

IBF U21 WORLD CHAMPIONSHIPS 2022

Championship format : Format and Style of play rules for IBF U21 World Championships.

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

SINGLES

Singles qualification event

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.

Round Robin format

- The round robin the qualifying format of the event determines the number of athletes who will advance to round robin competition
- Each athlete bowls one match against every other athlete
- Matches consist of one game matches.

6 games of qualification. Top 16 athletes qualify for group match play. Two players per lane. Change of lane after each game. A detailed lane movement schedule will be presented before the start of the event.

Ties to advance to match play will be 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 round robin round. Additional ties will be broken by a 9th & 10th frame roll-off. Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A, B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A Group B

1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Singles group match play

Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 for a tie. From each of the two groups the top 2 athletes in points will advance to semi finals.

Athletes will play on one pair of lanes, one athlete per lane. Lanes are assigned from a predetermined schedule. 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 have been played. Additional ties will be broken by a 9th & 10th frame roll-off.

If more than two athletes are tied to advance one game will be played by all tied athletes and highest score (s) will advance.

Singles semi-finals

Four athletes qualify from group match play. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi final 1 Winner group A vs Second place group B

Semi final 2 Winner group B vs Second place group A

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

Singles finals

Two athletes qualify from semi-finals. Final will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

Athletes will play on one pair of lanes, one athlete per lane. Highest ranked athlete from group match play gets the chosen starting lane (left or right) after warm-up. Ties for seeding will be broken by total pinfall in qualification.

Final Winner SF1 vs Winner SF2

DOUBLES

Rules in play: **Style of play**

Single lane style

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

Round Robin format

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

Baker format

- In the Baker format, members of competing doubles successively and in regular order bowl complete and consecutive frames within the same game
- Starting player must change every new game.

Doubles Team nomination

All federations are allowed to enter two doubles teams per gender.

Doubles qualification event

10 games baker style. Top 16 double teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be 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 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 9th game and so forth until tie is broken

The Leaderboard will be split into two groups (A, B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A Group B

1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Doubles group match play

16 double teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. From each of the two groups the top 2 teams in points will advance to semi finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

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

If more than two teams are tied to advance one game will be played by all tied teams and highest score (s) will advance.

Doubles semi-finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi final 1 Winner group A vs Second place group B

Semi final 2 Winner group B vs Second place 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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Doubles finals

Two teams qualify from semi-finals. Finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Match Seven (M7) Winner M5 vs Winner M6

TEAM

Rules in play: **Style of play**

Single lane style

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

Round Robin format

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

Team Championship Baker format

- In the Baker format, members of competing teams successively and in the following order bowl complete and consecutive frames within the same game
- Order of play, qualification: Player one bowls frame 1, 5, 9 & 10. Player two bowls frames 2 & 6. Players three bowls frames 3 & 7. Player four bowls frames 4 & 8
- Starting player must change every new game.

Team nomination

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

Team qualification event

10 games baker style. Top 16 teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be 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 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A, B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A Group B

1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

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 9th & 10th frame roll-off.

Team match play group

16 teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. From each of the two groups the top 2 teams in points will advance to semi finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

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

If more than two teams are tied to advance one game will be played by all tied teams and highest score will advance.

Team semi finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi final 1 Winner group A vs Second place group B

Semi final 2 Winner group B vs Second place 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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Team finals

Two teams qualify from semi-finals. Finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Match Seven (M7) Winner M5 vs Winner M6

MIXED TEAM

Rules in play: **Style of play**

Single lane style

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

Round Robin format

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

Team Championship Baker format

- In the Baker format, members of competing teams successively and in the following order bowl complete and consecutive frames within the same game
- Order of play, qualification: Player one bowls frame 1, 5, 9 & 10. Player two bowls frames 2 & 6. Player three bowls frames 3 & 7. Player four bowls frames 4 & 8
- Gender of starting player must change every new game.

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.

Mixed team qualification event

10 games baker style. Top 16 teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be 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 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A, B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A Group B

1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

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 9th & 10th frame roll-off.

Mixed team match play group

16 teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. From each of the two groups the top 2 teams in points will advance to semi finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

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

If more than two teams are tied to advance one game will be played by all tied teams and highest score (s) will advance.

Team semi finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi final 1 Winner group A vs Second place group B

Semi final 2 Winner group B vs Second place 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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Mixed team finals

Two teams qualify from semi-finals. Finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

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) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Match Seven (M7) Winner M5 vs Winner M6

TIMING - IBF SHOT CLOCK

IBF Junior World Championships 2022 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.

The following time rules apply and will be strictly enforced during the entire event.

First shot in a frame. When your opponent leaves the approach and you have a full set of pins, you have 30 (thirty) 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.

Second shot in a frame. After your first ball have returned to the ball return, you have 30 (thirty) 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.

First offense: A warning for slow bowling is given to the player / team.

Second offense: A warning for slow bowling is given to the player / team.

Third, and continued offense: The pin count of the whole frame where the offense occurred in will be nulled.