

- Entry and Payout

- All tournaments will be USBC certified. All entrants must produce a current USBC individual membership card, or purchase an affiliate USBC membership card, or pay the USBC participation fee.
- The closing date for each tournament will be the date of the tournament. Entries will be accepted up to the squad time(s) posted on the tour schedule. Upon completion of the squad announcements, the tournament field is considered final.
- The entry fee for each tournament is \$60.00, itemized as follows, with all prize fees returned 100% to each tournament, on a 1:4 payout ratio. Additionally, one in four women entrants will cash for at least \$60.

Prize Money: \$41.00 Lineage: \$12.00 Expenses: \$7.00

- The following pay out structure will be used, based on 65 entrants:
Champion: \$520.00 Runner Up: \$286.00 3rd - 4th: \$189.00 5th - 8th: \$143.00 9th - 16th: \$114.00
- All bowling is scratch.
- Each tournament will consist of two segments: a qualifying segment and a match play, single elimination segment.

- Qualifying Segment

- Each player will draw for a starting lane assignment for the qualifying segment of each tournament. For the split squad doubles tournaments, doubles partners must bowl on opposite squads.
- Ten minutes of practice will precede each tournament. Fifteen minutes of practice will precede tournaments where there are more than eight bowlers on any pair of lanes.
- All players will bowl four qualifying games across eight lanes, moving to the right after each game.
- Pair skipping pattern
 - 12 lanes-players will skip one pair of lanes between games one, two, and three. Game four will be on the pair of lanes immediately to the right of the pair used for game three.
 - 10 or 16 lanes-players will skip one pair of lanes between each game.
 - 20 lanes-players will skip two pair of lanes between games one, two, and three and one pair of lanes preceding game four.
 - 24 lanes-players will skip two pairs of lanes between each game.
- Automatic scoring will be used, wherever available, and scores will be transferred to the official tournament recap sheets before the scores are erased.
- It is the responsibility of each player to ensure that his/her scores have been accurately recorded on the official tournament recap sheets. Each player is required to sign his/her recap sheet upon the completion of the four games of qualifying. Failure to record a game on the recap sheet will result in the player receiving zero for that game. Failure to turn in the recap sheet will result in the player receiving zero points for that tournament.

- Match Play Segment

- In tournaments with 49 or more entrants, the top sixteen qualifiers (eight two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the high qualifier will bowl the 16th qualifier (8th in doubles), 2nd bowls 15th (7th in doubles), 3rd bowls 14th (sixth in doubles), etc., using the standard match play single elimination grid. The round winners advance to the quarter finals, semi-finals, etc.
- In tournaments of 39 to 48 entrants, the top 12 qualifiers (six two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the high four qualifiers (two in doubles) will receive a bye. The 5th high qualifier will bowl the 12th qualifier (3rd versus 6th in doubles), 6th bowls 11th (4th versus 5th in doubles), etc. For the second round of match play, the qualifiers receiving byes will be matched against the winners of round one using the standard match play single elimination grid. The round winners advance to the semi-finals, etc.
- In tournaments of 38 or less entrants, the top eight qualifiers (four two-person teams in doubles) will advance to the match play segment of the tournament. In the first round of match play, the high qualifier will bowl the 8th qualifier (4th in doubles), 2nd bowls 7th (3rd in doubles), 3rd bowls 14th (sixth in doubles), etc., using the standard match play single elimination grid. The round winners advance to the semi-finals, etc.
- Tie for the last qualifying position (roll off)

- A ninth and tenth frame qualifying roll off will be used to determine the last qualifier.
 - This qualifying roll off will be bowled on a pair of lanes on which neither player (team) has bowled, if possible.
 - If the players are from different qualifying squads, each player will receive five minutes of practice, prior to the roll off.
 - If the players are from the same qualifying squad, each player will receive four practice shots on each of the lanes, prior to the roll off.
 - Both players (teams) will bowl the ninth frame on the left lane, before moving to the tenth frame on the right lane. High individual qualifying game will determine who has the choice go bowl first or second. A coin flip will be used to break a tie for high individual qualifying game.
 - Total pins will determine the winner of the roll off.
 - In the event of a tie after the completion of the two frames, another ninth and tenth frame roll off will take place immediately on the same pair of lanes, reversing the order of bowling and starting on the right lane.
 - The player (team) who loses the roll off will be awarded prize money in the amount of 1/2 of the payout allotted for the losers of a first round match.
- Positional tie for any of the other match game pairings
 - The bowler (team) with the highest individual game of the four qualifying games is the higher qualifier.
- Lane assignments
 - The pairs of lanes for the first round and quarter-final matches will be selected by the higher qualifier - with the highest qualifier remaining in the round selecting first, the second highest qualifier selecting next, etc. Match play winners may not bowl consecutive games on the same pair of lanes.
 - The tournament director will make the lane assignments for any roll offs, the semi-final and final matches, making sure that players (teams) do not bowl consecutive games on the same pair of lanes.
- Practice
 - In single-squad tournaments, each of the qualifiers will be allowed four practice balls on each lane for their first match. For the remainder of the match game segment of the tournament, each player will be allowed two practice balls on each lane.
 - In split squad doubles tournaments, each partner on the qualifying teams will be allowed five minutes of practice on their starting pair. For the remainder of the match game segment of the tournament, each player will be allowed two practice balls on each lane.
- Starting lane
 - The higher qualifier will have the choice of finishing lane throughout the match game segment of the tournament.
 - The bowler finishing on the right lane (bowler A) starts the match on the left lane.
- Match game tie (roll off)
 - A ninth and tenth frame match game roll off will be used to determine the winner.
 - This match game roll off will be bowled on the same pair of lanes, immediately following the tied match game.
 - The player (team) who finished the match game on the right lane will bowl the ninth frame on the left lane. The other player (team) will then bowl the ninth frame on the right lane and his/her tenth frame on the left lane. The first player (team) will then bowl the tenth frame on the right lane, completing the roll off.
 - Total pins will determine the winner of the roll off. In the event of a tie after the completion of the two frames, another ninth and tenth frame roll off will take place on the same pair of lanes, reversing the order of bowling.
- All prize fees will be paid out immediately upon completion of the tournament.
- Lane Breakdown Procedure
 - Repairable lanes
 - If the delay lasts more than 10 minutes, each bowler will receive one practice ball on the other lane from which their next tournament shot will be made.
 - If the delay exceeds 15 minutes, each bowler will receive one practice ball on each lane.
 - Lanes unable to be repaired
 - Bowlers will move to the best possible pair and received one practice ball on each lane, after which they will resume the interrupted game on the correct lane.
 - Pair will then be used for the remainder of the tournament. The disabled pair will not be used for the duration of the tournament.

- **Withdrawal From Tournament**
 - Any bowler withdrawing from the tournament during the qualifying round will receive zero for the frames(s) and game(s) not bowled.
 - Points and prize money will be awarded based on finishing position for that tournament
 - If a bowler withdraws from the match play segment of the tournament, their opposing bowler automatically wins the match and advances.
 - The withdrawing bowler will be awarded points and prize money based on finishing position as if they lost the match.

- **Disqualification From Tournament**
 - If a bowler is disqualified from the tournament by a MAST director for any reason, including cheating or un-sportsmanlike behavior, the bowler will receive a score of zero and last place points for the tournament.

- The tournament director will settle all disputes, including tournament eligibility. The decision of the tournament director is final on the interpretation of all MAST tournament rules, procedures, and information. Any other dispute is subject to the appeals process inherent in USBC rule 329.