



## **2026 USBC U22 Masters & U22 Queens Rules**

**(All rules for the 2026 USBC U22 Masters & U22 Queens are subject to change)**

### **Rule 1 - ELIGIBILITY**

- A. All participants must be current USBC Adult members.
- B. If current membership cannot be verified, a USBC Adult membership must be purchased at the tournament site.
- C. All participants cannot reach 23 years of age on or before May 25, 2026.
- D. All participants cannot be current and/or past members of a professional organization.
- E. Collegiate bowlers should verify prize acceptance policies with their compliance offices prior to participating in the competition.

### **Rule 2 - CRITERIA FOR ENTRY**

- A. See Rule 1.

### **Rule 3 - PRACTICE SESSIONS**

- A. Official practice sessions will be available for all bowlers. Dates and times of the practice sessions will be posted on the official tournament webpage.
- B. There are no lane assignments for the practice sessions. Bowlers are free to move around the venue.
- C. Ten (10) minutes of warmup will be available to each bowler prior to each round of qualifying.
- D. Five (5) minutes of warmup will be available to each bowler prior to each round of match play.

### **Rule 4 - SQUADS**

- A. All efforts will be made to post the tournament roster on [BOWL.com](http://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 qualifying. It is the bowler's responsibility to verify what squad they are on before the start of the competition.

### **Rule 5 - DRESS CODE**

- A. The dress code for the official practice session 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 contrast to your shirt color.
    - b. Detachable name plaques of any kind are not acceptable. Names may be embroidered, silk-screened, ironed, or sublimated.
    - c. Small fashion logos are permitted on apparel during USBC competition if 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.
  - 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 exception.
- 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 and 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 at the tournament venue.**
1. All competitors' clothing shall be presentable, neat and clean, like that of modern business casual attire.
    - i. 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.
    - ii. Prohibited attire includes but is not limited to:
      1. Hats, gym clothes, t-shirts, tank tops, sweats, distressed clothing with holes, leggings (unless worn under a skirt, skort or shorts), yoga pants, sandals, flip flops, slides, etc.

#### **Rule 6 - FEES**

- A. Entry fee is \$300 until March 31, 2026, and \$350 beginning April 1, 2026. All entries must be purchased online.
  1. Breakdown – Prize Fund = \$200. Expense Fee = \$100.
- B. To withdraw before the start of the tournament, the competitor must notify the tournament director.
- C. A bowler who withdraws prior to the start of the first official practice session will be issued a refund, less a \$50 cancellation fee.

#### **Rule 7 - PRIZE MONEY AND AWARDS**

- A. The prize ratio will be at least one (1) for every four (4) entrants (1:4).
- B. If a bowler wishes to receive their prize money in the form of scholarship, it is the participant's responsibility to notify tournament staff in writing prior to the first practice session.
- C. 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.
- D. 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 at the address supplied on their membership.



- D. The IRS requires USBC Youth to furnish 1099 forms to individuals who accumulate winnings of \$600 or more annually in any USBC Youth 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 the 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 8 - LANE ASSIGNMENTS**

Lane assignments will be published in the tournament venue a minimum of one-hour prior to the start of the first official practice session.

### **Rule 9 – OIL PATTERN / LANE MAINTENANCE**

- A. Patterns will be Sport-compliant and posted at the tournament venue no later than the start of each official practice session.
- B. Oiling times and practice schedule for the televised finals will be determined and published at a later date.

### **Rule 10 – 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 nine (9) 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 \$25 per ball over 9 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 open one (1) hour prior to the start of each day's competition.

### **Rule 11 – 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 bowling balls listed in Appendix A are considered ineligible under USBC Rules.
  - 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 test 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. A competitor 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.).

## **Rule 12 - FORMAT**

- A. **Qualifying Round** - Each entrant will bowl two blocks of seven games each.
  1. No more than five bowlers on a pair.
  2. Each bowler's 14-game total will be used to determine advancers to match-play competition.
  3. If there is a tie for the final position needed to complete the field for match play:
    - a. One complete game shall be bowled on a neutral pair selected by the tournament director following the final block of qualifying.
      - 1) The bowler with the highest qualifying block chooses the starting lane, and the bowler on the odd lane will start.
      - 2) Bowlers shall have 5 minutes of practice.



- b. 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.
        - c. 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.
      4. In the event of a tie for any other position, ties 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).
- B. **Match Play** - The top 32 bowlers in each division will advance to double-elimination matchplay competition if there are at least 128 bowlers in said division.
  1. If there are less than 128 bowlers in a division, the top 24 bowlers will advance to double-elimination matchplay.
  2. Each non-televised match will consist of two games. Total pinfall shall determine the winner. Televised matches will be one game.
  3. In the event of a tie during any match, all tied competitors will compete in a one-ball roll-off. The highest-seeded competitor shall determine the 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.
  4. A double-elimination format will be used. A player is eliminated after two losses.
  5. All match-play participants start in the Winners Bracket. After losing one match, they enter the Elimination Bracket.
  6. The order of bowling will be according to match-game procedure with the bowler on the odd lane starting first. The higher seed from qualifying will have the choice of starting lane throughout match play.
  7. If a bowler withdraws from the tournament after qualifying and before match play begins, the bowler will forfeit the opportunity to compete in match play and cash in the appropriate position. The first two matches (double elimination) for that seed would be forfeited with the opponent still having to bowl the two games to advance.
  8. Bowlers arriving late for their matches in any round will bowl beginning with the frame then being bowled by their opponent. Failure to appear, regardless of cause, will constitute a forfeiture of the match. The opponent still must bowl their two games to advance to the next round. Pacers will not be allowed.
  9. If forfeiture occurs in the Winners Bracket, the forfeiting bowler automatically goes into the proper position in the Elimination Bracket.
  10. If a bowler is disabled during the match and is unable to continue, they will receive a zero for all missed frames.
- C. **Stepladder Finals**
  1. The stepladder finals will be a single-elimination format.
  2. Positions are determined as follows:
    - a. Position No. 1 – Winner of the final round of the Winners Bracket.
    - b. Position No. 2 – Loser of the final round of the Winners Bracket.
    - c. Positions No. 3 – Will come from the Elimination Bracket.
  3. Position No. 2 and No. 3 will bowl a one-game match, and that winner will advance to the last match vs. position No. 1 to declare the champion. If the stepladder finals



are not televised and the No. 1 seed loses the first game in the championship match, they will bowl a second game to determine the champion.

4. 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.

#### **Rule 13 – 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 in match play.

#### **Rule 14 – TOURNAMENT ROLL CALL**

- A. Roll will be called 30 minutes prior to the 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 15 - START OF COMPETITION**

- A. 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 16 - WITHDRAWING AFTER THE TOURNAMENT HAS STARTED**

- A. Any competitor who wishes to withdraw while the tournament is in progress must notify the bowlers on their pair and then receive permission from the tournament director.

#### **Rule 17 - LANE COURTESY**

- A. Competitors must always observe one-lane courtesy to maintain a consistent pace of play.

#### **Rule 18 - 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 19 - 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 the pair is repaired, it will remain out of play for all squads unless a re-oil occurs. The pair may be brought back in to play if needed due to additional breakdowns.

#### **Rule 20 – 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 at 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.

#### **Rule 21 – SLOW PLAY**

- A. Bowlers are responsible for pacing 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 22 – 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 23 – 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 those 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 24 - 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 25 - 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 26 - 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.

#### **Rule 27 - SPECTATORS AND COMPETITOR GUESTS**

- A. If tickets are sold, each competitor is allowed for their spouse 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 complimentary entry.

#### **Rule 28 - 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. Lane courtesy
  - 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, 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 29 - 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
5-B	Dress code	\$25	
5-C	Inappropriate attire	\$25	Must be corrected before participation
10-C	More than 9 balls in equipment storage room	\$25 per ball	Balls removed from equipment storage room
11-A3	Ball used in competition and does not meet specifications	COC Fine	Disqualification
11-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	\$10	
24-A	Not verifying and/or signing score sheet	\$10	
24-B	Not documenting equipment on score sheet	\$10	
24-C	Damage to score sheet	\$10	
29	First offense	\$50	
	Second offense	\$100	
	Third offense and subsequent offenses	\$250	

**Rule 30 - 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 31 - PROTESTS**

- A. Protests concerning scoring accuracy must be immediately filed with tournament management.

**Rule 32 - 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 the USBC Bylaws Disciplinary Procedures Supplement.
- C. An appeal that involves payment of a fine, if upheld, will result in the fine being returned.

**Rule 33 - TOURNAMENT MANAGEMENT**

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

**Rule 34 - JUNIOR TEAM USA**

- A. Junior Team USA spots will be awarded to U20 age-eligible competitors based on the current Junior Team USA Selection Criteria.



### **EVENT 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.

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## USBC NATIONAL TOURNAMENT INELIGIBLE BOWLING BALL LIST

Events where no slow oil-absorbing high-performance balls are allowed

Applies to: U.S. Open, USBC Masters, PWBA Regional and National Tour, USBC Queens, U.S. Women's Open, U22 Masters and Queens, USA Bowling National Championships, Junior Gold Championships (Match Play and Finals), USBC Intercollegiate Singles and Team National Championships and USBC Collegiate Sectionals.

**All slow oil-absorbing high-performance bowling ball models listed in the section below, as well as any slow oil-absorbing high-performance balls (Urethane) produced prior to Aug. 1, 2022, are ineligible for competition. In addition, some of the balls listed below are ineligible for other reasons as determined by USBC. The following balls are considered ineligible under current USBC rules:**

Brand	Ball Name	Release Date
900 Global	Altered Reality	11/2/2021
900 Global	Badger Infused 70/30	6/4/2019
900 Global	Boo-Yah!	6/2/2015
900 Global	HB (Honey Badger) Burgundy Urethane	4/23/2019
900 Global	HB (Honey Badger) Purple Urethane	3/19/2019
900 Global	HB (Honey Badger) Urethane	12/11/2018
900 Global	Honey Badger II Urethane	12/2/2025
900 Global	Honey Badger Black U78	12/16/2025
900 Global	Shadow Ops	12/12/2017
900 Global	Wolverine	11/2/2021
ABS	Nanodesu Accu-Line Premium LTD	10/15/2013
ABS	Nanodesu Accu-Line Tour Premium U	12/2/2022
ABS	Nanodesu Accu-Line Tour Premium U (78) Pearl	4/29/2025
ABS	Nanodesu Accu-Line Tour Premium U (78) Solid	4/29/2025
ABS	Nanodesu Accu-Line Tour Premium U Pearl	9/5/2023
ABS	Pure Line II	2/18/2012
ABS	Pure Line III	1/29/2013
ABS	Pure Line Nanodesu	6/4/2011
ABS	Pure Rise 74D Nanodesu ∞ Eight	4/5/2022
ABS	Pure Rise Nanodesu	2/19/2019
ABS	Pure Roll Nanodesu	3/14/2017
ABS	Pure Swing 2 Nanodesu	1/13/2015
ABS	Pure Swing Nanodesu	3/25/2014
AMF	Hype Urethane	9/15/2009
Bowlero	Bowlero Black/Silver Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Navy Blue Sparkle Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Red/Black Pearl (Reactive)	4/12/2022
Brunswick	Attitude Control	5/24/2022
Brunswick	Attitude Control Black	5/27/2025
Brunswick	Avalanche Urethane	5/12/2010
Brunswick	Crown 78U	12/2/2025
Brunswick	Karma Urethane Solid	6/22/2012
Brunswick	Quantum Bias Urethane	12/10/2019
Brunswick	True Motion	10/17/2017
Brunswick	Urethane Zone	7/19/2011
Columbia 300	Rock-On Purple Pearl Urethane	4/30/2019
Columbia 300	The Beast Urethane	2/2/2016
Denver Bowling	Devil	1/5/2010
Denver Bowling	Glacier	1/5/2010
DV8	Tactic Control	6/14/2018
Ebonite	Crush Navy Urethane	12/18/2024
Ebonite	Crush Red Urethane	8/13/2024
Ebonite	The One Urethane 78D	12/10/2024
Ebonite	Thunderbolt Urethane Blue	7/1/2025
Ebonite	Crush Black	2/1/2022
Ebonite	Crush Urethane	9/7/2021
Ebonite	Nitro U	7/30/2010
Ebonite	The One Black Urethane	3/7/2023
Ebonite	The One Urethane	2/1/2022
Ebonite	Turbo II Urethane	3/7/2017
Ebonite	Turbo II Urethane Purple	12/18/2018
Ebonite	Turbo Urethane	12/8/2015
Elite	Alien Impact Black/Silver	5/7/2024
Elite	Alien Impact Blue/Sapphire	5/7/2019
Elite	EZ Black-Silver Pearl	6/6/2023
Elite	EZ Teal-Blue Pearl	6/6/2023
Genesis Bowling	The Judge	4/7/2015
Genesis Bowling	The Judge Black (Yellow Pin)	9/1/2015
Hammer	Black Pearl Urethane Hammer (78D)	12/12/2023
Hammer	Black Solid Urethane Hammer	10/19/2021
Hammer	Black Urethane	9/17/2015
Hammer	Black Urethane Solid	8/22/2023
Hammer	Black Widow Urethane	11/1/2017
Hammer	Black Widow Urethane BGD	5/31/2022
Hammer	Black Widow Urethane Black	8/24/2021
Hammer	Black Widow Urethane Black Pearl	7/2/2024

Hammer	Black Widow Urethane Blue	11/20/2018
Hammer	Black Widow Urethane Blue (2024)	4/23/2024
Hammer	Black Widow Urethane Grey Solid	7/2/2024
Hammer	Black Widow Urethane Mint Solid	4/22/2025
Hammer	Black Widow Urethane Orange Solid	4/22/2025
Hammer	Black Widow Urethane Pearl	1/25/2022
Hammer	Black Widow Urethane Purple	8/24/2021
Hammer	Black Widow Urethane Purple Pearl	7/9/2019
Hammer	Black Widow Urethane Purple Solid	7/2/2024
Hammer	Black Widow Urethane Red Pearl	4/12/2022
Hammer	Black Widow Urethane Red Solid	7/26/2022
Hammer	Blue Solid Urethane Hammer	12/30/2025
Hammer	Effect Black Solid Urethane	9/2/2025
Hammer	Effect Purple Pearl Urethane	9/2/2025
Hammer	Magenta Solid Urethane Hammer	2/27/2024
Hammer	Magenta Urethane	10/9/2018
Hammer	Magenta Urethane Pearl	6/13/2023
Hammer	Purple Pearl Urethane 78D	3/10/2026
Hammer	Purple Urethane Pearl (Green Pin & Purple Pin)	9/22/2016
Hammer	Red Pearl Urethane Hammer	10/19/2021
High Sports	Up Beat Blue/Black/Silver	10/16/2018
HIH Bowling	Revelated	1/14/2025
Legends	Jade Diamond	11/12/2024
Legends	Iron Diamond (78D)	3/31/2026
Linds	Easy Blue/Smoke	2/26/2010
Linds	Easy Red/Teal/Gold	2/26/2010
Lord Field	Burning Up	5/7/2012
Lord Field	Old School	5/5/2015
Lord Field	Zaru Blue Pearl	11/12/2011
Motiv	(Covert) Tank	4/23/2019
Motiv	(Rebel) Tank Pearl	5/12/2015
Motiv	(Shadow) Tank	9/30/2025
Motiv	Tank (Rampage) Pearl	1/23/2024
Motiv	Tank Burgundy (Rampage)	4/25/2017
PBS (Professionl Bowling System)	Sniper M40A1	7/22/2014
Phiten	Phiten Urethane	9/5/2023
Pro Bowl	Frosted Power	2/25/2025
Pro Bowl	Stallion	12/5/2023
Pyramid Bowling	Enchanted Path	1/14/2020
Pyramid Bowling	Enchanted Path Purple-Black-Silver	10/7/2025
Pyramid Bowling	Guardian Pink-Black-White	5/14/2024
Pyramid Bowling	Path Rising Black Solid	12/14/2021
Pyramid Bowling	Path Rising Purple Solid	12/14/2021
Pyramid Bowling	Pathogen Plague	2/27/2018
Pyramid Bowling	Pathogen Plague Pearl	1/14/2020
Pyramid Bowling	Pink Moon	2/22/2022
Radical	Double Cross	12/14/2021
Radical	Torpedo Direct Hit	3/4/2025
Roto Grip	Fame U	1/3/2017
Roto Grip	Grenade	5/24/2010
Roto Grip	Hot Cell	7/25/2017
Roto Grip	Hustler Black	6/4/2024
Roto Grip	Hustler Deep Purple	9/19/2023
Roto Grip	Hustler Navy	9/5/2023
Roto Grip	Hustler Red	6/4/2024
Roto Grip	UFO Alert	3/9/2021
Roto Grip	Wild Streak Tour/U	12/29/2020
Round1	Gear Drive Black/Silver/White	12/4/2018
Seismic	Desperado	11/15/2009
Seismic	Desperado Limited Edition	11/11/2011
Storm	!Q Tour 78/U	10/17/2023
Storm	!Q Tour Red	10/31/2018
Storm	!Q Tour U	11/16/2021
Storm	Electrify Solid	3/23/2021
Storm	Fast Pitch	9/15/2020
Storm	Fever Pitch	1/1/2019
Storm	Natural	5/1/2009
Storm	Natural Pearl	10/12/2010
Storm	Phaze 4	10/12/2021
Storm	Pitch Black	3/18/2014
Storm	Pitch Black 78-U	4/14/2026
Storm	Pitch Black (Blue Pin)	1/13/2026
Storm	Pitch Blue	12/15/2015
Storm	Pitch Out	8/2/2016
Storm	Pitch Red	11/15/2014
Storm	Pitch Sky	6/16/2020
Storm	Super Natural	1/1/2013
Storm	Sword Perfect	1/17/2017
Storm	Sword U	3/22/2016
Storm	Trend 2	6/22/2021
Strikeforce	Rise Black-Purple Solid	4/29/2025
Strikeforce	Rise Black-Silver Pearl	4/29/2025
Strikeforce	Rise Blue-Teal Pearl	4/29/2025
Strikeforce	Rise Red-Black Pearl	4/29/2025
Strikeforce	Rise Red-Black-Gold Pearl	4/29/2025
Superbowl	Redline	11/15/2010
Swag	Big Bro Burn-Up	4/7/2020
Swag	Big Bro Burn-Up LE	12/27/2022

Swag	Buffalo	3/7/2023
Track	Shark Urethane	2/28/2017
Track	Theorem Black Pearl Urethane	6/17/2025
Track	Theorem Black Urethane	12/18/2024
Visionary	The Crow	7/12/2016
X-ATK	Demon No. 1	4/1/2025
X-ATK	UX Urethane	8/19/2025

*Last updated April 28, 2026*