



2026 SUNSHINE ANC COAST

NEW TENNIS GUIDE

TOURNAMENT RULES

VERSION 1



Accreditation number: A26/0003



12th AUGUST - 29th AUGUST 2026

WELCOME TO THE FUTURE OF THE ANC

With **ANC25** now officially in the books as the most **successful event yet**, we look ahead to **ANC26** with even **bigger ambitions**. Over **300 athletes** competed across multiple divisions in 2025, reinforcing the ANC's position as the premier platform for tenpin bowling in Australia.

While the dream of seeing tenpin bowling in the **2032 Brisbane Olympics** may be fading, our determination to elevate the sport has never wavered. The ANC is now the **launching point for reinventing the sport**, providing a stage that showcases not just our athletes' talents but the community, culture, and excitement that surrounds tenpin bowling.

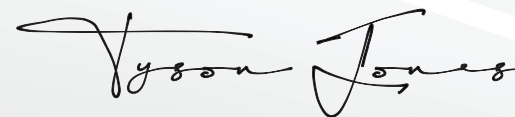
As **Corner Pin Standings** enters its **third year** delivering this event, our focus remains clear:

- Continue raising the **professionalism and prestige** of the ANC.
- Support the **development of junior athletes** who represent the future of our sport.
- Sustain an environment of **competitive excellence and lifelong friendships**.
- Double down on attracting **professional athletes to ANC**, further enhancing the status and spectacle of the competition.

With the momentum of 2025 behind us, we are already planning for a **bigger and better ANC26**. The foundation has been laid, the standard has been set, and the future is ours to build.

On behalf of **Corner Pin Standings**, and everyone who has worked tirelessly to deliver this event, thank you for being part of this journey. Together, we will continue pushing the sport forward.

Yours sincerely,



Tyson Jones
Director, Cornerpin Standings Pty Ltd

4 Event Headquarters
Rules and Regulations
Franchise Entry
Smoking and Alcohol
Currency and Prize Money
Key Dates Summary

5 Key Dates Summary Cont.
Competition Times
Dress standards
Ball Surface & Cleaning Rule

7 Individual Events at the ANC
Team Managers Meeting
Opening Ceremonies
Team Photos
Functions and Catering
Celebration Functions
Merchandise
Your Player Stories

8 Event Schedule

10
ULTIMATE
TENPIN CUP JNR

13
ULTIMATE
TEAMS CLASH JNR

19
ULTIMATE
TENPIN CUP

22
ULTIMATE
TEAMS CLASH

CONTENTS

EVENT SCHEDULE DETAILED INFORMATION

1. EVENT HEADQUARTERS

Email: Tyson@cornerpins.com.au

Phone: 0409 644 415

During the event, all enquiries should be directed to Event Headquarters, located at Suncity Tenpin, 8 Mari Street, Alexandra Headland QLD 4572.

2. RULES & REGULATIONS

All TBA Rules and Regulations will apply. In the absence of a TBA Rule, the Event Guide will apply to the conduct and control of this event - Tournament Accreditation Number: **A26/0003**. This event has specific event requirements that are outlined in this guide. All managers are encouraged to familiarise their Franchises with these rules, for example, the Match Clock.

Any matters arising which are not covered in this guide will be determined by the Corner Pin Standings (CPS) tournament team. These rules and associated information are based on the principle that unless it specifically states in this guide that something is allowed or permitted, it is to be assumed that it is NOT allowed or permitted.

3. FRANCHISE ENTRIES

Franchise confirmations/entries will be taken via cornerpins.com.au from **10 August 2025**.

- A) Junior Franchises. Entry Fee:** \$10,750 including GST non refundable. With non-refundable deposit of \$2500
- B) Adult Franchises. Entry Fee:** \$13,000 incl GST non-refundable with non-refundable deposit of \$2500

4. SMOKING AND ALCOHOL

Alcohol is prohibited during all sessions for all competitors and team officials in a session. Smoking is not allowed inside the venue at any time, and is prohibited for all competitors and team officials during a session of play.

5. CURRENCY AND PRIZE MONEY

All prices and prize money in this guide are expressed in Australian Dollars

KEY DATES SUMMARY

30th SEPT 25

ANC teams automatic franchise confirmations close - \$2500 deposit due

30th SEPT 25

New franchise applications close

30th OCT 25

New accepted franchise deposit closes - \$2500

7th NOV 25

New franchises confirmed

31st JAN 26

Early bird franchise payments closes

13th Feb 26

Team lists for UTC and UTC Jnr released

31st Mar 26

Submission of team Shirt design's close

30th Apr 26

Entry fees final payments close

30th may 26

UTC and UTC Jnr draft team lists submitted

11th Jul 26

Final function numbers

11th JUL 26

ALL final team lists submitted

12th AUG 26

Ultimate Teams Cup Jnr practice

12th AUG 26

UTCJnr- team manager's meeting

13th-16th AUG 26

Ultimate Tenpin Cup Jnr

16th AUG 26

Ultimate Teams Clash Jnr - official practise

17th AUG 26

Ultimate Teams Clash Jnr - team photos and opening ceremony

17th-19th AUG 26

Ultimate Teams Clash Jnr - trophy tournament

20th AUG 26

Ultimate Teams Clash Jnr- celebration function

20th AUG 26

JNR event TBA - Continuation

20th AUG 26

Ultimate Tenpin Cup official practice

20th AUG 26

UTC - team manager's meeting

21st-24th AUG 26

Ultimate Tenpin Cup

24th AUG 26

Ultimate Tenpin Clash - official practice

26th AUG 26

Ultimate Tenpin Clash - team photos and opening ceremony

26th-29th AUG 26

Ultimate Tenpin Clash - trophy tournament

29th AUG 26

Ultimate Tenpin Clash - celebration function

(AUD) and are inclusive of GST for tax purposes. All prize money will be paid out within 30 days of the completion of the tournaments through www.tenpinresults.com.au.

6. COMPETITION TIMES

Please refer to the schedule of events for further information. Competition times may be amended and/or deleted at any time at the discretion of the CPS tournament team.

Practice for any session will be 15 minutes before the advertised start time in team events and 5 minutes before the advertised start time for cup events. All check-in times are deemed to be 30 minutes before the advertised start time for any session or squad.

7. DRESS STANDARDS

At all times during this tournament, males and females are required to adhere to the following dress standards:

- Acceptable bowling shirts must be worn.
- Men are required to wear long pants for all official bowling sessions.
- Ladies are required to wear skirts, skorts, ¾ pants, or long pants.
- During practice for the Cup events, neat and tidy attire is acceptable (no singlets; T-shirts are acceptable).
- During official practice for the Clash, full bowling attire is required.

8. ANC26 – Ball Surface & Cleaning Rule (Adapted from USBC Rule 18)

Effective for All Cup & Clash Events – Junior and Open

To ensure consistency, fairness, and alignment with international standards, ANC26 has adopted Rule 18-style regulations regarding the maintenance of bowling ball surfaces during competition.

Key Rule Summary

From the start of the day's official warm-up, the following rules apply:

- You may not alter the surface of any bowling ball using abrasives (e.g., sanding pads or polish).
- You may not clean a ball with any liquid or chemical cleaner.
- You may not apply foreign substances, including but not limited to rosin, powder, marker, or paint.
- Only a dry towel or shammy may be used to wipe the ball during a session.

Note: During official practice (prior to the day's first warm-up period), any and all ball surface alterations are allowed — including sanding, polishing, and cleaning with approved substances.

What defines a "Session of Play" at ANC26?

- A session of play is the period during which the above restrictions remain in effect. Bowlers may not clean or alter the surface of any ball until the **After the completion of each session.**

ANC26 Cups (Junior & Open)

- Qualifying
- Stage 2
- Matchplay Games 1–8
- Matchplay Games 9–15
- Matchplay Games 16–19
- Each individual Stepladder Final match

Ultimate Teams Clash – Junior

- Games 1–3
- Games 4–7
- Games 8–11
- Games 12–15
- Games 16–18

Ultimate Teams Clash – Open

- Each day of play is treated as a single session

Frequently Asked Questions

1. What can I use to clean my ball during a session?

Only a dry towel or shammy may be used to clean your ball once the session has started.

2. Can I clean or surface my ball during official practice?

- Yes. You may clean or resurface your ball using approved cleaners or abrasives during official practice.
- During official practicing, you can have as many balls (within reason) in the centre, (no bowling bags) and surfacing can be continually completed with no restrictions during this time.

3. If I haven't used a ball yet, can I clean or surface it mid-session?

- No. All balls in your possession fall under Rule 18 once the session begins — even if they haven't been thrown yet.
- In between sessions of play, you are allowed to swap out bowling balls, as long as at the beginning of practice for each session each player only has 6 balls in the centre.

4. Can I only sand or polish a specific part of the ball (like the track)?

No. Surface changes must be applied uniformly to the entire surface. Spot alterations are not permitted.

5. Can I use powder or rosin on the ball?

No. Applying any foreign substance, including rosin or powder, violates the rule — even if wiped off afterward.

6. Can I clean the inside of the ball's holes?

Yes — you may remove residue or tape from inside the gripping holes, preferably with permission from a tournament official.

7. Can I clean or resurface a ball between sessions?

Yes. You may perform surface changes after one session ends and before the next one begins, according to the session breakdowns above.

8. What if my ball comes back with lane residue that can't be wiped off?

You must request permission from a tournament official to use an approved cleaner. If permission is granted, you may clean the entire surface, under the supervision of the tournament official. But you may not use abrasives

9. What are the consequences of breaking this rule?

- If accidental: the ball is removed from play and the rule is explained.
- If deliberate or repeated: games may be forfeited, and further disciplinary action may apply at the tournament official's discretion.

When in doubt, ask a tournament official first. Compliance with this rule is essential for the integrity of ANC26 competition.

9. ANC Cup Events

Ultimate Tenpin Cup JNR
Ultimate Tenpin Cup

10. TEAM MANAGER'S MEETINGS

Team Manager's meetings will be held for both team events as follows.

Ultimate Teams Clash JNR – 4.30pm Wednesday 12th August

Ultimate Teams Clash – 4.30pm Thursday 20th August

Venue: Suncity Tenpin

11. OPENING CEREMONIES

Opening Ceremonies will be held for both team events as follows:

Ultimate Teams Clash JNR - 8.00am Monday 17th August

Ultimate Teams Clash - 8.00am Tuesday 25th August

Venue: Suncity Tenpin

12. TEAM PHOTOS

Team photos will be taken of all teams at both events as follows:

Ultimate Teams Clash JNR - 6.30am Monday 17th August.

Teams will be advised of order, will continue at lunch times

Ultimate Teams Clash - 6.30am Tuesday 25th August.

Teams will be advised of order, will continue at lunch times.

Venue: Suncity Tenpin

Dress: Team uniform

13. FUNCTIONS AND CATERING

Both celebration functions will be ticketed events. Additional tickets will be available from **Corner Pin Standings**. For further information, pricing, and the purchase of tickets, franchise owners are encouraged to email CPS at Tyson@cornerpins.com.au

Catering for all teams and groups is available at Suncity Tenpin. For further information and assistance contact the team at CPS.

Please Note: Outside catering or brought in food is prohibited at Suncity Tenpin, Alexandra Heads. All breaches of this rule will be managed directly by centre management.

14. CELEBRATION FUNCTIONS

Celebration functions will be held for both team events as follows:

Ultimate Teams Clash JNR

Venue: TBA

Date: 19th August 2026

Time: TBA

Dress: Smart casual

Tickets: 8 tickets per team (not transferable)

Additional Tickets: \$110 including gst

Ultimate Teams Clash

Venue: TBA

Date: 29th August 2026

Time: TBA

Dress: Formal

Tickets: 8 tickets per team (non transferable)

Additional tickets: \$175 including gst

15. MERCHANDISE

The 2026 ANC merchandise range will be available at Suncity Tenpin each day throughout the event.

16. YOUR PLAYER STORIES

Be social and share your 2026 ANC experiences, thoughts, images, and video clips in the lead up and during the event on Facebook and Instagram. Simply go to the Corner Pin Standings Bowling social media pages or hashtag your posts with **#SUNCITYTENPIN**, **#ANCISBOWLING** and **#CPS #CORNERPINS**. Online etiquette applies.

THE SCHEDULE FOR THE 2026 ANC

VERSION 1 - dated 18/08/25 (subject to change).

4th ANC - 12 AUGUST to 29 AUGUST 2025

EVENT SCHEDULE - VERSION A - 30th August 2025

Date & Start Time	7.00am	7.30am	8.00am	8.30am	9.00am	9.30am	10.00am	10.30am	11.00am	11.30am	12.00pm	12.30pm	1.00pm	1.30pm	2.00pm	2.30pm	3.00pm	3.30pm	4.00pm	4.30pm	5.00pm	5.30pm	6.00pm	6.30pm	7.00pm	7.30pm	8.00pm	8.30pm	9.00pm	9.30pm
Wednesday, 12 August																					OIL	ULTIMATE Tenpin Cup Jnr Practice Lanes Available Via Suncity								
Thursday, 13 August	OIL	A SQUAD ULTIMATE Tenpin Cup Jnr								OIL	B SQUAD ULTIMATE Tenpin Cup Jnr								OIL	C SQUAD ULTIMATE Tenpin Cup Jnr										
Friday, 14 August	OIL	D SQUAD ULTIMATE Tenpin Cup Jnr								OIL AND LUNCH				STAGE 2 ULTIMATE Tenpin Cup Jnr																
Saturday, 15 August	OIL	MATCHPLAY GAMES 1-8 ULTIMATE Tenpin Cup Jnr								OIL	MATCHPLAY GAMES 9-15 ULTIMATE Tenpin Cup Jnr																			
Sunday, 16 August	OIL	MATCHPLAY GAMES 16-19 ULTIMATE Tenpin Cup Jnr			OIL	STEP LADDER FINAL ULTIMATE Tenpin Cup Jnr				OIL	150 Minute Official Practice																			
Monday, 17 August	PHOTOS OPENING CEREM		ULTIMATE Teams Clash Jnr GAMES 1-3						OIL and Photos			ULTIMATE Teams Clash Jnr GAMES 4-7																		
Tuesday, 18 August	OIL	ULTIMATE Teams Clash Jnr GAMES 8-11								OIL	ULTIMATE Teams Clash Jnr GAMES 12-15																			
Wednesday, 19 August	OIL	ULTIMATE Teams Clash Jnr GAMES 16-18				PRESENTATIONS				ULTIMATE Teams Clash Jnr DINNER -2pm-9pm																				
Thursday, 20 August	OIL	Jnr Activation Event Group 1		Jnr Activation Event Group 2		OIL & LUNCH			Jnr Activation Event Group 3		Jnr Activation Event Group 3		OIL	ULTIMATE Tenpin Cup Practice Lanes Available Via Suncity																
Friday, 21 August	OIL	A SQUAD ULTIMATE Tenpin Cup								OIL	B SQUAD ULTIMATE Tenpin Cup								OIL	C SQUAD ULTIMATE Tenpin Cup										
Saturday, 22 August	OIL	D SQUAD ULTIMATE Tenpin Cup								OIL	E SQUAD ULTIMATE Tenpin Cup								OIL	F SQUAD ULTIMATE Tenpin Cup										
Sunday, 23 August	OIL	STAGE 2 ULTIMATE TENPIN CUP				OIL	MATCHPLAY GAMES 1-8 ULTIMATE Tenpin Cup								OIL	MATCHPLAY GAMES 9-15 ULTIMATE Tenpin Cup														
Monday, 24 August	OIL	MATCHPLAY GAMES 16-19 ULTIMATE Tenpin Cup			OIL	STEP LADDER FINAL ULTIMATE Tenpin Cup				OIL	90 Minute Official Practice Clash		OIL	90 Minute Official Practice Clash																
Tuesday, 25 August	PHOTOS AND OIL		ULTIMATE Teams Clash Ladies MATCHES 1-4						OIL	ULTIMATE Teams Clash Mens MATCHES 1-4																				
Wednesday, 26 August	OIL	ULTIMATE Teams Clash Mens MATCHES 5-8								OIL	ULTIMATE Teams Clash Ladies MATCHES 5-8																			
Thursday, 27 August	OIL	ULTIMATE Teams Clash Ladies MATCHES 9-12								OIL	ULTIMATE Teams Clash Mens MATCHES 9-12																			
Friday, 28 August	OIL	ULTIMATE Teams Clash Mens MATCHES 13-16								OIL	ULTIMATE Teams Clash Ladies MATCHES 13-16																			
Saturday, 29 August	OIL	ULTIMATE Teams Clash ladies MATCHES 17-18			OIL	ULTIMATE Teams Clash Mens MATCHES 17-18				PRESENTATIONS			ULTIMATE Teams Clash CELEBRATION DINNER 6pm to 11pm																	



2025 ANC JUNIORS





**ULTIMATE
TENPIN CUP**

JNR.

TOURNAMENT RULES

A. ELIGIBILITY

This tournament is open to all ANC26 bowlers ONLY who are also TBA members and all non-resident players who are a member of an IBF affiliated federation, in good standing, who are under 18 as at 1 January 2026. IBF affiliated federation members must show their proof of federation membership at check-in. There will be a male and female division and all rules apply to both divisions.

B. SQUAD ALLOCATION

Each ANC26 team is allocated squad spots for distribution among their team, to ensure fairness for all players. **Entries will be entered into tenpinresults.com.au by the cornerpins team after team lists have been submitted.**

Spots are to be allocated after confirmation of teams and up to 4 squads.

BOYS DIVISION

- #teamtenpinresults
- Shellharbour Sharks
- Logan City Wolves
- Aotearoa Tamariki
- Logan Revolution Rhinos
- NSW Regional Tour
- CLS Townsville Jigsaws
- NQ Crocs
- Mount Warren Mustangs
- Shellharbour Scorpions
- Ballina Bullfrogs

FEMALE DIVISION

- #teamtenpinresults
- Shellharbour Sharks
- Logan City Wolves
- Aotearoa Tamariki
- Logan Revolution Rhinos
- NSW Regional Tour
- CLS Townsville Jigsaws
- NQ Crocs
- Mount Warren Mustangs
- Shellharbour Scorpions
- Ballina Bullfrogs

CPS reserves the right to re-allocate spots to ensure best use of the centre and fairness to all players attending.

C. BOWLING BALLS

1. All bowling balls used in this tournament must be within the specifications defined in chapter 6 of the TBA Rule Book.
2. Players are **not** required to register bowling balls for this tournament.
3. An inspection of any player's bowling balls to check for eligibility may be performed at any time and location. A penalty at the full discretion of the CPS Tournament Team may be applied to any infringement.

D. GAME AND MATCH TIMING

Blocks will be limited to a maximum of 65:00 and 48:00 minutes per block. Match Play Games will be limited to a maximum of 30:00 minutes if the maximum time is breached, all players on the pair of lanes will initially be warned and second and subsequent offenders may be penalised 30 pins for each breach in qualifying and 2 points for each breach in Matchplay. The CPS Tournament Team are judges of fact in all match timing matters.

There will be no time limit allocated for the Stepladder Finals. On the completion of all games and matches (except the Stepladder Finals), players are free to move to their next game or match, providing the removal of bowling balls is done with consideration to games or matches still being played and the movement is done via the promenade area behind the public seating area, not the area directly behind the player's area.

Format will be identical for both boys and girls division.

E. QUALIFYING

Qualifying is open to all eligible players, who will bowl 9 games of qualifying in a single session in a male and female division. Multiple entries are not allowed.

The top 10 bowlers from qualifying move directly to the Match Play Finals. Bowlers 11 - 30 move onto stage 2 (pinfall carries).

F. STAGE 2

Bowlers 11 - 30 will bowl a further 6 games. The top 10 from stage 2 will then join the bowlers already in the Matchplay Finals to create the top 20 bowlers in each division.

G. TOP 5 FOR STEPLADDER FINALS

All 20 bowlers will complete 19 games in a Matchplay format with wins, draws and losses determining the order. Two points will be awarded for a win, one for a draw and zero for a loss. Pinfall does not carry over from qualifying. At the conclusion of the 19 matches, the top 5 will progress to the Stepladder Finals. In the event of a tie for any position, pinfall from Matchplay will determine the positions. If a tie remains, the highest score will count and so on until the tie is broken.

H. STEPLADDER FINALS

Fifth place will play fourth; the winner will then play third, followed by second, and finally the winner will face first. The winner will play the first placed male and female players in a single game match to determine the tournament champions.

In the event of a tie in any match, including the final, a Golden Strike will determine the winner with the highest placed player deciding whether to start or follow. Players will play one frame at a time, alternating lanes, until one player strikes in a frame when the other doesn't to determine the winner.

Playing formats for all matches is the highest player will have the choice to start the match. The starting player will bowl one frame on the odd lane before the opponent plays two frames starting on the even lane and so on until the starting player completes the match with their tenth frame.

I. IN THE EVENT OF TIES IN QUALIFYING, STAGE 2, MATCHPLAY, AND STEPLADDER FINALS

- Ties occurring to move from Qualifying to Stage 2 will be determined by highest game bowled (this includes breaking a tie for 10th).
- Ties at the end of Stage 2 to determine people moving to Matchplay will be decided by a 1-game roll-off (and if a further tie occurs, by Golden Strike), to be completed immediately after Stage 2.
- Ties after Matchplay: In the event of a tie for any position, pinfall from Matchplay will determine the positions. If a tie remains, the highest score will count, and so on until the tie is broken.
- Ties in stepladder finals will be determined by golden strike. Each bowler will bowl 1 shot, the first person to strike and their opponent to not strike will be declared the winner.

J. PROTESTS AND RESULTS ENQUIRIES

Only competing players directly involved with this event may lodge a protest or results enquiry in relation to this event. This must be lodged in writing (and signed), and given to the tournament team within sixty minutes of the completion of the final frame of the tournament. After this time, results will be considered as final, and no further correspondence will be addressed by the tournament team. Corner Pin Standings reserve the right to amend any errors, at any time, which it feels are in the best interests of the event.

K. ENTRY FEE

- Included for up to six players in UTC entry fee, on the provision of the entry form.
- Entry closing date: **1 August 2026**
- The entry fee is non-refundable, and non-transferable

L. PRIZE MONEY (including GST)

- CPS guarantee to pay equal prize money to boys and girls, regardless of any differences in final entry numbers. **All prize money will be confirmed on 31 July 2026.**

PRIZE MONEY

BOYS (estimated)

1st - \$3000 plus trophy

2nd - \$2000 plus trophy

3rd - \$1250 plus trophy

4th - \$700

5th - \$500

6th - \$400

7th - \$300

8th - \$200

9th to 16th - \$100

GIRLS (estimated)

1st - \$3000 plus trophy

2nd - \$2000 plus trophy

3rd - \$1250 plus trophy

4th - \$700

5th - \$500

6th - \$400

7th - \$300

8th - \$200

9th to 16th - \$100

17th - 19th AUGUST



**ULTIMATE
TEAMS CLASH**
JNR.

ULTIMATE TEAMS CLASH JNR TOURNAMENT RULES

A. INTRODUCTION

There will be an official practice for the UTC and UTC Jnr in 2026, as per the event schedule and costing will be included in the team commitments. All TBA Rules and Regulations will apply. In the absence of a TBA Rule, the Event Guide will apply for the conduct and control of the Ultimate Teams Clash trophy and related matters. This event has specific event requirements that are outlined in this Guide. All Managers are encouraged to familiarise their franchises with these rules.

B. ORIGIN

In early 2019 Tenpin Bowling Australia undertook a professional review of "The Nationals". That review recommended an event delivered by commercial partners to improve the profile and positioning of the sport to attract a younger audience. TBA and Strike 3 Bowling entered into a three-year licensing agreement to spark new interest in the sport of Tenpin Bowling at an elite level. The Australian National Junior Teams Challenge is a standalone event re-imagined through commercial partners Mark and Ashlee Perry of Strike 3 Bowling in 2020. Corner Pin Standings has agreed to take Mark and Ashlee Perry's vision of elite bowling and franchises models and continue tenpin bowling's progression into the future.

C. PURPOSE

The purpose of the UTCJ Trophy is:

- Annually crown the best representative team of tenpin bowlers from any state, territory, city, region, centre, or country, with teams consisting of five to six players in both male and female divisions.
- Encourage and develop a strong spirit of sportsmanship, camaraderie, and gender equality within the sport.
- Strengthen and promote positive relationships among all participating representative teams.

D. VENUE

The UTCJ Trophy 2026 will be conducted from **17-19 August 2026** (during the ANC26) at Suncity Tenpin, 8 Mari Street, Alexandra Headland QLD 4572.

E. CONTROL OF MATCHES

CPS will appoint the tournament team who will be responsible for all tournament preparations and conduct the matches whilst in progress.

F. SPONSORSHIP

Team/s sponsorship is unrestricted, providing it meets national advertising guidelines and regulations. i.e., cigarette advertising is not allowed.

G. PLAYER ELIGIBILITY

A player must:

1. Be a financial member of TBA, TBNZ or an IBF affiliated federation in good standing.
2. Provide evidence to Corner Pin Standings of maintaining a minimum average of 180 for males and 165 for females in a recognised competition in the last year.
3. Be capable of conducting themselves in such a manner so as not to reflect discredit on TBA, Corner Pin Standings, the team they are representing, or tenpin bowling.
4. Be under eighteen (18) years of age on **1 January 2026**.

H. TEAMS

The following eleven teams have first right of refusal and will gain automatic entry should they reapply for the 2026 ANC.

- #teamtenpinresults
- Shellharbour Sharks
- Logan City Wolves
- Aotearoa Tamariki
- Logan Revolution Rhinos
- NSW Regional Tour
- CLS Townsville Jigsaws
- NQ Crocs
- Mount Warren Mustangs
- Shellharbour Scorpions
- Ballina Bullfrogs

I. SELECTION OF TEAMS

1. Teams can be selected by the respective team management in any format or criteria they choose.
2. The roster of players for each male and female team in the UTCJ Trophy must be five to six players. The actual playing line-up for any match will be five players drawn from the roster submitted.
3. Players may be selected from any location providing they meet the player eligibility rules outlined under *Player Eligibility*.
4. Teams selected for the male division are allowed to select up to two female players.
5. Each franchise team must submit the final list of their team members, including email and mobile number, to CPS by **11 July 2026**.

J. TEAM UNIFORMS

1. All teams must submit their proposed shirt designs to CPS for approval by **30 April 2026**, to avoid colour clashes between opposing teams. Teams have the freedom to choose their own design, including the placement of sponsor logos. Approval will not be unnecessarily withheld, providing *clauses J. 4, 5 & 6* are met.
2. State & Territory Association teams, TBA and TBNZ teams retain first right to use their respective state and national colours in their entirety.
3. All players must wear their approved team shirt while playing. Male teams must wear long pants. Female teams may wear long or 3/4 pants, skorts or skirts. All players in the team must wear the same uniform at the same time in terms of style and colours.
4. The CPS Bowling logo must be visible on the right-hand front chest of each team shirt, to be located in line with the bottom of the front buttons/zip. The size of the logo should be 90mm wide and 49mm high. As supplied by CPS.
5. Each 2026 Team franchise (individual) logo must be visible on the left-hand front chest of each team shirt, to be in line with the bottom of the front buttons/zip. The size of the logo should be 80mm wide and 60mm high.
6. The 2026 ANC logo must be on the left-hand sleeve, 119mm wide and 120mm high, beginning at 25mm from the end of the sleeve. As supplied by CPS.
7. The ANC Bowling logo must be visible on the rear YOKE of each team shirt, to be located in line with the bottom of the front buttons/zip. The size of the logo should be 52mm wide and 60mm high. As supplied by CPS.
8. Any team not complying with *J. 4, 5 & 6* will be required to pay a \$500 including GST fine to Corner Pin Standings Pty. Ltd. prior to taking part in the tournament.
9. Any team or player not complying with *J. 3* will not be permitted to start the next match before rectifying the uniform breach or paying the above fine.

K. TOURNAMENT FORMAT

Format will be the same for both divisions as follows:

Teams will bowl 2 full rounds in round robin format, including relevant byes. The schedule will be consistent from the beginning of the tournament, and team allocations within the draw will be based on finishing positions from the previous year's UTCj. This will be up to a total of 18 games.

The points total after game 18 will determine the 2026 champions.

Male Division

Byes shall be decided by an automatic win.

The overall final positions will be based on total points scored after 18 matches. All ties will be determined by total pinfall and any tie which remains will be determined by the respective team's total pinfall in the final match, second last match and so on until the tie is broken.

Female Division

Byes shall be decided by an automatic win.

The overall final positions will be based on total points scored after 18 matches. All ties will be determined by total pinfall and any tie which remains will be determined by the respective team's total pinfall in the final match, second last match and so on until the tie is broken.

L. OFFICIAL PRACTICE AND WARM UP LANES

Official Practice shall be in Blocks as allocated in the event guide on **16th August 2026**. There will be no lanes available for warm ups in 2026. If your team concludes their game within the allocated time period, your incoming players may have 2 frames warm up per lane on the pair of lanes you have just completed your matches on, provided the time clock has not run out.

M. POINTS SYSTEM

Points will be awarded as follows:

1. Each team member will be matched against the opposing team member in the corresponding position in the line-up and the player achieving the highest total scratch score for the game will win one point for the team. In the event of an equal game score, the point will be equally shared.
2. The team's total pinfall will be compared with the total pinfall of the opposing team and two points will be awarded to the team with the highest total pinfall.
3. In the event of an equal team score, the points will be equally shared.

N. BOWLING BALLS

1. All bowling balls used in this tournament must be within the specifications defined in chapter 6 of the TBA Rule Book.
2. Players are **not** required to register bowling balls for this tournament.
3. An inspection of any player's bowling balls to check eligibility may be performed at any time and location. A penalty at the full discretion of the

Corner Pin Standings Tournament Team may be applied to any infringement.

4. In the interests of fair play for all players, only two players in each team are allowed to use a bowling ball made with a urethane and/or microcell polymer cover stock, which has an RG Differential greater than 0.011, at any time in any single match, including bowling for spares. The one or two players choosing to use any urethane and/or microcell polymer bowling ball, which exceeds this RG Differential must be nominated before the match begins and advised to the opposition team captain and/or manager. A breach of this rule will see the third, and all subsequent players, using restricted use urethane and/or microcell polymer bowling balls and forfeit their match point to their opponent. The total team score remains in place.
5. Maximum 6 balls per player in tournament ball paddock.
6. You may have balls externally, but they may not be brought inside after the beginning of a session of games

O. MATCH TIMING

All matches will have a maximum time limit of 65:00 minutes. Countdown timers will be centrally located, so all teams can view the available time at any point during a match. It is the responsibility of both teams to ensure their match finishes on time. If the maximum time is breached, both teams will receive a one-point penalty each if the match is completed in under 70:00 minutes and a two-point penalty each if the match takes longer than 70:00 minutes. The CPS Tournament Team are judges of fact in all match timing matters.

On the completion of all matches, teams are free to move to their next match, providing the removal of bowling balls is done with consideration to matches still being played and the movement is done via the promenade area behind the public seating area, not the area directly behind the player's area.

P. AWARDING OF THE ULTIMATE TEAMS CLASH JNR TROPHY

The UTCJ will be presented to the champion teams immediately after the tournament. These trophies are perpetual trophies and remain the property of the Corner Pin Standings Pty. Ltd. The champion teams have the option to take the trophies back to their home region for local publicity purposes on the condition of satisfactory and safe return to CPS within nine months of the tournament's completion.

1. Ultimate Teams Clash JNR Trophy

Separate trophies will be awarded to the male and female teams that have the highest points total in their respective divisions. In the event of a points tie for first

place, the tie will be broken by the highest team pinfall for the tournament. If the tie still exists, The highest final game of the competition will be used.

2. Ultimate Teams Clash JNR Trophy

The overall winner will be determined by adding the total points from the male division to the total points in the female division. In the event of a points tie for first place, the tie will be broken by a two-game playoff (one male and one female) with the highest combined points total to decide the champion. If the tie still exists, total pinfall for those two games will be used. If a points tie involves more than two teams, pinfall will decide the first two positions to play the two-game playoff. All other tied positions on points will be decided by total pinfall.

Q. MEDALLIONS

Gold, silver, and bronze CPS medallions will be presented to up to six players, one coach and one manager (eight medallions in total) in both divisions of the Ultimate Teams Clash JNR Shield and the Ultimate Teams Clash JNR Combined Shield (sixteen medallions in total).

R. TROPHIES

The following individual trophies will be awarded:

1. Ultimate Teams Clash JNR UTCJ All-Star Team

Following each UTCJ, an "All Star Team" will be announced in both divisions. Selection shall be as follows:

- The top five male division point scorers shall be the male division team.
- The top five female division point scorers shall be the female division team.
- Females playing in the male division are eligible for the Male All Star Teams, based on their total points.

In the event of a tie for the last available position in the All-Star Team:

- The player who has played fewer games during the event will be included in the All-Star Team.
- Should the tie remain, the player with the higher average will be included in the All-Star Team.

2. UTCJ Trophy Players' Player Award

At the conclusion of each game of the trophy event, the players collectively of each of the teams must vote for an opposition player considered to be best and

fairest for each Game. In a 2pts and 1pts breakdown of contribution to the game where 2 is the most valuable and 1st and 2nd most valuable.

At the conclusion of the event, pt allocations will be tallied and the players in the boys and girls divisions with the highest points allocations will be declared the "best and fairest"

3. Recognition of tournament's best average Award.

The male and female with the highest Averages for the tournament, having completed at a minimum of 2/3 of the available games will receive a trophy.

4. Recognition of the tournament MVP

At the conclusion of the tournament based on the above 3 awards the players will be allocated points.

- 100-1 for order of all-stars (points won minimum 2/3 Games)
- 100-1 for order of players player votes
- 100-1 for order of averages high to low (minimum 2/3 games). The players (1 male division and 1 female division) with the combined highest points will be declared the tournament Most Valuable Players.

S. PROTESTS & RESULTS ENQUIRIES

Only competing players, the appointed coach and/or the appointed manager, as listed on the final entry list, may lodge a protest or results enquiry in relation to this event. This must be lodged in writing (and signed), and given to the tournament team within sixty minutes of the completion of the final frame of the tournament. After this time, results will be considered as final, and no further correspondence will be addressed by the tournament team. Corner Pin Standings reserve the right to amend any errors, at any time, which it feels are in the best interests of the event.

T. ENTRY FEE PER FRANCHISE & ENTRY FORM (per franchise)

1. **Entry Fee:** \$10,750 including GST
2. The entry fee includes the following items.
 - a. Entry for **one boys** and **one girls** team of 5 or 6 players (in each) in the 2026 UTC Juniors Trophy Tournament
 - b. **Twelve** entries in the 2026 Ultimate Tenpin Cup Jnr (non transferable)
 - c. **Sixteen** tickets to the UTC Jnr Celebration Function
 - d. **Sixteen** 2026 ANC Commemorative Player Merchandise Pack

3. Teams wishing to confirm positions for 2026 as automatic acceptances from the 2025 teams list must pay a \$2500 non-refundable commitment per franchise by **30 September 2025**.
4. New acceptance franchisees, once confirmed for 2026, will have until **30 October 2025** to pay a \$2500 non-refundable commitment per franchise to confirm their position for next year's event.
5. The entry fee is non-refundable and must be paid in full by **30 April 2026**
6. Those teams who pay in full **before 31 January 2026** will receive a discount and will be billed \$9900 including GST.
7. Function tickets are transferable

U. REPLACEMENT PLAYERS:

A player may be replaced in a UTC team line-up, up until the first ball of play has commenced for the Tournament. They may be replaced at the tournament teams discretion on medical grounds only. Should a player/s need to withdraw from a team for any other reason then the team shall play with that amount of players. should this mean they can only field a team of 4 or less then a score of 0 will be entered in the appropriate position in the line up (as determined by the team manager) and the team will be eligible for trying to win the remaining individual points and the overall only.



2025 ANC
ADULTS





**ULTIMATE
TENPIN CUP**

TOURNAMENT RULES

A. ELIGIBILITY

This tournament is open to all bowlers competing in a UTC franchise, who are also TBA members, and all non-resident players who are a member of an IBF affiliated federation, in good standing, who have attained the age of 16 years or above, as of 1 January 2026. IBF affiliated federation members must show their proof of federation membership at check-in. There will be a male and female division and all rules apply to both divisions.

B. SQUAD ALLOCATION

Each UTC team is allocated squad spots for distribution among their team, to ensure fairness for all players. **Entries will be entered into tenpinresults.com.au by the Cornerpins team after team lists have been submitted**

Spots are allocated as follows: There will be 6 squads as shown in the schedule Version 1. Each team will be allocated 1 Male and 1 Female player per squad.

MALE AND FEMALE DIVISION

Each ANC26 team is allocated squad spots for distribution among their team, to ensure fairness for all players. Entries will be entered into tenpinresults.com.au by the cornerpins team after team lists have been submitted.

Spots are to be allocated after confirmation of teams and up to 4 squads.

C. BOWLING BALLS

1. All bowling balls used in this tournament must be within the specifications defined in chapter 6 of the TBA Rule Book.
2. Players are **not** required to register bowling balls for this tournament.
3. An inspection of any player's bowling balls to check for eligibility may be performed at any time and location. A penalty at the full discretion of the CPS Tournament Team may be applied to any infringement.

D. GAME AND MATCH TIMING

- a. Blocks will be limited to a maximum of 80:00 and 48:00 minutes per block. Matchplay games will be limited to a maximum of 30:00 minutes if the maximum time is breached, all players on the pair of lanes will initially be

warned and second and subsequent offenders may be penalised 30 pins for each breach in qualifying and 2 points for each breach in Matchplay. The CPS tournament team are judges of fact in all match timing matters

- b. There will be no time limit allocated for the Stepladder Finals
- c. On the completion of all games and matches (except the Stepladder Finals), players are free to move to their next game or match, providing the removal of bowling balls is done with consideration to games or matches still being played and the movement is done via the promenade area behind the public seating area, not the area directly behind the player's area.

Format for mens and ladies' division will be identical.

E. QUALIFYING

Qualifying is open to all eligible players, who will bowl 9 games of qualifying in a single session in a male and female division. Multiple entries are not allowed.

The top 10 bowlers from qualifying move directly to the Match Play Finals. Bowlers 11 - 30 move onto stage 2 (pinfall carries).

F. STAGE 2

Bowlers 11 – 30 bowl a further 6 games

The top 10 bowlers will then move through to the Match Play Finals.

G. TOP 5 FOR STEPLADDER FINALS

All 20 bowlers will complete 19 games in a Matchplay format with wins, draws and losses determining the order. Two points will be awarded for a win, one for a draw and zero for a loss. Pinfall does not carry over from qualifying. At the conclusion of the 19 matches, the top 5 will progress to the Stepladder Finals. In the event of a tie for any position, pinfall from Matchplay will determine the positions. If a tie remains, the highest score will count and so on until the tie is broken.

H. STEPLADDER FINALS

Fifth place will play fourth; the winner will then play third, followed by second, and finally the winner will play first. The winner will play the first placed male and female players in a single game match to determine the tournament champions. In the event of a tie in any match, including the final, a Golden Strike will determine the winner with the highest placed player deciding whether to start

or follow. Players will play one frame at a time, alternating lanes, until one player strikes in a frame when the other doesn't to determine the winner.

Playing formats for all matches is the highest player will have the choice to start the match. The starting player will bowl one frame on the odd lane before the opponent plays two frames starting on the even lane and so on until the starting player completes the match with their tenth frame.

I. PROTESTS AND RESULTS ENQUIRIES

Only competing players directly involved with this event may lodge a protest or results enquiry in relation to this event. This must be lodged in writing (and signed), and given to the tournament team within sixty minutes of the completion of the final frame of the tournament. After this time, results will be considered as final, and no further correspondence will be addressed by the tournament team. CPS reserve the right to amend any errors, at any time, which it feels are in the best interests of the event.

J. IN THE EVENT OF TIES IN QUALIFYING, STAGE 2, MATCHPLAY, AND STEPLADDER FINALS

- Ties occurring to move from Qualifying to Stage 2 will be determined by highest game bowled (this includes breaking a tie for 10th).
- Ties at the end of Stage 2 to determine people moving to Matchplay will be decided by a 1-game roll-off (and if a further tie occurs, by Golden Strike), to be completed immediately after Stage 2.
- Ties after Matchplay: In the event of a tie for any position, pinfall from Matchplay will determine the positions. If a tie remains, the highest score will count, and so on until the tie is broken.
- Ties in stepladder finals will be determined by golden strike. Each bowler will bowl 1 shot, the first person to strike and their opponent to not strike will be declared the winner.

K. ENTRY FEE AND ENTRY FORM

- Included for up to six players in UTC entry fee, on the provision of the entry form.
- **Entry closing date: when final team lists are**
- The entry fee is non-refundable, and non-transferable

L. PRIZE MONEY (including GST)

CPS guarantee to pay equal prize money to males and females, regardless of any differences in final entry numbers. All prize money will be confirmed on **27 July 26**.

PRIZE MONEY

MALE (estimated)

1st - \$5000 plus trophy

2nd - \$2500 plus trophy

3rd - \$1750 plus trophy

4th - \$1450

5th - \$1200

6th - \$1000

7th - \$800

8th - \$700

9th - \$600

10th - \$500

11th to 20th - \$250

FEMALE (estimated)

1st - \$5000 plus trophy

2nd - \$2500 plus trophy

3rd - \$1750 plus trophy

4th - \$1450

5th - \$1200

6th - \$1000

7th - \$800

8th - \$700

9th - \$600

10th - \$500

11th to 20th - \$250

25th - 29th AUGUST



**ULTIMATE
TEAMS CLASH**

TOURNAMENT RULES

A. INTRODUCTION

There will be an official practice for the UTC and UTC Jnr in 2026, as per the event schedule and costing will be included in the team commitments. All TBA Rules and Regulations will apply. In the absence of a TBA Rule, the Event Guide will apply for the conduct and control of the Ultimate Teams Clash Trophy and related matters. This event has specific event requirements that are outlined in this Guide. All Managers are encouraged to familiarise their franchises with these rules.

B. ORIGIN

In early 2019 Tenpin Bowling Australia undertook a professional review of "The Nationals". That review recommended an event delivered by commercial partners to improve the profile and positioning of the sport to attract a younger audience. TBA and Strike 3 Bowling entered into a three-year licensing agreement to spark new interest in the sport of Tenpin Bowling at an elite level. The Australian National Teams Challenge is a standalone event re-imagined through commercial partners Mark and Ashlee Perry of Strike 3 Bowling in 2020. Corner Pin Standings has agreed to take Mark and Ashlee Perry's vision of elite bowling and franchises models and continue tenpin bowling's progression into the future.

C. PURPOSE

The purpose of the UTC trophy is:

- to determine annually the best state, territory, city, region, centre and/or country representative team of tenpin bowlers, each consisting of five to six players per team in both the male and female divisions.
- to foster, develop and advance a spirit of good sportsmanship, fellowship, and gender equality.
- to promote and maintaining a good relationship amongst the representative teams.

D. VENUE

The UTC Trophy Tournament 2026 will be conducted from **25-29 August 2026** (during the ANC26) at Suncity Tenpin, 8 Mari Street, Alexandra Headland QLD 4572.

E. CONTROL OF MATCHES

CPS will appoint the tournament team, who will be responsible for all tournament preparations and conduct the matches while in progress.

F. SPONSORSHIP

Team/s sponsorship is unrestricted, providing it meets national advertising guidelines and regulations. i.e., cigarette advertising is not permitted.

G. PLAYER ELIGIBILITY

A player must:

1. Be a financial member of TBA, TBNZ or an IBF affiliated federation in good standing.
2. Provide evidence of maintaining a minimum average of 190 for males and 175 for females in a recognised competition in the last three years.
3. Be capable of conducting themselves in such a manner so as not to reflect discredit on TBA, Corner Pin Standings, the team they are representing, or tenpin bowling.
4. Be fourteen (14) years or above on the **1 January 2026**.

H. TEAMS

The following twenty teams have first right of refusal and will gain automatic entry should they reapply for the 2026 ANC.

- Ashmore Redbacks
- Ballina Bullfrogs
- Caboolture Snakes
- CLS Townsville Cutters
- Evolve Dynasty
- Gosford Tornados
- Hobart Capitals
- Logan City Wolves
- Logan Revolution Rhinos
- NES Synergy
- North Queensland Crocs
- Perth Xtreme
- West Coast Bandits
- Shellharbour Sharks
- #teamentenpinresults
- Aotearoa Pakeke
- Regional Renegades
- Strikezone Bulldogs
- Mount Warren Mustangs
- NSW Regional Tour

I. SELECTION OF TEAMS

1. Teams can be selected by the respective team management in any format or criteria they choose.
2. The roster of players for each male and female team in the UTC Trophy Tournament must be five to six players. The actual playing line-up for any match will be five players drawn from the roster submitted.
3. Players may be selected from any location providing they meet the player eligibility rules outlined in *G. Player Eligibility*.
4. Teams selected for the male division are allowed to select up to two female players, unless requests have been made to the tournament committee.
5. Each franchise team must submit the final list of their team members, including email and mobile number, to CPS **by 1 August 2026**.

J. TEAM UNIFORMS

1. All teams must submit their proposed shirt designs to CPS for approval by **30 April 2026**, to avoid colour clashes between opposing teams. Teams have the freedom to choose their own design, including the placement of sponsor logos. Approval will not be unnecessarily withheld, providing *clauses J. 4, 5 & 6* are met.
2. State & Territory Association teams, TBA and TBNZ teams retain first right to use their respective state and national colours in their entirety.
3. All players must wear their approved team shirt while playing. Male teams must wear long pants. Female teams may wear long or 3/4 pants, skorts or skirts. All players in the team must wear the same uniform at the same time in terms of style and colours.
4. The CPS Bowling logo must be visible on the right-hand front chest of each team shirt, to be located in line with the bottom of the front buttons/zip. The size of the logo should be 90mm wide and 49mm high. As supplied by CPS.
5. Each 2026 Team franchise (individual) logo must be visible on the left-hand front chest of each team shirt, to be in line with the bottom of the front buttons/zip. The size of the logo should be 80mm wide and 60mm high.
6. The 2026 ANC logo must be on the left-hand sleeve, 119mm wide and 120mm high, beginning at 25mm from the end of the sleeve. As supplied by CPS.
7. The ANC Bowling logo must be visible on the rear YOKE of each team shirt, to be located in line with the bottom of the front buttons/zip. The size of the logo should be 52mm wide and 60mm high. As supplied by CPS.
8. Any team not complying with *J. 4, 5 & 6* will be required to pay a \$500 including GST fine to Corner Pin Standings Pty. Ltd. prior to taking part in the

tournament.

9. Any team or player not complying with *J. 3* will not be permitted to start the next match before rectifying the uniform breach or paying the above fine.

K. TOURNAMENT FORMAT

Both men's and ladies divisions will bowl 1 full round of round robin format (18 Games), Followed immediately by a Positional round. Final points after the completion of the final game of the tournament will determine respective winners.

MALE DIVISION

Byes shall be decided by an automatic win.

The overall final positions will be based on total points scored after 18 matches. All ties will be determined by total pinfall and any tie which remains will be determined by the respective team's total pinfall in the final match, second last match and so on until the tie is broken.

FEMALE DIVISION

Byes shall be decided by an automatic win.

The overall final positions will be based on total points scored after 18 matches. All ties will be determined by total pinfall and any tie which remains will be determined by the respective team's total pinfall in the final match, second last match and so on until the tie is broken.

L. OFFICIAL PRACTICE AND WARM UP LANES

Official Practice shall be in Blocks as allocated in the event guide on **25th August 2026**. There will be no lanes available for warm ups in 2026. If your team concludes their game within the allocated time period, your incoming players may have 2 frames warm up per lane on the pair of lanes you have just completed your matches on, provided the time clock has not run out.

M. POINTS SYSTEM

Points will be awarded as follows:

1. Each team member will be matched against the opposing team member in the corresponding position in the line-up. The player achieving the highest total scratch score for the game will win one point for the team. In the event of an equal game score, the point will be equally shared.

2. The team's total pinfall will be compared with the total pinfall of the opposing team and two points will be awarded to the team with the highest total pinfall.
3. In the event of an equal team score, the points will be equally shared.

N. BOWLING BALLS

1. All bowling balls used in this tournament must be within the specifications defined in chapter 6 of the TBA Rule Book.
2. Players are not required to register bowling balls for this tournament.
3. An inspection of any player's bowling balls to check eligibility may be performed at any time and location. A penalty at the full discretion of the Corner Pin Standings Tournament Team may be applied to any infringement.
4. In the interests of fair play for all players, only two players in each team are allowed to use a bowling ball made with a urethane and/or microcell polymer cover stock, which has an RG Differential greater than 0.011, at any time in any single match, including bowling for spares. Players choosing to use a urethane and/or microcell polymer bowling ball, which exceeds this RG Differential must be nominated before the match begins and advised to the opposition team captain and/or manager. A breach of this rule will see the third, and all subsequent players, using restricted use urethane and/or microcell polymer bowling balls and forfeit their match point to their opponent. The total team score remains in place.
5. Maximum 6 balls per player in tournament ball paddock.

O. MATCH TIMING

All matches will have a maximum time limit of 65:00 minutes. Countdown timers will be centrally located, so all teams can view the available time at any point during a match. It is the responsibility of both teams to ensure their match finishes on time. If the maximum time is breached, both teams will receive a one-point penalty if the match is completed in under 70:00 minutes and a two-point penalty each if the match takes longer than 70:00 minutes. The CPS Tournament Team are judges of fact in all match timing matters.

On the completion of all matches, teams are free to move to their next match, providing the removal of bowling balls is done with consideration to matches still being played and the movement is done via the promenade area behind the public seating area, not the area directly behind the player's area.

P. AWARDING OF THE MEN'S AND WOMEN'S UTC TROPHIES AND UTC COMBINED TEAM TROPHY

The UTC trophies will be presented to the champion teams immediately after the tournament. These trophies are perpetual trophies and remain the property of the CPS. The champion teams have the option to take the trophies back to their home region for local publicity purposes on the condition of satisfactory and safe return to CPS within nine months of the tournament's completion.

1. **Ultimate Teams Clash Trophy** - Separate trophies will be awarded to the male and female teams who have the highest points total in their respective divisions. In the event of a points tie for first place, the tie will be broken by the highest team pinfall for the tournament. If the tie still exists, The highest final game of the competition will be used.
2. **Ultimate Teams Clash Trophy** - The overall winner will be determined by adding the total points from the male division to the total points in the female division. In the event of a points tie for first place, the tie will be broken by the highest team total pinfall. If the tie still exists, the highest final game bowled combined pinfall will be used.

Q. MEDALLIONS

Gold, silver, and bronze CPS medallions will be presented to up to six players, one coach and one manager (eight medallions in total) in both divisions of the UTC Trophy Tournament and the ANC Teams Combined Trophy (sixteen medallions in total).

R. TROPHIES

The following individual trophies will be awarded:

1. **UTC Trophy All-Star Team** - Following each UTC Trophy Tournament, an "All-star Team" will be announced in the male and female divisions. Selection shall be as follows:
 - The top five male division point scorers shall be the male division team.
 - The top five female division point scorers shall be the female division team.

In the event of a tie for the last available position in the All-star Team:

- The player who has played fewer games during the event will be included in the All-star Team.
- Should the tie remain, the player with the higher average will be included in the All-star Team.

2. UTCJ Trophy Players' Player Award

At the conclusion of each game of the trophy event, the players collectively of each of the teams must vote for an opposition player considered to be best and fairest for each Game. In a 2pts and 1pts breakdown of contribution to the game where 2 is the most valuable and 1st and 2nd most valuable.

At the conclusion of the event point allocations will be tallied and the players in the mens and womens' divisions with the highest points allocation will be declared the "Players Player."

3. **Recognition of tournament's best average award** - The male and female with the highest averages for the tournament, having completed a minimum of 2/3 of the available games will receive a trophy.
4. **Recognition of the tournament MVP** - At the conclusion of the tournament based on the above 3 awards the players will be allocated.
 1. 100-1 for order of All stars
 2. 100-1 for order of player's player votes
 3. 100-1 for order of averages high to low (minimum 2/3 games)
The players (1 male division and 1 female division) with the combined highest points will be declared the tournament Most Valuable Players.

S. PRIZE MONEY

a. **UTC TROPHY** – Men's and women's divisions will receive equal prize money and will be as follows and paid to the franchisee.

1st place - \$3000 per team

2nd place - \$2100 per team

b. **UTC COMBINED TROPHY** – Prize money paid to the franchisee.

1st place - \$9000 per team

2nd place- \$6000 per team

T. PROTESTS & RESULTS ENQUIRIES

Only competing players, the appointed coach and/or the appointed manager, as listed on the final entry list, may lodge a protest or results enquiry in relation to this event. This must be lodged in writing (and signed) to the tournament team within sixty minutes of the completion of the final frame of the tournament. After this time, results will be considered as final, and no further correspondence will be addressed by the tournament team. CPS reserve the right to amend any

errors, at any time, which it feels are in the best interests of the event.

U. ENTRY FEE PER TEAM & ENTRY FORM (per franchise)

1. **Entry Fee:** \$13,000 including GST
2. The entry fee includes the following items.
 - a. Entry for **one open** and **one female** team of 5 or 6 players (in each) in the 2026 UTC Trophy Tournament.
 - b. **Twelve** entries in the 2026 Ultimate Tenpin Cup (non transferable)
 - c. **Sixteen** tickets to the UTC Celebration Function
 - d. **Sixteen** 2026 ANC Commemorative Player Merchandise Packs.
3. Teams wishing to confirm positions for 2026 as automatic acceptances from the 2025 teams list must pay a \$2500 non-refundable commitment per franchise by **30 September 2025**.
4. New acceptance franchisees, once confirmed for 2026, will have until **30 October 2025** to pay a \$2500 non-refundable commitment per franchise to confirm their position for next year's event.
5. The entry fee is non-refundable and must be paid in full by **30 April 2026**
6. Those teams who pay in full **before 31 January 2026** will receive a discount and will be billed \$11,600 including GST
7. Function tickets are transferable.

V. REPLACEMENT PLAYERS:

A player may be replaced in a UTC team line-up, up until the first ball of play has commenced for the Tournament. They may be replaced at the tournament teams discretion on medical grounds only. Should a player/s need to withdraw from a team for any other reason then the team shall play with that amount of players. should this mean they can only field a team of 4 or less then a score of 0 will be entered in the appropriate position in the line up (as determined by the team manager) and the team will be eligible for trying to win the remaining individual points and the overall only.