

Five Pin Bowling

Revised November 2017

1. **Categories:** Men and Women 55 +
2. **Events:** Team and Individual Events
3. **Participation:**
 - (a) Two teams per zone. Men, Women or Mixed. The top two teams from each Zone Playdown will advance to the 55+ BC Games with the first place team competing in “A” Division and the second place team competing in “B” Division.
 - (b) If a Zone sends only one team, the host Five Pin Bowling Chair may place the team in either “A” or “B” Division, to make an even number.
 - (c) Up to two spares (men or women) may be brought to the Games. See General Rules – Item 7. **Spares, Replacements and Cross Zone Participants.**
4. **Competition:**
 - (a) **There will be 3 games bowled Wednesday, Thursday, Friday, and 2 on Saturday, in both A and B divisions.**
 - (b) The most total pins over team average will determine team standing in all stages of the 55+ BC Games. In the event of a tie for any of the first three positions in the team event, a one game roll-off must take place.
 - (d) If a spare(s) is brought to the Games, said spare(s) will be in the Bowling Centre at all times when his/her team is competing.
 - (1) A spare will be used in the case of illness or injury to a regular member of either team.
 - (2) If used under (1) above, the spare must bowl from the start of the game. If the spare starts to bowl in the ‘A’s or ‘B’s, they must stay in that division through the whole competition.
 - (3) If no spare is brought to the Games, or if illness or injury occurs during a game, 90% of a bowler’s average will be used as a score for the team total.
 - (d) Each player may have three practice balls on their starting lane.
 - (f) Have judge of play and foul line activated for Games.
 - (g) The Host Society may enter a pacer team to make an even number. This pacer team will not qualify for medals.

5. Medals in Championship Round:

- (a) Gold, Silver and Bronze medals shall be awarded to each member of the top three teams in “A” Division and “B” Division based on the most pins over team total. In the event of a tie for any of the first three positions in the team event a one game roll-off must take place.
- (b) Medals will also be awarded to High Single Scratch – man and woman, High Single Pins over average – man and woman and High Pins over average cumulative total based on the **first** six games bowled – man and woman in “A” Division and in “B” Division.

6. Zone Play-downs:

- a) Average date: March 2
- b) Zone Finals: Prior to May 31
- c) The team competitions will be based on the most pins over average using
 - i. the highest league average (highest average if a bowler is a member of two
 - ii. or more leagues or centres), as of March 2, with a minimum of 18
 - iii. games having been bowled.
- d) Teams shall consist of five players and may be all women, all men, or mixed.
- e) Each bowler is responsible for their own lineage fee.
- f) The top two teams based on pins over average will advance to the 55+ BC Games. The first place team advancing to the “A” division and the 2nd place team to the “B” division.
- g) Teams from Isolation Areas must compete in Zone Playdowns and may not advance directly to the 55+ BC Games.
- h) Zone Play-downs will consist of three games.
- i) If there is a tie after the completion of the qualifying round, each zone must use their own method of breaking the tie. All participants (bowlers) must be made aware of the method PRIOR to the start of the competition.
- j) Replacement:
 - (1) When a bowler is unable to compete in the next round of competitions, the next place finisher at the zone qualifying round is the replacement. For example, if a centre sends two teams to the Zone finals, the next runner up or the 11th place bowler from the zone round would be the replacement.
 - (2) Once a bowler has been replaced, that bowler cannot return to the event in any other stage.