

RULES & REGULATIONS - MASTERS CHAMPIONSHIP

1. This is an individual match game event open to all certified members of the Metro Detroit USBC who bowled 21 games or more in the Metro Detroit USBC Association the previous season or MDUSBC members with 21 games or more in the current season in any given league in the MDUSBC as of first day of qualifying. If a bowler resides within the boundaries of the MDUSBC and is not bowling in any league this season, they may purchase an affiliate card for \$30.00 and be eligible to bowl in the tournament. If the maximum number of bowlers (102) is not reached by October 9, 2023 then the event is open to all certified USBC members. Non-members meeting the eligibility requirements set forth above can become members and be eligible by paying the appropriate fees.
2. The tournament is limited to the first 102 bowlers with 1 in 5 bowlers qualifying for head to head matches. The defending champion will be seeded 9th into the match play competition, unless they qualify in a higher position which is where they would be seeded but must pay for and bowl in qualifying rounds to be eligible. Top four non-cashing seniors 50 and over will receive \$170.
3. In qualifying rounds, bowlers will draw for lanes and will bowl 6 games across 12 lanes moving after each game.
4. If there is a breakdown and an unreasonable delay, tournament manager can authorize reasonable practice. If there is a breakdown tournament manager can reassign bowlers.
5. In the case of a tie for the final match play spot, one additional game will be bowled by those bowlers tied. The bowlers will draw for starting lanes and the bowler with the odd lane will start the roll-off. If a tie exists after the one game rolloff a 9th and 10th frame rolloff will be conducted. Bowlers will begin the rolloff on the lane on which the bowler finished the previous game. As in all other games, the bowler on the odd lane will start.
6. Failure of any bowler to be available in case of a tie will constitute a forfeit. In the event of a tie for any other position, the player with the high game in qualifying round will be placed in the higher position. Should a tie still exist, then next highest qualifying game will be used.
7. If a bowler is unable to appear for the first round of match play the match will be forfeited.
8. Non-appearance, regardless of cause, will constitute forfeiture of the match and the player present will bowl their game without opposition to advance to succeeding round. If the forfeiture occurs in the WINNERS BRACKET, the absent bowler automatically goes in to the proper position in the LOSERS BRACKET.
9. Bowlers must lose two matches to be eliminated from the tournament.
10. Each match will be over two games, total pins determine the winner. Pairings for the initial round of matches will be based on the finish of the contestants in qualifying rounds. Pairings will continue on a bracket system, which will be on display.
11. In match play only one player assigned to a lane. The order of bowling will be according to match game procedure with the bowler on the odd lane starting first. Bowlers start the first game of the series on the lane assigned. Succeeding games will be started on the lane where the tenth frame of the preceding game was bowled.
12. If a match ends in a tie, a 9th and 10th frame rolloff will be conducted. Bowlers will begin the rolloff on the lane on which the bowler finished the previous game. As in all other games, the bowler on the odd lane will start.
13. Dress code enforced by Masters Committee. No jeans, hats or shorts to be worn during competition.
14. Tournament management will correct obvious errors, including math errors, in accordance with USBC Rule 327b.
15. NOTE: Bowling balls of qualifiers must be checked upon request from tournament officials that such equipment be checked. All balls used must be recorded on the bowler's score sheet for all competitors. Any bowler having a ball not in compliance with USBC specifications will be disqualified.
16. **All bowling equipment must be approved by USBC and no bowling ball can be used prior to the release date to the public.**

PAST CHAMPIONS:

1964 - Sal Timpa	1974 - Dick Beattie	1984 - David Chappell	1994 - Gene Stus	2004 - Mark Moore	2014 - Ronnie Sparks Jr
1965 - Bill Fite	1975 - Pat Iannucci	1985 - Mike Clemence	1995 - Tony DaDeppo	2005 - Jeff Austreng	2015 - Corey Miller
1966 - Ted Bakatselos	1976 - Pat Iannucci	1986 - Ron Matney	1996 - Vernon Peterson	2006 - Dave Ewald	2016 - John Nolen
1967 - Bob Crawford	1977 - John Bennett	1987 - Ken Lang	1997 - Ken Kossick	2007 - Jeff Austreng	2017 - Andrew Anderson
1968 - Bob Kwolek	1978 - Fred McClain	1988 - Dave Tulak	1998 - Doug Evans	2008 - Kerry Kreft	2018 - Justin Knowles
1969 - Dick Lang	1979 - Bob Strampe	1989 - Jerry Penxa	1999 - Joe Krajenke	2009 - Paul Koehler	2019 - Justin Knowles
1970 - Bill Spargo	1980 - Dick Beattie	1990 - Bob Chamberlain	2000 - Chris Sand	2010 - Eddie Grace III	2020 - Ryan VanHecke
1971 - Mike Samardzija	1981 - Dick Beattie	1991 - Mike Clemence	2001 - Mark Moore	2011 - Mason Brantley	2021 - Jeff Austreng
1972 - Jack Treloar	1982 - Bob Goike	1992 - Quintin Greene	2002 - Ken Kossick	2012 - Rick Capaldi	2022 - Ed Burbo
1973 - Roger Thorpe	1983 - Bob Stempien	1993 - Terry Dockery	2003 - Mark Moore	2013 - Jeffrey Roche	2022(Fall) - Andre Gonzales