

## LASSI SCRATCH MASTERS RULES

Check in for Optional Scratch Masters starts at **8:30 AM**.

Any bowler not checked in by **8:45 AM forfeits** participation rights and will be replaced with the next available alternate.

Practice Starts at 9:00 AM

Tournament starts at 9:10 AM

### **Optional Scratch Masters Division Fee Schedule**

1. The Optional Scratch Masters event is available to all bowlers who participate in the LASSI tournament.

#### **5 Divisions based on the following:**

<b>Top 15% of Entries -</b>	<b>A Division</b>	<b>\$60</b>
<b>Next 20% of Entries -</b>	<b>B Division</b>	<b>\$50</b>
<b>Next 20% of Entries -</b>	<b>C Division</b>	<b>\$40</b>
<b>Next 20% of Entries -</b>	<b>D Division</b>	<b>\$30</b>
<b>Lowest 25% of Entries -</b>	<b>E Division</b>	<b>\$20</b>

2. The Scratch Masters prize fund is based solely on the number of participants (Lineage has been donated!)
3. For each Division, the eight (8) entrants entered who bowl the highest nine-game scratch total from the handicap tournament shall qualify for the round-robin competition. In the event of a tie for 8<sup>th</sup> place, the bowler with the highest three-game scratch series (**singles, doubles or team**) shall advance. Scores achieved throughout the handicap tournament do not carry over to the Scratch Masters event.
4. In the event that any division has less than eight (8) entrants, the entrants from that division shall each have the option of receiving a refund of their Scratch Masters entry fees or of choosing to participate in the next highest division.
5. A schedule specifying lane assignments for the first seven (7) games shall be provided to each qualifier during the check-in process. For the position round, the leader at the end of the seventh game draws for the first lane to be assigned for the position round. All subsequent positions line up against the leader's lane.
6. Qualifiers shall be permitted 10 minutes of practice time prior to the start of the first match on any or all of the eight assigned lanes within their division. The 4 finalists shall be permitted no more than 3 (three) practice balls on each assigned lane prior to the start of the stepladder finals. Finalists who advance to the subsequent stepladder match shall not be permitted additional practice time. Practice time for all awaiting stepladder finalists shall be permitted on pre-designated lanes.

7. Thirty (30) bonus pins shall be awarded to each winner of the first 7 games. In case of a tie, fifteen (15) bonus pins shall be added to each bowler.
8. The 4 Qualifiers after the position round shall bowl in step-ladder form: 4<sup>th</sup> vs 3<sup>rd</sup>, 3<sup>rd</sup> vs 2<sup>nd</sup>, 2<sup>nd</sup> vs 1<sup>st</sup>. Bonus pins are not carried over to step-ladder finals and scores achieved throughout the round-robin competition shall not carry over to the stepladder finals. In the event of a tie during any game during the stepladder finals, a 9<sup>th</sup> and 10<sup>th</sup> frame roll-off shall determine which finalist advances.
9. In the event of a tie for first through 4<sup>th</sup> place after the position round, a 9<sup>th</sup> and 10<sup>th</sup> frame roll-off shall determine which qualifier advances to the step-ladder finals.
10. Any claims of error in the stepladder competition must be submitted to the Scratch Masters director prior to the start of the subsequent match. In the event of an error in the final match, 15 minutes shall be allowed to report and/or dispute any perceived error. All decisions made by the Scratch Masters director shall be final.