

# Format and Style of play rules for Dubai Super World Championships

## Scoring Method

Traditional Scoring system will be used across all IBF World Championships formats.

## SINGLES

### Style of play

#### Dual lane style

- A game shall be played on two lanes (a pair) immediately adjoining each other.
- Individual entrants shall successively and in regular order bowl one frame on one lane, and for the next frame alternate and use the other lane until five frames are bowled on each lane of the pair

#### Group Match Play

- Each athlete bowls one match against every other athlete
- Matches consist of one game

## SINGLES

### Singles qualification event

10 games divided into two squads of 5 games each. Top 32 athletes qualify for group match play. Change of lane after each game. Two athletes per lane. Lane moving schedule will be presented one hour prior to the start of the squads.

Ties to advance are broken by a one game match between the tied athletes. The tie-breaker match will take place one hour prior to the start of the match play round. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

The Leaderboard will be split into four groups using a snake system. Highest finisher starts in group A.

<b>Group A</b>	<b>Group B</b>	<b>Group C</b>	<b>Group D</b>
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29

### **Singles group match play**

The top 32 athletes advance from qualification. 4 groups of 8 athletes are created based on position in qualification. Each athlete in a group will play 7 one game matches. 3 points will be awarded for a win in a match, 1 point to each athlete for a tie and 0 for a loss. From each of the 4 groups the top 2 athletes in points will advance to quarter finals.

<b>Position</b>	<b>Group A</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	1	7				
2nd	8	7				
3rd	9	7				
4th	16	7				
5th	17	7				
6th	24	7				
7th	25	7				
8th	32	7				

<b>Position</b>	<b>Group B</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	2	7				
2nd	7	7				
3rd	10	7				
4th	15	7				
5th	18	7				
6th	23	7				
7th	26	7				
8th	31	7				

Position	Group C	Played	Win	Draw	Lose	Points
1st	3	7				
2nd	6	7				
3rd	11	7				
4th	14	7				
5th	19	7				
6th	22	7				
7th	27	7				
8th	30	7				

Position	Group D	Played	Win	Draw	Lose	Points
1st	4	7				
2nd	5	7				
3rd	12	7				
4th	13	7				
5th	20	7				
6th	21	7				
7th	28	7				
8th	29	7				

Athletes will play on one pair of lanes, one athlete per lane. Lanes are assigned using a predetermined schedule within each group.

Ties in a group to advance in will be broken by a one game match between the tied athletes. The tie-breaker match will take place immediately after last group match has been played. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Singles quarter-finals**

The top 8 athletes advance from group match play. Winners in each match play group will play second place athletes. Quarter finals will be played over one game. Winner advances to the semi-final.

Match One (M1)	Winner Group A	vs	Second Group D
Match Two (M2)	Winner Group B	vs	Second Group C
Match Three (M3)	Winner Group C	vs	Second Group B
Match Four (M4)	Winner Group D	vs	Second Group A

Athletes will play on one pair of lanes, one athlete per lane. Highest ranked athlete from group match play gets to choose the starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Singles semi-finals**

The top 4 athletes advance from the quarter-finals. Semi-finals will be played over one game. Winners advance to the final.

Match Five (M5)	Winner M1	vs	Winner M3
Match Six (M6)	Winner M2	vs	Winner M4

Athletes will play on one pair of lanes, one athlete per lane. Highest ranked athlete from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Singles finals**

The top 2 athletes advance from the semi-finals. Finals will be played over best of two games. If a third game is needed only the 9<sup>th</sup> and 10<sup>th</sup> frame will be played.

Athletes will play on one pair of lanes, one athlete per lane. Change of lanes after first game. Highest ranked athlete from group match play gets to choose the starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Match Seven (M7)	Winner M5	vs	Winner M6
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# **DOUBLES**

## **Scoring Method**

Traditional Scoring system will be used across all IBF World Championships

Rules in play:

### **Single lane style**

- A game shall be played on one lane.
- Members of competing doubles shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

### **Group Match Play**

- Each team bowls one match against every other team in the group
- Matches consists of one game

### **Baker format**

- In Baker format, members of competing doubles successively and in regular order bowl complete and consecutive frames within the same game.
- Athlete one bowls frame 1, 3, 5, 7 and 9. Athlete two bowls frame 2, 4, 6, 8 and 10.
- Doubles teams are required to change the starting athlete after each game

### **Doubles Team nomination**

All federations are allowed to enter two doubles teams per gender. The athlete nominations for the teams must be delivered to IBF Tournament office in Dubai International Bowling Center no later than 18:00 (6.00pm) on Nov 6<sup>th</sup>.

### **Doubles qualification event**

10 games Baker format. Change of lane after every two games. One team per lane. Lane moving schedule will be presented one hour prior to the start of the squads.

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place one hour prior to the start of the group match play round. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

The Leaderboard will be split into four group using a snake system. Highest finisher starts in group A.

<b>Group A</b>	<b>Group B</b>	<b>Group C</b>	<b>Group D</b>
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29

### **Doubles group match play**

The top 32 double teams advance from qualification. 4 groups of 8 teams are created based on position in qualification. Each team in a group will play 7 one game matches.

3 points will be awarded for a win in a match, 1 point to each team for a tie and 0 for a loss. From each of the 4 groups the top 2 teams in points will advance to the quarter-finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned using a predetermined schedule within each group.

Ties to advance will be broken by a one game match between the tied teams.

The tie-breaker match will take place immediately after last group match have been played. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

<b>Position</b>	<b>Group A</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	1	7				
2nd	8	7				
3rd	9	7				
4th	16	7				
5th	17	7				
6th	24	7				
7th	25	7				
8th	32	7				

Position	Group B	Played	Win	Draw	Lose	Points
1st	2	7				
2nd	7	7				
3rd	10	7				
4th	15	7				
5th	18	7				
6th	23	7				
7th	26	7				
8th	31	7				

Position	Group C	Played	Win	Draw	Lose	Points
1st	3	7				
2nd	6	7				
3rd	11	7				
4th	14	7				
5th	19	7				
6th	22	7				
7th	27	7				
8th	30	7				

Position	Group D	Played	Win	Draw	Lose	Points
1st	4	7				
2nd	5	7				
3rd	12	7				
4th	13	7				
5th	20	7				
6th	21	7				
7th	28	7				
8th	29	7				

### Doubles quarter finals

The top 8 teams advance from group match play. Winners in each match play group will play second place teams. Quarter finals will be played over one game. Winners advance to the semi-final.

Match One (M1)	Winner Group A	vs	Second Group D
Match Two (M2)	Winner Group B	vs	Second Group C
Match Three (M3)	Winner Group C	vs	Second Group B
Match Four (M4)	Winner Group D	vs	Second Group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Doubles semi-finals**

The top 4 teams advance from the quarter-finals. Semi-finals will be played over one game. Winners advance to the final.

Match Five (M5)	Winner M1	vs	Winner M3
Match Six (M6)	Winner M2	vs	Winner M4

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Doubles finals**

The top 2 teams advance from semi-finals. Finals will be played over best of two games. If a third game is needed only the 9<sup>th</sup> and 10<sup>th</sup> frame will be played.

Teams will play on one pair of lanes, one team per lane. Change of lanes after first game. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Match Seven (M7)	Winner M5	vs	Winner M6
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## **TRIOS**

Format and Style of play rules in effect for Dubai Super World Championships, trios event.

### **Scoring Method**

Traditional Scoring system will be used across all IBF World Championships

Rules in play:

### **Style of play**

#### **Single lane style**

- A game shall be played on one lane.
- Members of competing trios shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

#### **Group match play**

- Each team bowls one match against every other team in the group
- Matches consist of one game

#### **Baker format**

- In the Baker format, members of competing trios successively and in regular order bowl complete and consecutive frames within the same game.
- Athlete one bowls frame 1, 4, 7 and 10. Athlete two bowls frame 2, 5 and 8. Athlete three bowls frame 3, 6 and 9.
- Trios teams are required to change the starting athlete after each game

### **Trios Team nomination**

All federations are allowed to enter one trios team per gender. A trios team may consist of four athletes. The team are allowed to substitute one athlete at any time in the event before a new game has started.

The athlete nominations for the teams must be delivered to IBF Tournament office in Dubai International Bowling Center no later than 18:00 (6.00pm) on Nov 10<sup>th</sup>.

### **Trios qualification event**

10 games baker style. Change of lane after every two games. One team per lane. Lane moving schedule will be presented one hour prior to the start of the squads.

<b>Group A</b>	<b>Group B</b>	<b>Group C</b>	<b>Group D</b>
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place one hour prior to the start of the round robin round. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Trios group match play**

The top 16 teams advance from qualification. 4 groups of 4 teams are created based on position in qualification. Each team in a group will play 3 one game matches.

3 points will be awarded for a win in a match, 1 point to each athlete for a tie and 0 for a loss. From each of the 4 groups the top 2 teams in points will advance to quarter finals.

<b>Position</b>	<b>Group A</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	1	3				
2nd	8	3				
3rd	9	3				
4th	16	3				

<b>Position</b>	<b>Group B</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	2	3				
2nd	7	3				
3rd	10	3				
4th	15	3				

<b>Position</b>	<b>Group C</b>	<b>Played</b>	<b>Win</b>	<b>Draw</b>	<b>Lose</b>	<b>Points</b>
1st	3	3				
2nd	6	3				
3rd	11	3				
4th	14	3				

Position	Group D	Played	Win	Draw	Lose	Points
1st	4	3				
2nd	5	3				
3rd	12	3				
4th	13	3				

Teams will play on one pair of lanes, one team per lane. Lanes are assigned using a predetermined schedule within each group.

Ties to advance will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group match have been played. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Trios quarter-finals**

The top 8 teams advance from group match play. Winners in each match play group will play second place teams. Quarter-finals will be played over one game. Winners advance to the semi-final.

Match One (M1)	Winner Group A	vs	Second Group D
Match Two (M2)	Winner Group B	vs	Second Group C
Match Three (M3)	Winner Group C	vs	Second Group B
Match Four (M4)	Winner Group D	vs	Second Group A

Quarter-finals will be played on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Trios semi-finals**

The top 4 teams advance from quarter-finals. Semi-finals will be played over one game. Winners advance to the final.

Match Five (M5)	Winner M1	vs	Winner M3
Match Six (M6)	Winner M2	vs	Winner M4

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

## **Trios finals**

The top 2 teams advance from semi-finals. Finals will be played over best of two games. If a third game is needed only the 9<sup>th</sup> and 10<sup>th</sup> frame will be played.

Match Seven (M7)	Winner M5	vs	Winner M6
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Teams will play on one pair of lanes, one team per lane. Change of lanes after first game. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

## **TEAM**

### **Scoring Method**

Traditional Scoring system will be used across all IBF World Championships

Rules in play:

### **Style of play**

#### **Single lane style**

- A game shall be played on one lane.
- Members of competing teams shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

#### **Group match play**

- Each team bowls one match against every other team in the group
- Matches consist of one game

#### **Baker format**

- In the Baker format, members of competing teams successively and in below order bowl complete and consecutive frames within the same game
- Order of play: Athlete one bowls frame 1, 5, 9 & 10. Athlete two bowls frames 2 & 6. Athletes three bowls frames 3 & 7. Athlete four bowls frames 4 & 8
- Before each game on a new lane team must change the athlete playing as athlete one.

## **Team nomination**

All federations are allowed to enter one team per gender. A team consists of four athletes.

The athlete nominations for the teams must be delivered to IBF Tournament office in Dubai International Bowling Center no later than 18:00 (6.00pm) on Nov 12<sup>th</sup>.

### Team qualification event

10 games Baker format. Change of lane after every two games. One team per lane. Lane moving schedule will be presented one hour prior to the start of the squads.

Group A	Group B	Group C	Group D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place immediately after qualification. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Team group match play

The top 16 teams advance from qualification. 4 groups of 4 teams are created based on position in qualification. Each group will play 3 games group match play. 3 points will be awarded for a win in a match, 1 point to each athlete for a tie and 0 for a loss. From each of the 4 groups the top 2 teams in points will advance to quarter finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned using a predetermined schedule within each group.

Position	Group A	Played	Win	Draw	Lose	Points
1st	1	3				
2nd	8	3				
3rd	9	3				
4th	16	3				

Position	Group B	Played	Win	Draw	Lose	Points
1st	2	3				
2nd	7	3				
3rd	10	3				
4th	15	3				

Position	Group C	Played	Win	Draw	Lose	Points
1st	3	3				
2nd	6	3				
3rd	11	3				
4th	14	3				

Position	Group D	Played	Win	Draw	Lose	Points
1st	4	3				
2nd	5	3				
3rd	12	3				
4th	13	3				

Ties to advance will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group match have been played. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Team quarter-finals

The top 8 teams advance from group match play. Winners in each match play group will play second place teams. Quarter-finals will be played over one game. Winners advance to the semi-final.

Match One (M1)	Winner Group A	vs	Second Group D
Match Two (M2)	Winner Group B	vs	Second Group C
Match Three (M3)	Winner Group C	vs	Second Group B
Match Four (M4)	Winner Group D	vs	Second Group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Team semi-finals

The top 4 teams advance from quarter-finals. Semi-finals will be played over one game. Winners advance to the final.

Match Five (M5)	Winner M1	vs	Winner M3
Match Six (M6)	Winner M2	vs	Winner M4

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

**Team finals**

The top 2 teams advance from semi-finals. Finals will be played over best of two games.

If tied a 9<sup>th</sup> and 10<sup>th</sup> frame roll-off will be played to decide the winner. Roll-off is played on the same lane the team finished game two on.

Match Seven (M7)	Winner M5	vs	Winner M6
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Teams will play on one pair of lanes, one team per lane. Change of lanes after first game. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

## **MIXED TEAM**

### **Scoring Method**

Traditional Scoring system will be used across all IBF World Championships

Rules in play:

### **Style of play**

#### **Single lane style**

- A game shall be played on one lane.
- Members of competing teams shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

#### **Group match play**

- Each team bowls one match against every other team in the group
- Matches consist of one game

#### **Baker format**

- In the Baker format, members of competing teams successively and in regular order bowl complete and consecutive frames within the same game
- Order of play, qualification: Athlete one bowls frame 1, 5, 9 & 10. Athlete two bowls frames 2 & 6. Athletes three bowls frames 3 & 7. Athlete four bowls frames 4 & 8
- Before each game on a new lane team must change the gender of the athlete playing as athlete one.

#### **Mixed team nomination**

All federations are allowed to enter two mixed teams. A team consists of four athletes, two male and two female from the same federation.

The athlete nominations for the mixed teams must be delivered to IBF Tournament office in Dubai International Bowling Center no later than 18:00 (6.00pm) on Nov 11<sup>th</sup>.

#### **Mixed team qualification event**

10 games Baker format. Change of lane after every two games. One team per lane. Lane moving schedule will be presented one hour prior to the start of the squads.

Group A	Group B	Group C	Group D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place immediately after qualification. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Mixed team group match play

The top 16 teams advance from qualification. 4 groups of 4 teams are created based on position in qualification. Each group will play 3 games group match play. 3 points will be awarded for a win in a match, 1 point to each athlete for a tie and 0 for a loss. From each of the 4 groups the top 2 teams in points will advance to quarter-finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned using a predetermined schedule within each group.

Position	Group A	Played	Win	Draw	Lose	Points
1st	1	3				
2nd	8	3				
3rd	9	3				
4th	16	3				

Position	Group B	Played	Win	Draw	Lose	Points
1st	2	3				
2nd	7	3				
3rd	10	3				
4th	15	3				

Position	Group C	Played	Win	Draw	Lose	Points
1st	3	3				
2nd	6	3				
3rd	11	3				
4th	14	3				

Position	Group D	Played	Win	Draw	Lose	Points
1st	4	3				
2nd	5	3				
3rd	12	3				
4th	13	3				

Ties to advance will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group match have been played. Additional ties will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Mixed team quarter finals

The top 8 teams advance from group match play. Winners in each match play group will play second place teams. Quarter-finals will be played over one game. Winners advance to the semi-final.

Match One (M1)	Winner Group A	vs	Second Group D
Match Two (M2)	Winner Group B	vs	Second Group C
Match Three (M3)	Winner Group C	vs	Second Group B
Match Four (M4)	Winner Group D	vs	Second Group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### Mixed team semi finals

The top 4 teams advance from quarter-finals. Semi-finals will be played over one game. Winners advance to the final.

Match Five (M5)	Winner M1	vs	Winner M3
Match Six (M6)	Winner M2	vs	Winner M4

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

Ties to advance will be broken by a 9<sup>th</sup> & 10<sup>th</sup> frame roll-off.

### **Mixed team finals**

The top 2 mixed teams advance from semi-finals. Finals will be played over best of two games. If tied a 9<sup>th</sup> and 10<sup>th</sup> frame roll-off will be played to decide the winner. Roll-off is played on the same lane the team finished game two on.

Match Seven (M7)	Winner M5	vs	Winner M6
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Teams will play on one pair of lanes, one team per lane. Change of lanes after first game. Highest ranked team from group match play gets to choose starting lane (left or right). Ties for ranking will be broken by total pinfall in qualification.

## **TIMING – IBF SHOT CLOCK**

IBF Super World Championships 2021 will be played using one lane courtesy. In addition to that a shot clock will be used in every game played. The shot clock will be strictly enforced during every aspect of the tournament:

- I. The following time rules apply and will be strictly enforced during the entire event.
- II. First shot in a frame. When your opponent leaves the approach and you have a full set of pins, you have thirty (30) seconds complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- III. Second shot in a frame. After your first ball have returned to the ball return, you have thirty (30) seconds to complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- IV. First offence: A warning for slow bowling is given to the athlete/team
- V. Second offence: The shot will count as a foul, nulling any pins knocked down in that shot.
- VI. Third, and continued offence: The pin count of the whole frame where the offence occurred in will be nulled.