champion.
- 9.6 The points earned in the men's and women's divisions by each team will then be combined to determine the overall TBNZ50 champion.

10.0 Ties

- 10.1 If there is a tie for the first three medal placings in the individual events (i.e., Singles, Doubles, Teams, and All Events), the medals will be shared.
- 10.2 Team Points allocation - If there is a tie for any placing within the individual events (i.e., Singles, Doubles, Teams, and All Events), bowlers or teams will earn the same number of points, which will be the total of all the points available to the tied placings, split evenly between the tied bowlers/teams.
- 10.3 If there is a tie for the first three placings, in the Men's, Women's or Overall Combined divisions. The tie will be broken by the team with the highest All Events points total.

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 Rules Committee.
- 11.5 Track suit pants, cargo pants, denims, hats, caps, or any other type of headwear (except for religious, 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 **28 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 Senior Teams Champions

- 13.1 TBNZ50 trophies will be presented to the team with the highest total points in the male, female & combined male and female divisions.
- 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 will then be returned to the TBNZ Tournament Manager by **31 January 2023**.

14.0 Medallions/Trophies

- 14.1 Gold, Silver and Bronze medallions will be presented to first, second and third placed individuals winning those positions in both divisions of the following events:
- a) Singles
 - a) Doubles
 - b) Teams
 - c) All Events
 - d) Male division
 - e) Female division
 - f) Overall combined team Male and Female division.

15.0 Awards

15.1 TBNZ50 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 TBNZ50 Tournament Committee having the right of veto. Votes will be scrutinised by the TBNZ50 Tournament Committee.
- c) Bowlers may vote for a member of their own team.

15.2 TBNZ50 Outstanding Achievement Award

- a) The male and female recipient of this award is selected by the TBNZ50 Tournament Committee.
- b) Criteria taken into consideration when selecting the recipient of this award are Senior event average, medals won and pins over entering average.

15.3 TBNZ50 All Star Team

- a) At the conclusion of the TBNZ50 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 TBNZ50 will be **\$1,600** inclusive of GST for a team entering the men's and women's divisions.
Entry fees must be paid by **13 April 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 competition* is finished.
- 17.3 While bowling in a TBNZ competition* a bowling ball cannot:
- a) Have the surface altered using 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*.

*Competition is defined as a block(s) of consecutive games where there is no official reconditioning of the lane surface.

- 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 five (5) minutes practice for the singles & doubles events and ten (10) minutes for the teams' event.

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 Any 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 TBNZ50 Tournament Committee 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 TBNZ50 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 TBNZ50 Tournament Committee. If their inclusion is approved, all scores of the bowler(s) shall count towards the team score.

- 23.3 The TBNZ50 Tournament Committee 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 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

- 26.1 Any matters which arise and are not covered herein shall be decided by the TBNZ50 Tournament Committee.
- 26.2 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.

Appendix A

NATIONAL TEAMS CHAMPIONSHIP DRAFT GUIDELINES

The TBNZ50 National Team Championship Draft is open to all current TBNZ bowlers specific to this age group.

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 TBNZ50 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 **28 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 team requiring bowlers will be put into a hat and drawn out one at a time, this will determine the allocation order (separate drawn for male and female 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. The draw will be conducted at the **Manukau Open held 5 March 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.

Appendix B

TBNZ50 NATIONAL TEAMS CHAMPIONSHIP POINTS TABLE
(Example – 10 Teams)

Placing	Singles	Doubles	Teams	All Events
1	40	80	160	40
2	39	76	144	39
3	38	72	128	38
4	37	68	112	37
5	36	64	96	36
6	35	60	80	35
7	34	56	64	34
8	33	52	48	33
9	32	48	32	32
10	31	44	16	31
11	30	40		30
12	29	36		29
13	28	32		28
14	27	28		27
15	26	24		26
16	25	20		25
17	24	16		24
18	23	12		23
19	22	8		22
20	21	4		21
21	20			20
22	19			19
23	18			18
24	17			17
25	16			16
26	15			15
27	14			14
28	13			13
29	12			12
30	11			11
31	10			10
32	9			9
33	8			8
34	7			7
35	6			6
36	5			5
37	4			4
38	3			3
39	2			2
40	1			1