



SOUTH PACIFIC BOWLING



2025 TBNZ21 National Teams Championships

RULES AND REGULATIONS – TBNZ # 2506

Venue – Pins

Thursday, 25 September – Saturday, 27 September 2025

These rules will apply for the conduct and control of the TBNZ21 National Teams Championships and related matters. In the event of any regional rule conflicting with these rules, then these rules will take precedence.

The 2025 TBNZ21 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 TBNZ21 National Teams Championship (TBNZ21 NTC).

2.0 Purpose

- 2.1 The purpose of the TBNZ21 NTC is to determine annually the best Youth 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 TBNZ21 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 TBNZ21 NTC at the TBNZ Tournament Managers 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 with the number of teams they wish to submit by **14 July 2025**.
- 4.2 Centres must submit their team line-up including coach and manager by **8 August 2025**.
- 4.3 Proposed team or individual sponsorship submitted for approval by **8 August 2025**.
- 4.4 Bowlers must apply to be included in the Draft by **8 August 2025**.
- 4.5 Draft will be drawn at the **TBNZ50 Teams Championships** on **10 August 2025**.
Note: draft should be completed early enough to enable uniforms to be ordered.
- 4.6 Entry fees must be paid by **12 September 2025**.

5.0 Eligibility – Bowlers, Selector, Manager, Coach

- 5.1 Must be a financial member of TBNZ in good standing, or any member of an affiliated organisation to the International Bowling Federation. Bowlers must be under the age of 21 prior to 1 January of the year of competition.
- 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 4.2. A league must consist of a minimum of seven (7) separate bowling sessions with a minimum period of seven (7) days between each session.
- 5.5 A bowler may represent any Centre where they meet the eligibility criteria.

- 5.6 Bowlers who qualify to represent more than one Centre must confirm which Centre they will represent prior to trials starting. If unsuccessful they may put their name forward to the draft only.
- 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 TBNZ21 NTC Tournament Committee will be determined by TBNZ. The TBNZ21 NTC Tournament Committee will appoint a TBNZ21 NTC Tournament Director and will be named prior to the start of the competition.
- 7.2 The TBNZ21 NTC Tournament Committee will be responsible for all preparation and conduct of the matches whilst in progress.
- 7.3 The TBNZ21 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 two (2) weeks before the start of the tournament.
- 7.5 The TBNZ21 NTC Tournament Committee will ensure that the host Centre's lanes have been certified by TBNZ prior to the commencement of the tournament.
- 7.6 All matches will have a maximum time limit of 70:00 minutes. Countdown timers will be centrally located, so all teams can view the available time at any point during a match. It is the responsibility of both teams to ensure their match finishes on time. If the maximum time is breached, both teams will receive a one-point penalty each if the match is completed in under 75:00 minutes and a two-point penalty each if the match takes 75:00 minutes or longer. The Tournament Committee are judges of fact in all match timing matters.

8.0 Format

- 8.1 This tournament will be conducted as a Team event, teams will play against each other for two complete rounds of matches over three days.
- 8.2 A team will comprise of six (6) players and must include a minimum of three (3) female players.
- 8.3 Each match will be one full team game of five players (drawn from the team line-up submitted) contested head to head. Two female players must contest each match.
- 8.4 The team listed to start on the left-hand side of the pair, will list their order of players first.
- 8.5 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.
- 8.6 If a team is playing a bye, the team will be given an automatic eight (8) team points, regardless of the scores bowled.
- 8.7 There will be a lane change after every game.
- 8.8 LANE CHANGING. On completion of each game, 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.
- 8.9 This event may be able to be ranked, providing that all players bowl an equal number of games. This can be confirmed once team lists are received, and the schedule is set after 8 August

9.0 Points System

Points will be awarded as follows:

- 9.1 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.
- 9.2 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.
- 9.3 At the conclusion of the round of matches, the team having the highest number of points will be declared the TBNZ21 National Teams Champion.
- 9.4 A Challenge trophy will be contested for, in each match. The winner of the match will be the holder of the trophy until they lose a match. The team with the trophy at the end of the tournament will retain it until the next Championship. If the previous holders do not attend the following year's tournament, the trophy will be handed over to the Champions from the previous Championships to contest it in the first game.

10.0 Ties

- 10.1 If there is a tie for the first three placings, the following process will be used to determine the final placings:
- a) The combined results of the head to head match-play games;
 - b) If the tie still exists, then the team with the highest team pinfall;
 - c) 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 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 **8 August 2025** 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 TBNZ21 National Teams Champions

- 13.1 The TBNZ21 NTC trophy will be presented to the team with the highest total points.

- 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 **30 June 2026**.

14.0 Medallions/Trophies

- 14.1 Gold, Silver and Bronze medallions will be presented to first, second and third placed teams in the championship, with a maximum of eight per team.

15.0 Awards

15.1 TBNZ21 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 TBNZ21 NTC Tournament Committee having the right of veto. Votes will be scrutinised by the TBNZ21 NTC Tournament Committee.
- c) Bowlers may vote for a member of their own team.

15.2 TBNZ21 NTC Outstanding Achievement Award

- a) The male and female recipient of this award is selected by the TBNZ21 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 TBNZ21 NTC All Star Team

- a) At the conclusion of the TBNZ21 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 TBNZ21 NTC will be **\$1,500** inclusive of GST per team.

Entry fees must be paid by **12 September 2025**

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 Each player will be permitted to register a maximum of six bowling balls for this tournament. The bowling ball registration form must be completed online prior to first game. No replacements or additions will be allowed once the bowling ball form has been lodged.
- 17.3 Any bowler whose equipment is deemed to be illegal or not included in the ball registration forms 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 fifteen (15) 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 There will be no lanes available for Warmups in Five person Teams. If your team concludes their game within the allocated time period, your Incoming players may warm up on the pair of lanes you have just completed your matches on. Providing there is time left on the clock. (70:00 minutes)

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 a session.
- 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 TBNZ21 NTC 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 TBNZ21 NTC 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 TBNZ21 NTC 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 their lane is available 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 TBNZ21 NTC 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 TBNZ21 NTC, the Tournament Manager 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 TBNZ21 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.

27.0 Banquet

- 27.1 The prize-giving banquet tickets for eight (8) team members are included in the team entry fee.
- 27.2 Additional tickets can be purchased for a cost of up to \$60 per person, depending on the venue.
- 27.3 Payment for additional prize-giving tickets should accompany entry fee or paid at the Managers meeting.
- 27.4 Attendance at the prize-giving banquet is required by the full team, including Coaches and Managers.

- 27.5 Coaches and Managers are responsible for supervising their bowlers while at the banquet.
- 27.6 Only players who are of legal drinking age can purchase/consume alcohol at the prize-giving banquet.

NATIONAL TEAMS CHAMPIONSHIP DRAFT GUIDELINES

The TBNZ21 National Team Championship Draft is open to all current TBNZ bowlers specific to the age group division.

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 TBNZ21 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 **8 August 2025**. 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 draw 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 **TBNZ50 Teams Championships** on **10 August 2025**.
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 sits 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.