



**16<sup>TH</sup> Annual  
Eisenhower  
Doubles Championship  
(Varsity & JV Divisions)**

**Sunday, February 9th, 2020  
\*Imperial Bowling Lanes\***

44650 Garfield Road, Clinton Township, MI 48038

**Doubles Tournament  
Regular/Baker Format Qualifying  
Baker Format Match Play/Finals**

**Limited to the first 148 Team Entries  
Deadline for Paid Entry Forms/Teams:  
January 25<sup>th</sup>, 2020**

**Mail Entries and Fees to:  
Open Doubles Championships  
C/O Craig Matheson  
55130 Corbin Drive  
Macomb Township, MI 48042  
Tel: (586) 703-4012 (text enabled)**

**Make Checks Payable to: "Eisenhower Bowling"**

Entry Fee \$50.00 per Doubles Team  
General Admission \$5.00

**EISENHOWER HIGH SCHOOL  
DOUBLES CHAMPIONSHIP**

Sunday, February 9, 2020      Registration at 7:00am

1. MSHAA rules of eligibility and USBC rules govern this tournament. Tournament is open to all high school bowlers that have a team participating in Michigan High School Competition. **Bowlers and Coaches must be in team uniform to bowl and coach in bowler's area. NO YOGA / STRETCH SLACKS ALLOWED in accordance with MHSAA rules.**
2. There will be separate divisions for Varsity & JV, boys and girls. Teams will consist of two bowlers from the same high school. 9<sup>th</sup> grade bowlers may participate as members of the high school that they are to attend the following year if their school system is so divided. Entries will be on a first come/first served basis. We are limited to the first 148 teams, a total of boy's and girl's doubles teams. There is NO LIMIT on the number of teams a school may enter.
3. Entry fee is \$50.00 per team which must accompany the entry. **NO REFUNDS WILL BE ISSUED.** Checks returned for insufficient funds will incur a \$25.00 fee. **NO POST-DATED CHECKS. Make checks payable only to "EISENHOWER BOWLING"**
4. Event will consist of 3 regular games and 2 Baker format games in qualifying and 2 Baker format games in Match play (see rule #9 for tie breakers for Match Play) until the final 4 teams are set. In both qualifying and match play, the bowler who bowls leadoff the first Baker game will be the anchor in the second Baker game. Teams will alternate lanes to bowl on for all qualifying and match play Baker games. For instance, Team A has bowler A-1 lead off bowling on the left lane and the other team has Bowler B-1 bowling on the right lane. Once all frames are done on each lane, bowler A-2 (anchor) would bowl on the right lane and bowler B-2 (anchor) would bowl on the left lane. This leads to bowlers A-1 and B-1 always bowling on the left lane and bowlers A-2 and B-2 always bowling on the right lane for both of the 2 set Baker games. After the first Baker game is completed, teams switch lanes to start the next baker game on. In the example, this means bowler A-2 would lead off on the right lane and bowler B-2 would lead off on the left lane. Bowlers A-1 and B-1 now become the anchors for the second Baker game.
5. All bowlers must check in 15 minutes prior to the start of competition. After this time, spots may be filled by teams on a waiting list. No refund will be issued.
6. At 8 am, a 10-minute practice session will begin. Late bowlers will receive a 0 for all frames missed if spots are not filled by another team.
7. Teams will bowl the 3 regular games and 1 set of 2 baker games within a 10 lane block. Grouping will be lanes 1-10, 11-20, 21-30 and so on. All teams will move one pair of lanes each game until complete. Example, teams on lanes 7-8 will move to 9-10, teams on 9-10 will move to 1-2 and so on throughout the house. The 3 regular games will be bowled first. One lane courtesy should be observed during competition. Scoring for the entire tournament will be scratch. Lane monitors will verify scores and report them to the tournament office after each game. Any excessive delay caused by waiting for more than 1 lane courtesy will result in a warning for the 1<sup>st</sup> offense, then a score of 0 in that frame for the 2<sup>nd</sup> offense and disqualification for the 3<sup>rd</sup> offense. Offenses carry over from qualifying to match play.
8. There will be a break after qualifying. Depending on the number of entries, the competition will be cut where the ratio will be at least 1 team for every 4 entries for the boys divisions and 1 team for every 3 entries for the girls divisions. The final number of qualifying teams will be determined before the start of competition. In case of a tie in qualifying for any position except the final spot, the highest last baker game will be used to break the tie (and if still tied, the highest first baker game will be used, and then the highest total of the 3<sup>rd</sup> regular game for both bowlers, and then to the highest 2<sup>nd</sup> regular game for both bowlers and then a coin flip). If the tie is for the last qualifying spot, an immediate 1 game Baker game will decide the final qualifier. If a team is not present within 5 minutes of notification, they will forfeit and the other team will advance.
9. After the break, a 5-minute practice session will begin. The first rounds of match play competition will be seeded utilizing the NCAA match-up format (Top Seed vs. Bottom Seed, etc.). The qualifying teams will bowl head-to-head, 2 games, Baker matches (total pins wins, then if tied highest Baker game score for the 2 Baker match play games, and then if still tied, a 4 frame Baker roll-off will determine the winner (or 4 frame Baker roll-offs continuing then after till a winner is determined)) until the final 4 teams are set going into a step-ladder format (see Rule #11). The higher seeded team has selection of the starting lane for the first Baker game. In both qualifying and match play, the bowler who bowls leadoff the first Baker game will be the anchor in the second Baker game. The team on the left lane will bowl first. Teams will alternate lanes to bowl on for all match play Baker games. For instance, Team A has bowler A-1 lead off bowling on the left lane and the other team has Bowler B-1 bowling on the right lane. Once both A-1 and B-1 complete their frames then bowler A-2 (anchor) would bowl on the right lane and bowler B-2 (anchor) would bowl on the left lane. This leads to bowlers A-1 and B-1 always bowling on the left lane and bowlers A-2 and B-2 always bowling on the right lane for both of the 2 set Baker games. After the first Baker game is completed, teams switch lanes to start the next baker game on. In the example, this means bowler A-2 would lead off on the right lane and bowler B-2 would lead off on the left lane. Bowlers A-1 and B-1 now become the anchors for the second Baker game.
10. After the first round of match play, no practice will be allowed. Lane assignments are at the discretion of the tournament directors. For the finals, there will be a practice pair to warm up on after the competing teams have bowled 6 frames.
11. Awards and prizes will be given to the first 4 places in each division. Once the field is cut to the final 4 teams, we will utilize a PBA bowling step-ladder format where the lowest 2 seeds will bowl a one game baker match and the winner will advance to bowl the next higher seed. If there is a tie after the 1 game baker match, the higher seeded team from qualifying will move on to the next round. Positions will be determined based on their position in the qualifying rounds. For example, if the number 1, 3, 14 and 32 place teams make the final four, 14 will bowl 32 with the winner bowling team 3 and the winner bowling team 1 for the championship. If 24 teams advance to match play, the highest seeded loser in the 3<sup>rd</sup> round will finish in 4<sup>th</sup> place. Additionally, awards will be given to the high 3 regular game total for all divisions. For ties in the singles event, the highest last game will determine the position. Awards presentation will immediately follow completion of competition.
12. No tobacco products or drinking of alcoholic beverages will be permitted while participating in the tournament. **Any instance of unsportsmanlike conduct will result in the immediate disqualification of the team from the tournament.** Please remember that other teams are competing at the same time and loud, continuous cheering, chanting, and screaming will not be tolerated. Any Coach, Player or Parent causing a disruption will be warned. After the 1<sup>st</sup> warning, individuals will be removed from the bowling center and their entry fee forfeited. Failure to leave will result in the disqualification of the respective team.
13. Any disputes during the tournament or exceptions to the above rules and regulations will be resolved at the **SOLE** discretion of the tournament officials. Tournament officials have the right to refuse any and all entries.

**For more information, contact:**

Craig Matheson

Phone: (586) 703-4012

Email: [cmatheson@sjccontrols.com](mailto:cmatheson@sjccontrols.com)

# Eisenhower High School Doubles Championship Official Entry Form

School			
Coach			
Address			
Phone		E-Mail	

<u>Girls</u>				<u>Boys</u>		
1A- _____	1B- _____	Var/JV _____		1A- _____	1B- _____	Var/JV _____
2A- _____	2B- _____	Var/JV _____		2A- _____	2B- _____	Var/JV _____
3A- _____	3B- _____	Var/JV _____		3A- _____	3B- _____	Var/JV _____
4A- _____	4B- _____	Var/JV _____		4A- _____	4B- _____	Var/JV _____
5A- _____	5B- _____	Var/JV _____		5A- _____	5B- _____	Var/JV _____
6A- _____	6B- _____	Var/JV _____		6A- _____	6B- _____	Var/JV _____
7A- _____	7B- _____	Var/JV _____		7A- _____	7B- _____	Var/JV _____
8A- _____	8B- _____	Var/JV _____		8A- _____	8B- _____	Var/JV _____

**Sign up for:**

\_\_ Boys Team @50.00 = \_\_\_\_\_

\_\_ Girls Team @50.00 = \_\_\_\_\_

**Total Enclosed:** \_\_\_\_\_

**Make check payable to: Eisenhower Bowling**

**Mail to:** Craig Matheson  
55130 Corbin Drive, Macomb Township, MI 48042

Phone: (586) 703-4012 (cell)

Email: cmatheson@sjccontrols.com

**Divisions:**

- Varsity Boys Team
- Varsity Girls Team
- JV Boys Team
- JV Girls Team

Awards will be awarded to the 1<sup>st</sup> through 4th place doubles teams for all divisions. Awards will also be given to the top 4 bowlers (all divisions) for their 3 game regular series.