



Rules & Information

June 13-18, 2010

South Point Casino – Las Vegas, NV

IMPORTANT INFORMATION PLEASE READ CAREFULLY

-A-

Administrative fee is charged to an individual who withdraws from the tournament. A fee of \$50 for those withdrawing between May 15-30 and a \$100 fee for those withdrawing after May 30. An administrative charge of \$50 will be added to the \$400 entry fee for those individuals choosing to enter at the “on-site” location (based on available entries).

Alternates will not be used in match play. Players arriving late for their match will bowl beginning with the frame then being bowled by their opponent. Failure to appear, regardless of cause, will constitute a forfeiture of the match and their opponent will bowl their three games and advance to the succeeding round.

If a forfeiture occurs in the 1st round or any succeeding winner’s bracket match, the player forfeiting the match would still be eligible to bowl in their next scheduled loser’s bracket match.

-B-

Bowling balls including “plugged” balls, must meet USBC specifications. **Abrasives cannot be used on the bowling ball once competition begins.**

-C-

Check-in is in the tournament office. All bowlers must check in at least 30 minutes prior to the start of their 1st qualifying squad. A bowler who does not check in 30 minutes prior to his/her scheduled squad is subject to a \$50 fine. Last call will be five (5) minutes before the scheduled start time of each squad. If you are not present, you may be replaced. A bowler thus removed will be placed at the bottom of the standby list.

USBC Membership must be shown at check-in.

-D-

Dates: The 2010 Senior Masters will include a sweeper and practice on Sunday, June 13. Actual competition will start with qualifying on Monday - Wednesday (June 14, 15 & 16), match play on Thursday and Friday with the Championship match scheduled for 3:30 pm on Friday.

Defending Champion is exempt from qualifying and is seeded 32nd in the match play field. The defending champion will receive one hour of practice prior to the start of Match Play and will be allowed to practice on any lanes except those on which he/she is scheduled to begin competition.

Double-elimination format is used in match play. Once defeated, players are placed in the loser's bracket. The survivor of the loser's bracket will take on the winner of the winner's bracket to determine the champion, unless the finals are televised.

Dress code requirements are a shirt with bowler's name (lettering must be two-inches in height, either embroidered or sewn) on back during all qualifying competition. Dress slacks (no jeans or cords) are required during all qualifying, match play and finals competition. Those players not following dress code requirements will be assessed \$25 (for each offense) at tournament director's discretion. All fines payable before future competition in the Senior Masters.

NOTE: Please see "practice dress code" for additional dress code requirements.

-E-

Entry form must be completed in full and submitted with fees when applying for the Masters.

Eligibility for the Senior Masters is based on the following:

You must be 50 years of age or older as of June 13, 2010 and meet one of the following criteria:

1. USBC league members with a minimum 190 book average for 21 games or more for the prior season or the current season.
2. A non-USBC league bowler who holds membership in the Professional Bowlers Association and the USBC.
3. A non-USBC league bowler who holds an average of 190 or higher for a minimum of 21 games in USBC certified tournament play in each of the two previous seasons.
4. A USBC member who holds a 190 or better average in the past five USBC Open Championships.

NOTE: In all cases, entrant must be a current USBC member either through a certified league or associate membership.

-F-

Forfeited matches require the winner to complete all three games.

-L-

Lost games (or portion of a game) which are irretrievably lost in the scoring process shall be re-bowled at a time determined by tournament management.

-M-

Match game procedure will be used with the bowler on the “odd” numbered lane starting the match. The bowler shall bowl one frame. The opponent shall then bowl two consecutive frames starting on the “even” numbered lane, then the “odd” numbered lane. The starting bowler then bowls two frames. This procedure continues throughout the match. The player who ends a game first starts the following game. All matches start on the left lane.

Match play will consist of three-game matches. Total pins will determine the winner of each match. The schedule for the opening match play round will be determined by qualifying score as matched with a pre-arranged listing with the defending champion seeded 32nd. The complete schedule with lane assignments will be on display prior to the completion of qualifying.

-P-

Plugged bowling balls may be used as long as they meet USBC specifications.

Practice 10 minutes of practice will be allowed before the start of each qualifying block and each match. In case of a lane breakdown causing at least a 15 minute delay, one practice ball per lane will be allowed by the bowlers on that pair of lanes.

Practice dress code requires that all players wear a shirt (name not required) and dress pants (no jeans or cords). Those not following dress code requirements will be assessed a \$25 fine by tournament management.

Practice sessions will be scheduled for Sunday, June 13. Practice times will be provided with qualifying squad time notification. Bowling balls do not have to be checked for practice.

Prize checks are issued shortly after a player has been eliminated from match play competition. One player out of every four entrants will cash. The entire prize fund will be returned 100%.

Pro-am TBD players must report to the pro-am coordinator and check-in in the squad room at least 30 minutes prior to their scheduled squads. Failure to do so may subject a bowler to a fine not to exceed \$200 and removal from the tournament.

Protests concerning scoring accuracy must be filed with tournament management immediately. Complaints concerning approach conditions or other equipment must be brought to the attention of the chief supervisor on duty. An inspection then will be made and, if needed, corrections made. However, if the complaint is determined to be unwarranted the contestant must proceed to bowl or the games will be declared forfeited.

-Q-

Qualifying: All entrants (except the defending champion) will bowl three five-game blocks. After the 15 games of qualifying the top 63 scorers will join the defending champion for the match play competition.

Lane assignments are randomly selected by the tournament computer.

Bowlers compete “across the house” during their five-game blocks. Tournament management will determine how many lanes are skipped.

-R-

Re-racks: Contestants are allowed 2 re-racks per game during qualifying and match play. Additional re-racks are not permitted.

-S-

Squad drawings are determined by a random computer selection process.

Substitutes In qualifying play substitutes are used only from the official “waiting list” on the first day of qualifying. Substitutes (alternates) are not used in match play.

-T-

Ties After the 15-games of qualifying, any ties for the 63rd and final qualifying spot will be broken by a one-game roll-off between all players with that 15-game total. The roll-off will be scheduled by the tournament management shortly after the completion of qualifying play. The players will draw for starting positions. The pair of lanes to be used will be determined by tournament management.

Ties involving any positions except the final qualifying position are to be determined by the highest five-game total in the third block. If a tie still exists, the high game of that block will break the tie.

Ties in match play require an additional game on the same pair of lanes with the first finishing bowler starting the match. If the tie is not broken after the one-game roll-off, two additional frames will be bowled and scored as the 9th and 10th frames with bowlers starting on their finishing lanes. This two-frame roll-off will continue until the tie is broken.

-U-

Unsportsmanlike conduct as determined by the tournament management may result in disqualification and/or the player being declared ineligible to enter future tournaments. The individual also may be subject to a fine not to exceed \$200.

-W-

Waiting list is started after available entries and reserved entries are filled. When openings occur through withdrawals, the waiting list is used to fill the vacancies. Individuals on the waiting list are notified as soon as an opening occurs. Also, a roll-call for those players on the waiting list will be held 30 minutes prior to the first qualifying squad to determine a standby list. Players on the standby list are used to replace players who fail to show up for their scheduled qualifying squad.

Withdrawals after competition has started must be granted by tournament management. Once a five-game qualifying block or three-game match has started, the player must complete the series unless given permission to withdraw. Unauthorized withdrawal will be considered an unsportsmanlike act and subject to penalty.

Withdrawals before competition has started – see “Administrative fee”.