2026 Super Senior Classic Rules

(All rules for the 2026 Super Senior Classic are subject to change.)

All athlete services shall be conducted electronically whenever possible. Participants will be required to submit a waiver/release prior to competition.

All athletes must be 60 years of age and older as of the first day of Super Senior Classic competition.

The 2026 Super Senior Classic is USBC certified. The game of American tenpins will be played.

This is a scratch singles tournament with qualifying rounds, match play and stepladder finals.

All participants give USBC their unqualified permission to use their photograph for publicity purposes, to arrange for the telecasts or broadcasts of the tournament without cost to the participant and without sharing revenue derived therefrom with them.

Rule 1 - ELIGIBILITY

A. All participants must be 60 years of age and older as of the first day of Super Senior Classic competition.
B. All participants must be current USBC members with a minimum average of 180.
C. If current membership cannot be verified, a USBC membership must be purchased at the tournament site.
D. Current and former PBA and/or PWBA members must be in good standing with the PBA and/or PWBA.

Rule 2 - CRITERIA FOR ENTRY

A. See Rule 1.

Rule 3 - PRO-AM

All players must be available to participate in at least one pro-am as needed.

Rule 4 - SQUADS

A. All efforts will be made to post the tournament roster on BOWL.com four weeks in advance of the tournament with updates occurring on a weekly basis.
B. Squad assignments will be posted on the official tournament webpage no later than seven days prior to the first day of qualifying. It is the bowler's responsibility to verify what squad they are on before the start of competition.
C. Squad requests must be sent to the tournament director in writing by April 27, 2026. Squad requests are not guaranteed.

Rule 5 - PRACTICE SESSIONS

A. Official practice sessions will be available to all bowlers. Dates and times of the practice sessions will be posted on the official tournament webpage.
B. Competitors may only practice during their squad's assigned practice session.
C. There are no lane assignments for the practice sessions. Bowlers are free to move around the venue.
D. Ten (10) minutes of warmup will be available to each bowler prior to each round of qualifying and match play.

Rule 6 - DRESS CODE

A. The dress code for the official practice session and sweepers will be the same as the tournament dress code.
B. Appropriate Attire
   1. A collared shirt with the participant's name on the back must be worn during every round of competition, practice, pro-am and sweeper. Mock turtlenecks or bowling jerseys without collars are allowed.
      a. Lettering must be at least 2 inches in height and in a contrasting color to your shirt color.
      b. Detachable name plaques of any kind are not acceptable. Names may be embroidered, silk-screened, ironed on or sublimated.
      c. Small fashion logos are permitted on apparel during USBC competition as long as they do not exceed 9 square inches. Logos are defined as any lettering and/or any illustration promoting a company, product and service or membership organization. Pro shop logos are permitted as long as they do not exceed 9 square inches.

   Exception: If there is a televised portion of the event and that portion is produced by PBA, then PBA logo rules will apply to the televised portion of the tournament.
   2. Men must wear dress slacks.
   3. Women may wear dress slacks, shorts, skirts or skorts. Length of skirt, skorts or shorts must be below the bowler's fingertips when she is standing and her arms are hanging down at her side. No exceptions.
C. Prohibited attire
   1. Examples of prohibited attire includes but is not limited to:
      a. Tank tops, halter tops, bare midriffs, spaghetti strap tops, hats. Hats are permitted for documented medical conditions only.
      b. Workout attire, including leggings, short shorts, short skirts, bib overalls, T-shirts.
      c. Cords, jeans or any kind of denim.
   2. Bowlers will be required to change if attire is deemed inappropriate by tournament management.
   3. Tournament management's decision regarding appropriate dress will be final.
D. Non-Competition Dress Code while in the tournament venue.
   1. All competitors' clothing shall be presentable, neat and clean, similar to that of modern business casual attire.
      a. Acceptable attire includes but is not limited to:
         1. Men – Slacks, jeans, dress shorts, collared/polo shirt, sweaters, crew neck bowling-branded shirt and closed-toed shoes.
         2. Women – Skirts, skorts, jeans, dress shorts, slacks, blouses, sweaters, collared/polo shirt, crew neck bowling-branded shirt and dress or closed-toed shoes.
      b. Prohibited attire includes but is not limited to:
         1. Hats, gym clothes, t-shirts, tank tops, sweats, distressed or clothing with holes, leggings (unless worn under a skirt, skort or shorts), yoga pants, sandals, flip flops, slides, etc.

Rule 7 - FEES

A. Entry fee is $400 until April 27, 2026, and $450 beginning April 28, 2026. There is a $25 processing fee for all entries not done online.
B. In order to withdraw before the start of the tournament, the competitor must notify the tournament director in writing.
C. Refund Policy
      a. A refund will be given:
         i. less $50 cancellation fee if written notice is received prior to April 7, 2026

ii. less a $100 cancellation fee if written notice is received between April 7, 2026, and May 27, 2026.

b. No refund will be given if written notice is received after May 27, 2026.

D. INCENTIVE – 2026 Super Senior Classic participants who also compete in the 2026 USBC Senior Masters will receive a rebate of $100 following the completion of both events.

Rule 8 - PRIZE MONEY AND AWARDS

A. The prize ratio will be at least one (1) for every four (4) entrants (1:4).

B. The only sums to which a participant will be entitled for bowling in this tournament are those prizes or awards that may be won by the participant in this tournament.

C. Funds will be paid out within 30 days of the conclusion of the tournament.
   1. Participants who have elected to receive an automatic deposit and completed the EFT (Electronic Funds Transfer) form will have their money deposited according to the information provided on the completed EFT form.
   2. Those not electing to receive prize money via EFT will have their prize checks mailed to them to the address supplied at registration.

D. The IRS requires USBC to furnish 1099 forms to individuals who accumulate winnings of $600 or more annually in any USBC event(s) in which they participate. Therefore, Social Security numbers are required by IRS regulations.

E. Failure to furnish a Social Security number (U.S. citizens) or Individual Tax ID Number-ITIN (non-U.S. citizens) to USBC will result in a 30% tax reduction of the prize check.

F. If for any reason a bowler wishes to waive the prize money, it is the participant's responsibility to notify tournament staff in writing at time of registration regarding their refusal of the prize money. If the prize money is waived, the amount will be returned to the prize fund for distribution.

Rule 9 - LANE ASSIGNMENTS

Lane assignments will be posted in the equipment storage room.

Rule 10 - LANE OIL PATTERN

A. The pattern will be Sport compliant and posted at the tournament venue no later than the start of the first official practice session.

B. Oiling times and practice schedule for the televised portions of the event will be determined and published at a later date.

Rule 11 – EQUIPMENT STORAGE ROOM

A. Only tournament bowlers, USBC staff members and approved ball company representatives are permitted to enter the equipment storage room and use all equipment. NO EXCEPTIONS.

B. Competitors are permitted twelve (12) bowling balls in the equipment storage room at any time.

C. Ball-limit restrictions will be enforced by the tournament director. Bowlers will be fined $50 per ball over 12 in the equipment storage room, and all additional balls will be removed from the center.

D. Security – The equipment storage room will be locked one (1) hour after the end of competition each day and opened one (1) hour prior to the start of each day's competition.

Rule 12 – BOWLING BALLS

A. All bowling balls must meet USBC specifications and be included on the list of USBC-approved balls posted on BOWL.com; however, certain bowling balls are ineligible for competition even if they appear on the approved list. This includes all slow oil-absorbing high-performance bowling ball (Urethane) models listed in the section below as well as any slow oil-absorbing high-performance balls produced prior to Aug. 1, 2022. In addition, some of the balls listed below are ineligible for other reasons as determined by USBC.
   1. The following bowling balls are prohibited for use: 900 Global Altered Reality, 900 Global Wolverine, Roto Grip UFO Alert, Storm Electrify Solid, Storm Phaze 4, Storm Trend 2
   2. It is the player's responsibility to ensure all equipment is eligible for competition.
      a. Any bowler may request to have their bowling balls checked prior to competition.
      b. Plugged bowling balls are allowed.
   3. If a competitor uses a bowling ball not on the list of USBC-approved balls or one that does not meet USBC specifications, the bowler will be disqualified from the tournament.

B. Bowling Equipment Registration
   1. A competitor is subject to disqualification and forfeiture of all points and prize money earned from the tournament if any bowling ball recorded on the competitor's scoring recap:
      a. Cannot be produced within thirty (30) minutes of being requested by the tournament director.
      b. Does not meet specifications as stated in Chapter 8 of the USBC Playing Rules or the USBC Equipment Specifications and Certifications Manual.
      c. Is knowingly tampered with to no longer meet USBC specifications as stated in the USBC Equipment Specifications and Certifications Manual (USBC Rule 17a-1).

C. Hole adjustments during competition are permitted at the discretion of tournament management. However, the ball must be taken to the equipment storage room, and a tournament official must be notified prior to any adjustments.

D. In the event a player's bowling ball is damaged during tournament play in such a fashion that it will not meet USBC specifications, the player must notify the tournament director, and the ball must be immediately taken out of play.

E. Random bowling ball checking may be done as deemed necessary by tournament management.
   1. If a competitor suspects a bowling ball used by another competitor does not meet specifications, or was tampered with, they must inform the tournament director in writing. The tournament director reserves the right to request evidence the participant violated Rule 17a-1 before securing the ball for inspection.
   2. The tournament director will notify the competitor and inspect the bowling ball in question at a time of the tournament director's choosing. A decision will be rendered as soon as the appropriate measurements or USBC field tests can be completed.
   3. If the ball passes inspection, the competitor who requested the inspection will be assessed a Code of Conduct violation and possible discipline. The decision of the tournament director shall be final.
   4. If the ball fails inspection, the ball shall be removed from competition and confiscated to prevent further use. Competitors shall only be subject to disqualification if there is a Rule 17 violation.

F. Once competition begins, no abrasives, cleaners or polishes may be used on the outer surface of a bowling ball. Only a dry towel may be used. The use of abrasives, cleaners or polishes is permitted during warmup but NEVER during competition, including during match play. In addition, all sanding products must be removed from the competition area (i.e., Abralon, sandpaper, etc.).

NOTE: The tournament director may allow a player to remove foreign substances from the bowling ball surface with authorized cleaners on a case-by-case basis.

Rule 13 - FORMAT

A. **Qualifying Round**
   1. Each entrant will bowl two blocks of six games each. Each bowler's 12-game total will be used to determine qualifiers for the Cashers' Round.
   2. 1:4 bowlers will advance to the Cashers' Round.
   3. The Cashers' Round will consist of one six-game block.
   4. A bowler arriving late will begin play, and his/her score will count beginning with the frame then being bowled.

B. **Match Play**
   1. Match play will be comprised of the top 12 bowlers at the completion of the Cashers' Round.
   2. Match-play finalists will be split into two groups with each group consisting of six players.
   3. Group 1 will consist of the odd seeds (1, 3, 5, 7, 9 and 11).
   4. Group 2 will consist of the even seeds (2, 4, 6, 8, 10 and 12).
   5. Each group will bowl six games of match play, including a final position round.
   6. During match play, 30 bonus pins will be awarded for a win, 15 bonus pins for a tie and zero bonus pins for a loss.
   7. The order of bowling will be according to match-game procedure with the bowler on the odd lane starting first.
   8. If a bowler is disabled during the match and is unable to continue, he/she will receive a zero for all missed frames.
   9. After the completion of match play, the top qualifier in each group will earn an automatic spot in the stepladder finals. Seeding will be determined by total pins.

C. **Group Stepladder**
   1. The second, third and fourth qualifier in each group will advance to a group stepladder to determine the final two spots in the stepladder finals.
   2. The third and fourth qualifiers will compete in a one-game match with the winner advancing to take on the second qualifier.
   3. The winners of each group stepladder will bowl each other in the opening match of the stepladder finals.

D. **Stepladder Finals**
   1. The stepladder finals will be a single-elimination format.
      a. Positions are determined as follows:
         i. Position 1- Group qualifier with highest grand total pinfall including bonus pins.
         ii. Position 2- Group qualifier with second- highest grand total pinfall including bonus pins.
         iii. Position 3- Group stepladder winner with highest average including group stepladder games.
         iv. Position 4- Group stepladder winner with second-highest average including group stepladder games.
   2. If there is a change in the stepladder finals format, notice will be posted in the tournament office, and participants will be notified prior to the start of the tournament.

E. **Tiebreakers**
   1. If there is a tie for the final advancing position to the Cashers' Round or match play, one complete game shall be bowled on a neutral pair, selected by the tournament director, following the final block.
      a. The bowler with the highest qualifying block chooses the starting lane, and the bowler on the odd lane will start.
      b. Bowlers shall have 10 minutes of practice.

   c. If a tie still exists at the end of the game, a one-ball roll-off will be bowled on the same pair of lanes to break the tie with each bowler starting on the lane where they finished the match. Should a tie exist after the first ball and/or subsequent balls, the bowlers will continue to switch lanes until the tie is broken. The bowler on the odd lane will start.
2. Roll-Off Deadline – Any competitor scheduled for a roll-off who is not in the host center within 30 minutes of the announcement of the tie will be disqualified from the roll-off.
3. A tie for any other position shall be broken in the following order:
   a. Highest qualifying block.
   b. Next-highest qualifying block(s) total.
   c. Highest game of qualifying.
   d. Next-highest qualifying game(s).
4. Ties for a cashing position will split the prize money equally for each position tied.
5. In the event of a tie during any stepladder round, all tied competitors will compete in a one-ball sudden-death roll-off. The highest-seeded competitor shall determine starting lane and position for the roll-off. The competitors shall bowl on the same lane and then alternate lanes in the same bowling order until the tie is broken.

Rule 14 – TOURNAMENT STANDBY LIST/ALTERNATE FOR MATCH PLAY

A. A standby list will be created when all available spots have been filled. Bowlers on the standby list will be notified when a spot in the tournament becomes available.
   1. At the discretion of the tournament director, standby competitors may be granted permission to practice during one practice session on the official practice day.
B. Alternates will not be used during match play.

Rule 15 - TOURNAMENT ROLL CALL

A. Roll will be called 30 minutes prior to their first round of competition and prior to the first round of match play.
B. Additional roll calls may be scheduled at the discretion of the tournament director.
C. Players are considered to have been tardy or missed roll call if they do not acknowledge their presence during roll call.

Rule 16 - START OF COMPETITION

The definition of the "start of competition" is when any participant's first ball is thrown for score during qualifying, match play and the stepladder finals.

Rule 17 - WITHDRAWING AFTER THE TOURNAMENT HAS STARTED

Any competitor who wishes to withdraw while the tournament is in progress must notify the bowlers on his or her pair and then receive permission from the tournament director. Failure to comply will result in a Conduct Violation.

Rule 18 - LANE COURTESY

Competitors must observe one-pair lane courtesy at all times and shall not "double-jump." Double-jumping occurs following a delivery when a competitor on the same pair delivers his or her ball before one competitor from the pair to the right and one competitor from the pair to the left have made a delivery unless those competitors are not ready to bowl.

Rule 19 - RE-RACKS

A. Each bowler is allowed to take two re-racks per game during qualifying and match play.
B. Additional re-racks may be granted with tournament management's permission.

Rule 20 - DELAYS AND MECHANICAL BREAKDOWNS

A. If a delay or mechanical breakdown of 10 minutes or longer occurs during competition, tournament management will authorize two (2) warm-up shots prior to the restarting of competition. Timing will begin the moment the tournament director is notified of the breakdown.
   1. An alternate pair shall be used whenever possible when awarding warmup in the event of a breakdown.
   2. If an alternate pair is not available, two (2) shots will be awarded on the lane opposite of where the competitor will throw his or her next shot for score.
B. If a breakdown requires competitors to move to an alternate pair not previously used in the tournament, each competitor required to move will receive two (2) warm-up shots on each lane. Subsequent incoming bowlers may receive warm-up shots at the discretion of tournament management.
C. If a pair is repaired, it will remain out of play for all squads unless a re-oil occurs. The pair may be brought back into play if needed due to additional breakdowns.

Rule 21 – TARDY PLAYER

A. If a bowler is late for his or her squad during any round other than the first round of the tournament, he or she will receive zero for each frame missed.
B. A competitor not available to bowl at the official starting time posted for his or her first round will be disqualified and replaced by the next standby in line in the tournament venue. If the first person on the standby list is not present, a sliding scale will be used to fill the open spots.
C. Bowlers who are late for an earlier squad will not be moved to a later squad except for extreme circumstances.

Rule 22 - SLOW PLAY

A. Bowlers are responsible to pace themselves accordingly with the pairs in front of them.
   1. A competitor shall have 25 seconds to start his or her delivery once the lane courtesy requirement has been satisfied.
   2. No warm-up shots will be awarded for slow bowling.
B. Slow bowling penalties will be assessed at the discretion of the tournament director.

Rule 23 – DEAD BALL SITUATIONS

The tournament director must be called and will make all decisions regarding dead ball situations.

A. **Bowling on the Wrong Lane** - Bowling on the wrong lane constitutes a potential dead ball situation provided it is protested before the offending competitor (or his or her opponent in match play) bowls again.
   1. If a competitor rolls a strike on the wrong lane, he or she must bowl again on the correct lane.
   2. If the competitor does not strike, his or her pin count will stand, and he or she must shoot the spare on the same lane.
B. **Bowling Out of Turn** - Bowling out of turn constitutes a potential dead ball situation provided it is protested before the offending competitor (or his or her opponent in match play) bowls again.
   1. If a competitor rolls a strike out of turn, he or she must bowl again in the correct order of play.
   2. If the competitor does not strike, his or her pin count will stand, and he or she must shoot the spare.
C. **Dead Wood –** If a pin is in the channel, a competitor must consult the competitors on his or her pair to determine if it is in play. If any other competitor feels the pin is in play, it must be removed before a shot is thrown.
   1. If the competitor attempts a spare conversion while a pin is in play and the ball contacts the dead wood before leaving the lane surface, he or she shall receive zero for the shot.

2. If the competitor attempts a spare conversion while a pin is in play and any pin after coming in contact with the dead wood knocks down one or more pins, he or she shall receive zero for the shot.

D. **Missing Pins** – A competitor must re-bowl the frame if it is determined that any pins were missing from the rack at which he or she shot.

Rule 24 – SCORE SHEET

A. Verifying and signing the score sheet.
   1. Qualifying. Competitors are responsible for verifying and signing both their own score sheets as well as that of their competitor. Verification of information includes game scores, total pins, plus/minus totals and bowling balls used in competition.
   2. Match play. Both players must sign the score sheet immediately following each match. The winner of each match is required to turn in the score sheet to a tournament official at the match-play bracket table.

B. Documenting equipment on the score sheet. Competitors must document each bowling ball used during the round on their score sheet by the end of the first game the ball is put into play. Documentation of each bowling ball should include a minimum of the last four digits of the serial number.

C. Damage to score sheets. Competitors may not intentionally damage their score sheets.

D. Official scores. Once a competitor signs his or her score sheet, he or she agrees that, barring any necessary mathematical corrections, the score becomes official. USBC shall have one hour to make any mathematical corrections, but any other disputes that would result in the improvement of a competitor's score shall not be allowed.

Rule 25 - POWDER

No substance, including, but not limited to, talcum powder and EZ Slide, can be applied to the bottom of a player's shoes.

Rule 26 - EATING, DRINKING, SMOKING

A. Entrants are NOT permitted to smoke or drink alcoholic beverages while competing in this event. This includes from the start of an individual's warm-up session to the last ball thrown for score in qualifying, match play and finals.

B. Bowlers are permitted to eat a small snack (ex: Power Bars, candy bars, fruit) during competition.

Rule 27 - PERSONNEL IN THE COMPETITION AREA

The tournament director will define the competition area prior to the start of competition.

A. Authorized Personnel
   1. Only tournament competitors, USBC staff and tournament volunteers are permitted in the competition area during competition.
   2. Media personnel covering the event may be permitted into the competition area on a case-by-case basis.

B. Credentialed bowling ball manufacturer representatives (ball reps)
   1. Only reps officially designated by their company will be credentialed.
      a. May remain in the competition area during the official practice sessions and warm-up sessions only and must leave the competition area when the warm-up session is complete.
      b. Must be in business casual attire at all times when in the venue.
   2. Failure to follow the dress code may result in the revocation of credential.

Rule 28 - SPECTATORS AND COMPETITOR GUESTS

A. Each competitor is allowed their spouse, school-age children under 18, parents and one additional guest during practice sessions, pro-am and all qualifying and match-play rounds.
B. Guests for competitors for any televised portion of the event will be handled by the tournament director.
C. Players who have been eliminated from the competition must accompany their guests to take advantage of the complimentary entry.
D. Eliminated competitors do not have complimentary admittance to the TV/championship-round finals.

Rule 29 - CODE OF CONDUCT

The following list illustrates conduct that is inappropriate for an individual bowling in a professional event. Violations of this Code of Conduct will be enforced with the appropriate fines and penalties.

A. Level 1 Infractions – Individuals will receive a warning prior to being issued a Code of Conduct violation.
    1. Double-jumping
    2. Slow bowling
    3. Bowling on wrong lane or out of turn
B. Level 2 Infractions
    1. The use of mobile/electronic devices during competition will be prohibited. This includes cell phones, tablets, laptops, iPods and electronic devices of any kind. Devices used during competition will be confiscated.
    2. Competitors on incoming squads may not enter the competition area until the previous squad has finished.
    3. Smoking and/or drinking during competition.
    4. Failure to participate in an assigned pro-am squad.
C. Level 3 Infractions - Shall apply to all tournament bowlers and credentialed manufacturer representatives from the time of entry into the competition through the duration of the tournament and until the end of the next season's event.
    1. One must conduct themselves in a professional manner while in the host center, on the property of the host center and on social media.
    2. One must not criticize or discuss the sponsor, host center or personnel, lane conditions or pins or fellow competitors in an unfavorable manner.
    3. One must not use electronic media platforms to defame or otherwise attack the integrity of sponsors, other participants, host center or host center employees.
    4. One must not engage in improper tactics or conduct including, but not limited to:
        a. Physical and verbal abuse toward another person.
        b. Destruction of property. Individual will be held responsible by USBC for replacement/repair of any damaged property.
D. Bowling Equipment Infractions
    1. Ball is marked incorrectly on a player's card and is used in competition.
    2. Requesting an inspection of a bowling ball that passes inspection.
E. Serious violations that may warrant disqualification from the competition and/or disciplinary action through USBC will be discussed with USBC management.

Rule 30 - FINES AND PENALTIES

Fines are determined per tournament. All fines and penalties will be documented in writing and provided to the participant with instructions on payment and how to appeal.

Rule	Rule	Fine	Penalty
3	Pro-am	COC Fine	
6-B	Dress code	$100	

6-C	Inappropriate attire	$100	Must be corrected before participation
11-C	More than 12 balls in equipment storage room	$50 per ball	Balls removed from equipment storage room
12-A3	Ball used in competition and does not meet specifications	COC Fine	Disqualification
12-F	Abrasives, cleaners or polishes are seen in the competition area	COC Fine	
	Abrasive, cleaner or polish is used, ball not thrown in competition	COC Fine	Ball removed from play
	Abrasive, cleaner or polish is used, ball is thrown in competition	COC Fine	Disqualification
14-A3	Alternate not available for competition	$100	
15	Tardy/missing roll call	$25	
24-A	Not verifying and/or signing score sheet	$25	
24-B	Not documenting equipment on score sheet	$25	
24-C	Damage to score sheet	$25	
29	First offense	$250	
	Second offense	$500	
	Third offense and subsequent offenses	$1,000	

Rule 31 - PAYMENT OF FINES

Tournament management will charge all fines to the credit card used by the competitor to enter the tournament unless the individual chooses to have the fine paid:

A. By cash or credit card
B. Through deduction from the competitor's prize earnings

Rule 32 – PROTESTS

A. Protests concerning scoring accuracy must be immediately filed with tournament management.
B. Complaints concerning approach conditions or other equipment must be brought to the attention of the tournament director. An inspection will be made. If needed, corrections will be made. If complaint is determined to be unwarranted, the contestant must proceed to bowl, or the games will be declared forfeited.

Rule 33 - APPEALS

A. Appeals of penalties or fines must be filed with the USBC Rules department within 10 days of receipt of notice.
B. The appeal will be treated as an administrative grievance and handled in accordance with USBC Bylaws Disciplinary Procedures Supplement.
C. An appeal that involves payment of a fine, if upheld, will result in the fine being returned.

Rule 34 - TOURNAMENT MANAGEMENT

Tournament management has the final authority to make interpretations of any tournament rules and make decisions regarding anything not covered in the rules.

TERMINATION /RELEASE CLAUSE

To the executive director of the United States Bowling Congress: I hereby make application to participate in this USBC Championship event listed and tender the entry fees required, therefore. I warrant that I am a USBC member. I agree to abide by all tournament playing rules and regulations prescribed by USBC, including all provisions set forth on this form. I specifically agree for myself, and any replacement chosen by me or for me, that if I am not eligible for participation and/or cannot bowl in the event, then my prize, bowling, and expense fees shall be forfeited and all sums tendered by me as prize, bowling and expense fee may be retained by USBC as liquidated damages. The entrant whose name appears hereon, or my authorized replacement, hereby agrees that the USBC, its officers and agents shall be liable only to the extent of returning entry fees, less expenses, if and when that entrant shall be prevented from bowling any event in the tournament through premature termination of the tournament, which may be brought about by war, national emergency or emergencies or causes relating thereto resulting therefrom, fires, labor difficulties, terrorism or threats of terrorism or other causes beyond the control of USBC. I further agree that USBC may use my name and likenesses (including video) for promotional purposes at no cost to me and with no fees being paid to me. The entrant whose name appears on this application and/or authorized replacement hereby agrees that the USBC, and its officers and agents, shall not be liable for any injury resulting from participation in bowling in the event, absent willful or gross negligence on the part of USBC.