

**PROVINCIAL 5 PIN TEAM CHAMPIONSHIPS****- F O R M A T -**

The Provincial 5 Pin Team Championships consist of four (4) steps:

- I The League Round
- II The DC/House Round
- III The Regional Finals
- IV The Provincial Championships

**GENERAL RULES**

1. Open to all existing teams (***Men's, Ladies' or Mixed***) in leagues whose bowlers are members of the Ontario 5 Pin Bowlers' Association.
2. All bowlers and coaches must be 19 years of age and over as of **DECEMBER 31<sup>ST</sup>, 2003**, and who are members of the Ontario 5 Pin Bowlers' Association.
3. Each league may enter as many teams as they wish (***minimum of four (4) teams***) based on four, five, or six player teams.
4. Entry deadline shall be **JANUARY 4<sup>TH</sup>, 2004**.
5. Entry fee shall be \$15.00 per team (GST included).
6. Format in all rounds shall be based on "Pins-Over-Average".
7. **FLAT SCORES** shall be used in all rounds. (**NO HANDICAP**)
8. Canadian 5 Pin Bowlers' Association rules shall apply in all rounds of competition except in the League Round, where league rules shall apply.
9. **Qualifying Round Policy:**
  - a) Bowlers who are members in two (2) or more leagues may enter and compete in each League Round. Bowlers who qualify to advance in more than one (1) league, may bowl on more than one (1) team at the DC/House Round, only if scheduling permits.
  - b) The phrase, "if scheduling permits", grants permission for a bowler to compete in more than one DC/House Round so long as each of those rounds is a separate and distinct competition, occurring on different days, or at substantially different times.
  - c) Bowlers who qualify to bowl on more than one (1) team at the DC/House Round, but scheduling does not permit them to bowl on both teams, must bowl on the team from the league in which their average is highest.

- d) Bowlers who qualify on more than one (1) team to advance to the Regional Finals, must bowl only on the team from the league in which their average is highest. No bowler can compete on more than one (1) team at a Regional Final, and no bowler can compete in two (2) separate Regional Finals.
10. Each participating league will determine, according to its own rules, how many bowlers there will be on each of its teams for the league round only. **(See General Rule #3 and League Round Rule #1)**
  11. All coaches are required to abide by the rules of the Coaching Policy. **(See Page 1-7)**
  12. At the DC/House Round, and each subsequent round, each team will consist of six (6) bowlers. All six (6) bowlers shall bowl, and all six (6) bowlers shall count.
  13. After the DC/House Round, advancing teams are allowed to replace a maximum of 50% of the team at the discretion of the Ontario 5 Pin Bowlers' Association Tournament Committee, and in accordance with the following:
    - a) A substitute bowler must be from the same league as the bowler being replaced, and must come from the highest placing team from preceding roll-off that did not qualify to advance.

**EXAMPLES:**

If a league had more than one team competing in the DC/House Round, the substitute bowler or bowlers would come from the highest placing team from their league competing in the DC/House Round that did not qualify to advance to the Regional Finals.

If a league had only one team competing in the DC/House Round, their substitute bowler or bowlers must come from the next highest placing team in the League Round that did not qualify for the DC/House Round.

    - b) A substitute team must be the next team in order of finish from the preceding roll-off.
  14. Any bowler who, for any reason, vacates their position on a team for the next level of competition, forfeits the right to return to competition in this event on that or any other team.
  15. Any bowler who, for any reason, declines to be a substitute in any round, is ineligible to be a substitute in any subsequent round.
  16. Scores and averages of winners in all rounds will be authenticated and checked thoroughly. Any falsification or misrepresentation of scores or averages, knowingly or unknowingly, shall result in automatic disqualification.
  17. This event is a team pins-over-average tournament.
  18. To conduct a League Round, a league must have paid for a minimum of four (4) team entries, regardless of the size of the teams used. **(See General Rule #3)**

19. In the case of any dispute, or interpretation of any rule, the decision of the Ontario 5 Pin Bowlers' Association Tournament Committee shall be final.
20. Personal bowling balls may be used if facilities permit. House balls must be used if the bowler's personal bowling balls have not been returned (no delay of game). Personal bowling balls may be randomly inspected at any time during the tournament or on completion of the tournament. The use of personal bowling balls is at the bowler's own risk. The proprietor shall not be liable for any damages to personal bowling balls. Personal bowling balls shall be 4 3/4" to 5" in diameter, 3 lbs. 4 ozs. to 3 lbs. 10 ozs. in weight, and must be engraved with the bowler's identifying initials or symbols. Should a question arise regarding the legality of a ball, the Tournament Director has the final say. Appeals/complaints regarding personal bowling balls may be made to the Ontario 5 Pin Bowlers' Association Tournament Committee.

<b>LEAGUE ROUND</b>
---------------------

1. Using bowlers' averages (**See League Round Rule #3**), the team average to beat shall be calculated as follows:
- a) Leagues using team rosters of four (4) bowlers or five (5) bowlers will count all scores each game (i.e. do not drop a low score) and shall combine all team members averages to obtain the team average to beat.

**EXAMPLE:****4 MEMBER TEAM**

Chris Moore	245
Dave Koehn	240
Evelyn Wood	225
Diana Bicknell	<u>250</u>

**Team Average..... 960**  
**3-Game Average.....2880**

**5 MEMBER TEAM**

Paul Brown	245
Jane Graham	240
Nicole Nibbs	225
Bev Chandler	250
Iris Heney	<u>240</u>

**Team Average.....1200**  
**3-Game Average.....3600**

- b) Leagues that have team rosters of six (6) or more bowlers and drop scores each game (i.e. bowl six, count five) must combine the five (5) highest averages of the team to obtain the team average to beat.

**EXAMPLE:****6 MEMBER TEAM DROPS LOW SCORE EACH GAME**

<b><u>Name</u></b>	<b><u>Average</u></b>	<b><u>Game 1</u></b>	<b><u>Game 2</u></b>	<b><u>Game 3</u></b>
Brenda Hamilton	245	245	250	245
Marg Morrissey	240	(225)	245	240
Howie Baker	(225)	245	(230)	205
Heather Cresswell	250	250	255	(200)
Lucy Theoret	240	240	245	260
Lynda Knapp	<u>235</u>	<u>235</u>	<u>240</u>	<u>240</u>

**TOTALS**                      **1210**                      **1215**    +    **1235**    +    **1190** = **3640**

**3-Game Average**      **3630**                      **3-Game Score**    **3640**

2. Teams shall bowl three (3) games each week during regular league play for five (5) weeks between **JANUARY 5<sup>TH</sup>, 2004** and **FEBRUARY 8<sup>TH</sup>, 2004**. Leagues that bowl more than three (3) games a week shall use the first three (3) games each week.
3. All bowlers who compete in the League Round must use their highest league average in that Zone, as recorded in the Zone Average Book. Bowlers with no average in the Zone Average Book, must use their average from the league in which they are competing up to and including **DECEMBER 14<sup>TH</sup>, 2003**, with a minimum of twelve (12) games having been bowled.
4. Bowlers qualifying for the Provincial Championships must have bowled a minimum of twenty-one (21) games from the beginning of the 2003-2004 season up to and including **APRIL 18<sup>TH</sup>, 2004** in order to compete in the Provincial Championships.
5. Spare bowlers are ineligible unless they can compete for the five (5) week League Round.
6. The League Round is a five (5) week pins-over-average event. The team beating its average by the most pins, or closest to its average (if all teams are under their average), after five (5) weeks shall be declared "League Champions" and will receive League Champion awards. All other qualifying positions will be decided by pins-over-average for the five (5) week period.
7. Missing bowlers will be allowed 95% of their average for any games missed during this round. A missing bowler is a bowler whose average was used in the team average calculation.
8. Teams (6 bowlers) shall advance to the DC/House Round from each league based on the following criteria:  
  
**EXAMPLE:**      4 to 5 Teams Entered.....1 Team Advances  
                          6 to 7 Teams Entered.....2 Teams Advance  
                          8 to 9 Teams Entered.....3 Teams Advance  
                          10 to 11 Teams Entered.....4 Teams Advance  
                          12 to 13 Teams Entered.....5 Teams Advance  
                          14 to 15 Teams Entered.....6 Teams Advance  
                          16 to 17 Teams Entered.....7 Teams Advance and so on
9. In the event of a tie (two (2) or more teams are the same number of pins over or under their average) after the final week, the team(s) beating their average by the most pins the final (5<sup>th</sup>) week shall receive the higher placing. If a tie still exists, the team(s) beating their average by the most pins the preceding (4<sup>th</sup>) week shall receive the higher placing.
10. Only the team finishing **FIRST** in the League Round, regardless of how many teams advance to the DC/House Round, shall be declared the "League Champions" and receive League Champion Awards.
11. If the league rules permit bowl-offs for league play, they are permissible for this round only of the tournament.

<b>DC/HOUSE ROUND</b>
-----------------------

1. The DC/House Round shall consist of three (3) games and must be completed between **FEBRUARY 22<sup>ND</sup>** and **MARCH 7<sup>TH</sup>, 2004**.
2. Centres must have a minimum of ten (10) teams advancing from the League Rounds (***in accordance with Rule #8 of the League Round***) in order to conduct a DC/House Round.
3. Centres with less than ten (10) teams advancing, shall be combined with another centre(s) by the Provincial Office to conduct a single DC/House Round.
4. Each team shall consist of six (6) bowlers. Teams with less than six (6) bowlers shall add bowlers as per General Rules #13, #14 and #15. Teams with more than six (6) bowlers must drop bowlers to declare a team.
5. If a Decentralized Association or Bowling Centre qualifies to conduct its own DC/House Round, all entrants must use the following criteria for determining averages:

**Average Book:** Bowlers must use their highest league average in that Zone, as recorded in the Zone Average Book.

**Non-Average Book:** Bowlers with no average recorded in the Zone Average Book, must use their highest average from the DC or House in which they are competing up to and including **FEBRUARY 8<sup>TH</sup>, 2004** (highest average if a bowler bowls in two (2) or more leagues), with a minimum of twelve (12) games having been bowled.

If a combined roll-off is conducted (***one in which more than one association or bowling centre participates***), all entrants must use the following criteria for determining averages:

**Average Book:** Bowlers must use their highest league average in that Zone, as recorded in the Zone Average Book.

**Non-Average Book:** Bowlers with no average recorded in the Zone Average Book, must use their highest average in that Zone Association up to and including **FEBRUARY 8<sup>TH</sup>, 2004** (highest average if a bowler bowls in two (2) or more leagues), with a minimum of twelve (12) games having been bowled.

6. Winning teams shall be declared on total team pins-over-average for the three (3) games.
7. Teams shall advance from the DC/House Round to the Regional Finals based on the following example:

**EXAMPLE:**

10 to 15 Teams .....	1 Team Advances
16 to 25 Teams .....	2 Teams Advance
26 to 35 Teams .....	3 Teams Advance
36 to 45 Teams .....	4 Teams Advance

8. Only the team finishing **FIRST** in the DC/House Round, regardless of how many teams advance to the Regional Finals, shall be declared "House Round Champions".
9. In the event of a tie for first (1<sup>st</sup>) place or any advancing position, a one (1) game roll-off will be required to determine the winner. In the event of a tie or ties for any other position, the

team with the most pins over or the least pins under their average in the last game, shall receive the higher placing.

10. Associations which qualify to host their own DC/House Round may be asked to host a "combined" DC/House Round involving other Associations. In this case, the "host" Association will advance a team(s) to the Regional Finals based on the number of teams that Association had participating in the roll-off regardless of the final standing. **(See DC/House Round Rule #7)**
11. In cases where a "combined" DC/House Round involving two (2) or more Associations, none of which has qualified to hold its own DC/House Round, the team that finishes first only shall advance to the Regional Finals.
12. All teams advancing to the Regional Finals, must have a coach with full Level 1 Certification as of **NOVEMBER 30<sup>TH</sup>, 2003**, and must be a member in good standing of the Ontario 5 Pin Bowlers' Association. **(See Coaching Policy Page 1-7)**
13. Missing bowlers in the DC/House Round shall be allowed 95% of their average for any games missed. Any absent bowler will be replaced for the Regional Finals if their team advances.

<b>REGIONAL FINALS</b>
------------------------

1. All winning teams from the DC/House Round shall bowl on **APRIL 18<sup>TH</sup>, 2004** in a centre designated by the Ontario 5 Pin Bowlers' Association.
2. All bowlers who compete in the Regional Finals must use the following criteria for determining averages:

**Average Book:** Bowlers must use their highest league average as recorded in the Average Book, and as established in any league in Ontario.

**Non-Average Book:** Bowlers with no average recorded in the Average Book, must use their highest average up to and including **FEBRUARY 22<sup>ND</sup>, 2004** (highest average if a bowler bowls in two (2) or more leagues), as established in any league in Ontario.

3. All teams will compete in a Single Round Robin.
4. A match play, pins-over-average format shall be used at the Regional Finals. Each bowler who beats their average by more pins than their opponent on the opposing team shall receive one (1) point. Three (3) points shall be awarded to the team that bowls the most pins over its combined average, making a total of nine (9) points maximum for each game.

**EXAMPLE:**

**TEAM "A"**

**TEAM "B"**

<u>Name</u>	<u>Avg</u>	<u>Score</u>	<u>+/-</u>	<u>Pts</u>	<u>Name</u>	<u>Avg</u>	<u>Score</u>	<u>+/-</u>	<u>Pts</u>
Davidson	138	119	- 19	0	<u>Meconi</u>	184	212	+28	1
Hanagan	187	205	+18	0	<u>Lacey</u>	160	181	+21	1
<u>Douglas</u>	159	176	+17	1	Kyte	205	141	-64	0
Cameron	197	144	- 53	0	<u>Salway</u>	145	127	-18	1
<u>Spry</u>	140	132	- 8	1	Hawkins	171	158	-13	0
<u>Marshall</u>	<u>200</u>	<u>205</u>	<u>+ 5</u>	<u>1</u>	Pitkin	<u>210</u>	<u>212</u>	<u>+ 2</u>	<u>0</u>
	<b><u>1021</u></b>	<b><u>981</u></b>	<b><u>- 40</u></b>	<b><u>3</u></b>		<b><u>1075</u></b>	<b><u>1031</u></b>	<b><u>- 44</u></b>	<b><u>3</u></b>

**RESULTS:** Team "A" – 3 + 3 = 6 Points  
Team "B" – 3 + 0 = 3 Points

5. If the Regional Final has only one (1) group (four or six teams), after the round robin, the team accumulating the most points shall be declared the winner. If the roll-off has two (2) groups (four teams in each group), after the round robin, the top team from each group will bowl a one (1) game final to determine the Regional Champion.
6. In the event of a tie between teams or individuals in any game during match play, all available points shall be divided equally between the tied teams or individuals.
7.
  - a) In the event of a tie or ties in total points for first (1<sup>st</sup>) place after the completion of the round robin, the tie or ties shall be broken by reverting back to the game bowled between the tied teams, and on a points won or lost basis, the higher placing shall be decided.
  - b) If a tie still exists, the team with the most pins over or least pins under if all teams are below their team average for the game bowled between the tied teams shall receive the higher placing. If a tie still exists, the team with the most pins over or least pins under its team average for all games bowled shall receive the higher placing.
8. In the event of a tie or ties in total points for any other positions after the completion of the round robin qualifying round, the team with the most pins over or least pins under its team average for all games bowled shall receive the higher placing.
9. In the event of a tie or ties in the Championship Round, a one (1) game roll-off shall be required to determine the winner. The Championship Round consists of the winner from each group, and a tie can only exist in the case of a 4 1/2 -4 1/2 score.
10. The order of bowling may be changed for each game in an unrestricted line-up.
11. If a bowler misses any game or games, they shall receive the lowest pins-over average or pins-under average score from the opposing team for the purpose of determining the total team score. The missing bowler cannot receive an individual match point for winning or tying their match.
12. Any team that does not have a full complement of bowlers shall bowl only with the bowlers on hand. All bowlers shall be included in the line-up, however, any late bowler shall start to bowl and count only from the time of arrival regardless of the reason. **(See Rule #11 above)**

13. In each game, the team assigned by lane draw to the right-hand lane shall be the **"HOME"** team, and the team assigned to the left-hand lane shall be the **"AWAY"** team. The coach of the **"AWAY"** team is obligated to submit their line-up for each game before the line-up for the **"HOME"** team is submitted.
14. Lead-off bowlers shall not start the next frame in any game until their anchor bowler has finished.
15. Only bowlers and coaches competing in the event shall be permitted in the bowlers' enclosure. Assistant coaches should be positioned behind the enclosure. Any person violating this rule shall be removed from the bowlers' enclosure.
16. Only a bowler taking their regular turn in the line-up shall be allowed on the approach at any given time. All other bowlers and the coach must remain off the approach, to the side of or behind the scorestand, ensuring there is no interference with the scorekeeper's line of vision.
17. Only non-playing coaches shall be allowed to coach. **The coach is the only person allowed to discuss, dispute or protest any point pertaining to the Regional Finals with the Judge of Play.** Coaches are advised to make their bowlers fully aware of this ruling to avoid unnecessary delays.
18. The number of teams eligible to advance to the Provincial Championships shall be determined by the Provincial Tournament Committee.
19. No substitutions are allowed within seven (7) days of the event except in extreme circumstances, such as a deceased bowler, a death in the immediate family, or a disabling injury. Please contact the Ontario 5 Pin Bowlers' Association for any further rulings.

<b>PROVINCIAL CHAMPIONSHIPS</b>
---------------------------------

1. The Provincial Championships shall be bowled on **MAY 29<sup>TH</sup>, 2004** in a centre designated by the Ontario 5 Pin Bowlers' Association.
2. All bowlers competing in the Provincial Championships must have bowled a minimum of twenty-one (21) games during the 2003-2004 season up to and including **APRIL 18<sup>TH</sup>, 2004**, and must use the following criteria for determining averages:

**Average Book:** Bowlers must use their highest league average as recorded in the Average Book, and as established in any league in Ontario.

**Non-Average Book:** Bowlers with no average recorded in the Average Book, must use **the highest of the following as determined by the Provincial Office:**

Use their highest league average up to and including **APRIL 18<sup>TH</sup>, 2004** (highest average if a bowler bowls in two (2) or more leagues), and as established in any league in Ontario.

**- OR -**

Use their average based on the median between their highest league average up to and including **APRIL 18<sup>TH</sup>, 2004**, and the average based on the twenty-one (21) games (seven weeks) leading up to **APRIL 18<sup>TH</sup>, 2004**.



All bowlers not in the Average Book must provide the Ontario 5 Pin Bowlers' Association with an original or a photocopy of their Individual Average Sheet. The average sheet must be obtained from all leagues they bowl in, and must show scores bowled in all games from the opening of the 2003-2004 season with a minimum of twenty-one (21) games bowled up to and including **APRIL 18<sup>TH</sup>, 2004.**

3. All teams shall be comprised of the winners from the Regional Finals. Only teams declared as Regional Champions shall be eligible to participate in the Provincial Championships.
4. If a bowler is unable to participate in the Provincial Championships, the team roster must be filled by the next eligible bowler from the same league as the bowler withdrawing. (**See General Rule #13**)
5. No substitutions are allowed within seven (7) days of the event except in extreme circumstances, such as a deceased bowler, a death in the immediate family, or a disabling injury. Please contact the Ontario 5 Pin Bowlers' Association for any further rulings.
6. The Ontario 5 Pin Bowlers' Association Tournament Committee reserves the right to complete the field, and all decisions by the Committee shall be final.
7. Teams shall bowl with six (6) and will count six (6).
8. All teams will compete in a Single Round Robin.
9. A match play, pins-over-average format shall be used at the Provincial Championships. Each bowler who beats their average by more pins than their opponent on the opposing team, shall receive one (1) point. Three (3) points shall be awarded to the team that bowls the most pins over its combined average, making a total of nine (9) points maximum for each game.

**EXAMPLE:**

**TEAM "A"**

<b><u>Name</u></b>	<b><u>Avg</u></b>	<b><u>Score</u></b>	<b><u>+/-</u></b>	<b><u>Pts</u></b>
Young	138	119	-19	0
Theoret	187	205	+18	0
<b><u>Knapp</u></b>	159	176	+17	1
Caudle	197	144	-53	0
Campbell	140	132	- 8	1
<b><u>Hannah</u></b>	<u>200</u>	<u>205</u>	<u>+ 5</u>	<u>1</u>
	<b><u>1021</u></b>	<b><u>980</u></b>	<b><u>-40</u></b>	<b><u>3</u></b>

**TEAM "B"**

<b><u>Name</u></b>	<b><u>Avg</u></b>	<b><u>Score</u></b>	<b><u>+/-</u></b>	<b><u>Pts</u></b>
<b><u>McDougall</u></b>	184	212	+28	1
<b><u>Brown</u></b>	160	181	+21	1
Jepson	205	141	-64	0
<b><u>Cresswell</u></b>	145	127	-18	1
Chandler	171	158	-13	0
Morrissey	<u>210</u>	<u>212</u>	<u>+ 2</u>	<u>0</u>
	<b><u>1075</u></b>	<b><u>1031</u></b>	<b><u>-44</u></b>	<b><u>3</u></b>

**RESULTS:** Team "A" – 3 + 3 = 6 Points Team "B" – 3 + 0 = 3 Points

10. If a bowler misses any game or games, they shall receive the lowest pins-over average or pins-under average score from the opposing team for the purpose of determining the total team score. The missing bowler cannot receive an individual match point for winning or tying their match.
11. Any team that does not have a full complement of bowlers shall bowl only with the bowlers on hand. All bowlers shall be included in the line-up, however, any late bowlers shall start

to bowl and count only from the time of arrival, regardless of the reason. **(See Rule #10 above)**

12. In each game, the team assigned by lane draw to the right-hand lane shall be the **"HOME"** team, and the team assigned to the left-hand lane shall be the **"AWAY"** team. The coach for the **"AWAY"** team is obligated to submit their line-up for each game before the line-up for the **"HOME"** team is submitted.
13. In the event of a tie between teams or individuals in any game during match play, all available points shall be divided equally between the tied teams or individuals.
14.
  - a) In the event of a tie or ties in total points for first (1<sup>st</sup>) place at the completion of the round robin, the tie or ties shall be broken by reverting back to the game bowled between the tied teams, and on a points won or lost basis, the higher placing shall be decided.
  - b) If a tie still exists, the team with the most pins over or least pins under if all teams are below their team average for the game bowled between the tied teams shall receive the higher placing. If a tie still exists, the team with the most pins over or least pins under its team average for all games bowled shall receive the higher placing.
15. In the event of a tie or ties for any other positions after the completion of the round robin qualifying round, the team with the most pins over or least pins under its team average for all games bowled shall receive the higher placing.
16. In the event of a tie in the Championship Round, a one (1) game roll-off shall be required to determine the winner. The Championship Round consists of the winner from each group, and a tie can only exist in the case of a 4 1/2 - 4 1/2 score.
17. The order of bowling may be changed for each game in an unrestricted line-up.
18. At the completion of each game, teams shall remain at their respective lanes. When instructed to do so, they shall move to their next lanes as per the lane draw. The lead-off bowler shall await the starting signal.
19. Lead-off bowlers shall not start the next frame in any game until their anchor bowler has finished.
20. Only bowlers and coaches competing in the event shall be permitted in the bowlers' enclosure. Assistant coaches should be positioned behind the enclosure. Any person violating this rule shall be removed from the bowlers' enclosure.
21. Only a bowler taking their regular turn in the line-up shall be allowed on the approach at any given time. All other bowlers and the coach must remain off the approach, to the side of or behind the scorestand, ensuring there is no interference with the scorekeeper's line of vision.
22. Only non-playing coaches shall be allowed to coach. **The coach is the only person allowed to discuss, dispute or protest any point pertaining to the Provincial**

**Championships with the Judge of Play.** Coaches are advised to make their bowlers fully aware of this ruling to avoid unnecessary delays.

23. All bowlers and coaches must wear shirts in their registered Zone Association colours with a logo identifying the Association they represent. Bowlers and coaches must wear straight hemmed bottom dress slacks. Cotton pants will be permitted provided they are not faded, have no rips, tears or studs on them and have no slits up the side of them. Jeans, harem, spandex, leggings, stirrups, shorts, sweatpants or warm-up pants of any kind are prohibited. Hats, caps or headgear of any kind are prohibited unless worn for medical or religious reasons. Any bowler or coach not conforming to the dress code may not be permitted to compete in the event as determined by the Ontario 5 Pin Bowlers' Association Tournament Committee. A fine of fifty dollars (\$50.00) will be levied against an Association for each bowler and coach not conforming to the dress code.
24. Team scoresheets are to be signed by the coach after each game. Scoresheets filled out improperly or not signed may result in a penalty of one (1) point being assessed to the team.
25. There shall be a five (5) minute warm-up prior to the start of the event.
26. All games shall start when the Judge of Play gives the starting signal.
27. Any bowler who throws a ball prior to the starting signal may be assessed a fifteen (15) pin penalty. Any ball or balls delivered shall be declared a "dead ball".
28. Flagrant violation of any rules may result in penalties being assessed by the Ontario 5 Pin Bowlers' Association Tournament Committee.
29. The lane draw is pre-drawn under the auspices of the Ontario 5 Pin Bowlers' Association Tournament Committee.
30. Any article falling from a bowler's person on or over the foul line during the delivery of a ball is a foul. A penalty of fifteen (15) pins shall be deducted for such an infraction. Call the Judge of Play to retrieve any such articles.
31. For interpretation of any rules or controversy of any kind, call the Judge of Play immediately.
32. The Judge of Play shall make all rulings and all decisions may be subject to appeal to the Ontario 5 Pin Bowlers' Association Tournament Committee.
33. There shall be no use of alcohol or illegal drugs. Any bowler found to be intoxicated or consuming alcoholic beverages shall be removed from the tournament.