

IBF World Cup 2025
Presented by QubicaAMF
IBF World Cup Format

- Federation vs federation
- Bowler vs Bowler
- Male and female format
- Singles title
- Pools will be dependent on registration after closing date
- All bowlers compete in round one (Individual format)
- All teams compete in round two (Teams Matchplay)
- Ranking points from individual competition to form pool position

Unless otherwise specified the 2025 IBF World Cup will be conducted in accordance with the World Bowling Playing Rules as of September 2019.

Eligibility

All current member federations are eligible to participate in the 2025 IBF World Cup. Federations must be current with their IBF and Zone membership fees. Each federation shall be limited to a team of four athletes of each gender. Federations can only enter one team per gender. Meaning if a federation only has four male or female athletes then they enter only one gender.

Singles Format

Round 1 – Individual Competition (Bowlers participating singularly earning points and position for their team and the top two from each pool qualify for Top 32)

Round 2 – Singles Top 32

Round 3 – Last 16

Round 4 – Finals (Quarter, Semi, Bronze, Final)

Team Format

Round 1 – Individual Competition (Bowlers participating singularly earning points and position for their team)

Round 2 – Teams Matchplay Two pools

Round 3 – Last 16

Round 4 – Finals (Quarter, Semi, Final)

Round One – Singles Competition

- i. An impartial and random draw will be conducted to place athletes into four groups (Group A, B, C, D), each group containing one athlete per federation.
- ii. Depending upon the number of federations participating, each group will then be divided into pools for the round robin match-play.

Example – 28 federations in each group (four groups of 7), then further divided via a draw of names into 4 pools of 7.
- iii. Athletes will bowl one game matches in their pool according to a predetermined schedule.

- iv. Points will be allocated on the following basis;
Three Points for a win
One point for a tie
- v. At the conclusion of Round 1 there will be a ranking in an overall leaderboard combining the scores of each individual athlete for the federation they represent.
- vi. Ties to advance to Round 2, will be broken by a one game roll off between the teams. If there is still a tie a further game will be held with the starting team and lanes reversed. This will be repeated until the tie is broken. The team with the highest combined game during Round 1 will choose the starting lane. If there is still a tie then the second highest game, continuing until the tie is broken.
- vii. Ties for positions within the leaderboard will be broken by the highest last game (combined) in qualification. If a tie still exists, it is broken by highest 2nd last game and so forth until tie is broken

Example: If 28 federations register then four pools of 7 (Bowler A, B, C, D assigned to a Group via a draw).

Group A	Group B	Group C	Group D
FED 1	FED 1	FED 1	FED 1
FED 2	FED 2	FED 2	FED 2
FED 3	FED 3	FED 3	FED 3
FED 4	FED 4	FED 4	FED 4
FED 5	FED 5	FED 5	FED 5
FED 6	FED 6	FED 6	FED 6
FED 7	FED 7	FED 7	FED 7
FED 8	FED 8	FED 8	FED 8
FED 9	FED 9	FED 9	FED 9
FED 10	FED 10	FED 10	FED 10
FED 11	FED 11	FED 11	FED 11
FED 12	FED 12	FED 12	FED 12
FED 13	FED 13	FED 13	FED 13
FED 14	FED 14	FED 14	FED 14
FED 15	FED 15	FED 15	FED 15
FED 16	FED 16	FED 16	FED 16
FED 17	FED 17	FED 17	FED 17
FED 18	FED 18	FED 18	FED 18
FED 19	FED 19	FED 19	FED 19
FED 20	FED 20	FED 20	FED 20
FED 21	FED 21	FED 21	FED 21
FED 22	FED 22	FED 22	FED 22
FED 23	FED 23	FED 23	FED 23
FED 24	FED 24	FED 24	FED 24
FED 25	FED 25	FED 25	FED 25
FED 26	FED 26	FED 26	FED 26
FED 27	FED 27	FED 27	FED 27
FED 28	FED 28	FED 28	FED 28

Each Group will be split into four pools via a draw:

Group A (Example)

Pool One	Pool Two	Pool Three	Pool Four
FED 1	FED 2	FED 3	FED 4
FED 5	FED 6	FED 7	FED 8
FED 9	FED 10	FED 11	FED 12
FED 13	FED 14	FED 15	FED 16
FED 17	FED 18	FED 19	FED 20
FED 21	FED 22	FED 23	FED 24
FED 25	FED 26	FED 27	FED 28

Group B (Example)

Pool One	Pool Two	Pool Three	Pool Four
FED 4	FED 3	FED 2	FED 1
FED 8	FED 7	FED 6	FED 5
FED 12	FED 11	FED 10	FED 9
FED 16	FED 15	FED 14	FED 13
FED 20	FED 19	FED 18	FED 17
FED 24	FED 23	FED 22	FED 21
FED 28	FED 27	FED 26	FED 25

Group C (Example)

Pool One	Pool Two	Pool Three	Pool Four
FED 2	FED 4	FED 1	FED 3
FED 6	FED 8	FED 5	FED 7
FED 10	FED 12	FED 9	FED 11
FED 14	FED 16	FED 13	FED 15
FED 18	FED 20	FED 17	FED 19
FED 22	FED 24	FED 21	FED 23
FED 26	FED 28	FED 25	FED 27

Group D (Example)

Pool One	Pool Two	Pool Three	Pool Four
FED 3	FED 1	FED 4	FED 2
FED 7	FED 5	FED 8	FED 6
FED 11	FED 9	FED 12	FED 10
FED 15	FED 13	FED 16	FED 14
FED 19	FED 17	FED 20	FED 18
FED 23	FED 21	FED 24	FED 22
FED 27	FED 25	FED 28	FED 26

These are just for example purposes and a real draw will be made to assign bowlers to each pool from each group.

Overall Leaderboard - Combining Groups A, B, C, D

Overall Leaderboard forms ranking/seeding for next phase Progress to Round Two

Position	Name	Played	Won	Lost	Points
1	FED #	28	22	6	66
2	FED #	28	21	7	63
3	FED #	28	18	10	54
4	FED #	28	17	11	51
5	FED #	28	16	12	48
6	FED #	28	15	13	45
7	FED #	28	15	13	45
8	FED #	28	13	115	39
9	FED #	28			0
10	FED #	28			0
11	FED #	28			0
12	FED #	28			0
13	FED #	28			0
14	FED #	28			0
15	FED #	28			0
16	FED #	28			0
17	FED #	28			0
18	FED #	28			0
19	FED #	28			0
20	FED #	28			0
21	FED #	28			0
22	FED #	28			0
23	FED #	28			0
24	FED #	28			0
25	FED #	28	4	24	12
26	FED #	28	3	25	9
27	FED #	28	3	25	9
28	FED #	28	2	26	6

Round Two, Team Matchplay positions 1st to 28th

1. The leaderboard will be divided into two groups according to the results from Round 1, on the following basis:

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15
17	18
20	19
21	22
24	23
25	26
28	27

2. Points start from scratch.
3. Each team will play 13 matches round robin within their group. Each match will be best of three games.
4. Points will be allocated on the following basis;
Three Points for a win
One point for a tie
5. All matches will be played using the baker format.
6. If there is a tie in any game during the round robin matches a 9th 10th frame roll off will be held to be played by the athlete who bowled the 10th frame in the game, repeated until the tie is broken. The team with the highest ranking, after Round 1, will decide who will bowl first and on which lane the frame will be bowled. If there is still a tie a further 9th 10th frame roll off will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.
7. The top eight teams in each group following the completion of round two will advance to the last 16.
8. If there is tie for position eight in any group, then a one game roll off will be played repeated until the tie is broken. The team with the highest ranking, after Round 1, will decide who will bowl first and on which lane the game will commence. If there is still a tie a further game will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.
9. Ties for seeding in top 8 will be broken by the highest ranked team after qualification.

Last 16

The top 16 teams from Round 2 go into brackets match play through to the final match.

- i. The last 16 will be contested over a best of five games match in accordance with the following schedule.
 - L16 M1: A1 vs B8
 - L16 M2: A2 vs B7
 - L16 M3: A3 vs B6
 - L16 M4: A4 vs B5
 - L16 M5: A5 vs B4
 - L16 M6: A6 vs B3
 - L16 M7: A7 vs B2
 - L16 M8: A8 vs B1
- ii. The Last 16 will be contested using the Baker Format.
- iii. If there is a tie in any game during the Last 16 a 9th 10th frame roll off will be held, to be played by the athlete who bowled the 10th frame in the game, repeated until the tie is broken. The team with the highest ranking, after Round 2, will decide who will bowl first and on which lane the frame will be bowled. If there is still a tie a further 9th 10th frame roll off will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.

Quarter-Finals

- ii. The Quarterfinals will be contested over best of five games match in accordance with the following schedule.
 - QF1: M9: Winner M1 vs M5
 - QF2: M10: Winner M7 vs M3
 - QF3: M11: Winner M2 vs M6
 - QF4: M12: Winner M8 vs M4
- iii. The Quarterfinals will be contested using the Baker Format.
- iv. If there is a tie in any game during the quarter finals a 9th 10th frame roll off will be held, to be played by the athlete who bowled the 10th frame in the game, repeated until the tie is broken. The team with the highest ranking, after Round 2, will decide who will bowl first and on which lane the frame will be bowled. If there is still a tie a further 10th frame roll off will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.

Semi-finals

- i. The winners of the Quarterfinals will advance to the Semi-final.
- ii. The Semi-finals will be contested over a best of five games match in accordance with the following schedule.
SF1: M13: Winner M9 vs Winner M11
SF2: M14: Winner M10 vs Winner M12
- iii. The Semi-Finals will be contested using the Baker Format.
- iv. If there is a tie in any game during the semi-finals a 9th & 10th frame roll off will be held, to be played by the athlete who bowled the 10th frame in the game, repeated until the tie is broken. The team with the highest ranking, after Round 2, will decide who will bowl first and on which lane the frame will be bowled. If there is still a tie a further 9th 10th frame roll off will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.
- v. The losers of the Semi-finals will each be awarded a bronze medal.

Final

- i. The winners of the Semi-finals advance to the Final.
- ii. The Final will be contested over a best of five games match.
WORLD CUP FINAL: Winner M13 vs Winner M14
- iii. The Final will be contested using the Baker format.
- iv. If there is a tie in any game during the finals a 9th 10th frame roll off will be held, to be played by the athlete who bowled the 10th frame in the game, repeated until the tie is broken. The team with the highest ranking, after Round 2, will decide who will bowl first and on which lane the frame will be bowled. If there is still a tie a further 9th 10th frame roll off will be held with the starting team and lanes reversed. This will be repeated until the tie is broken.

Team Brackets

Last 16		Last 16		Last 16		Last 16	
M1: A1 VS B8		M7: A7 VS B2		M3: A3 VS B6		M4: A4 VS B5	
M5: A5 VS B4		M10: WINNER M7 VS M3		M13: A3 VS B6		M12: WINNER M8 VS M4	
M2: A2 VS B7		M11: WINNER M2 VS M6		M14: A4 VS B5		M8: A8 VS B1	
M6: A6 VS B3		M9: WINNER M1 VS M5		M16: World Cup Final M13 vs M14		M15: WINNER M9 VS M11	
M13: WINNER M9 VS M11		M10: WINNER M7 VS M3		M13: WINNER M9 VS M11		M12: WINNER M8 VS M4	
M13: WINNER M9 VS M11		M14: WINNER M10 VS M12		M13: WINNER M9 VS M11		M12: WINNER M8 VS M4	
M13: WINNER M9 VS M11		M14: WINNER M10 VS M12		M13: WINNER M9 VS M11		M12: WINNER M8 VS M4	

Official title: IBF World Cup 2025 presented by QuibicaAMF Men's Winner #####

IBF World Cup 2025 presented by QuibicaAMF Women's Winner #####

Singles Matchplay

The top 32 bowlers from the Round One Qualification will enter a bracket format featuring the top two bowlers from each pool in each group.

Each match will be the best of 3 games.

Group A	Pool One	Bowlers finishing in position 1 and 2
	Pool Two	Bowlers finishing in position 1 and 2
	Pool Three	Bowlers finishing in position 1 and 2
	Pool Four	Bowlers finishing in position 1 and 2

Coding for each bracket from the groups and pool standings will be:

A.1.1	A.1.2
A.2.1	A.2.2
A.3.1	A.3.2
A.4.1	A.4.2

Group B	Pool One	Bowlers finishing in position 1 and 2
	Pool Two	Bowlers finishing in position 1 and 2
	Pool Three	Bowlers finishing in position 1 and 2
	Pool Four	Bowlers finishing in position 1 and 2

Coding for each bracket from the groups and pool standings will be:

B.1.1	B.1.2
B.2.1	B.2.2
B.3.1	B.3.2
B.4.1	B.4.2

Group C	Pool One	Bowlers finishing in position 1 and 2
	Pool Two	Bowlers finishing in position 1 and 2
	Pool Three	Bowlers finishing in position 1 and 2
	Pool Four	Bowlers finishing in position 1 and 2

Coding for each bracket from the groups and pool standings will be as above.

Group D	Pool One	Bowlers finishing in position 1 and 2
	Pool Two	Bowlers finishing in position 1 and 2
	Pool Three	Bowlers finishing in position 1 and 2
	Pool Four	Bowlers finishing in position 1 and 2

Coding for each bracket from the groups and pool standings will be as above.

Singles Brackets

Top 32	Last 16	Quarter Final	Semi Final		Semi Final	Quarter Final	Last 16	Top 32
M1 A.1.1 VS D.4.2								M2 C.1.1 VS B.4.2
	M17 M1 VS M3						M18 W M2 VS M4	
M3 B.4.1 VS C.1.2								M4 D.4.1 VS A.1.2
		M25 W M17 VS M19				M27 W M18 VS M20		
M5 A.2.1 VS D.3.2								M6 C.2.1 VS B.3.2
	M19 W M5 VS M7			M31: World Cup Final			M20 W M6 VS M8	
M7 B.3.1 VS C.2.2				WINNER M29 VS M30				M8 D.3.1 VS A.2.2
			M29 W M25 VS M26		M30 W M27 VS M28			
M9 A.3.1 vs D 2.2								M10 C.3.1 VS B.2.2
	M21 W M9 VS M11						M22 W M10 VS M12	
M11 B.2.1 vs C.3.2								M12 D.2.1 VS A.3.2
		M26 W M21 VS M23				M28 W M22 VS M24		
M13 A.4.1 vs D.1.2								M14 C.4.1 vs B.1.2
	M23 W M13 VS M15						M24 W M14 VS M16	
M15 B.1.1 vs C.4.2								M16 D.1.1 VS A.4.2

Official title: IBF World Cup 2025 presented by QuibicaAMF Male Winner #####

IBF World Cup 2025 presented by QuibicaAMF Female Winner #####

IBF Shot Clock

- i. The following time rules apply and will be strictly enforced during the entire event.
- ii. First shot in a frame. When your opponent leaves the approach and you have a full set of pins, you have 30 seconds to complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- iii. Second shot in a frame. After your first ball has returned to the ball return, you have 30 seconds to complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- iv. First offence: The shot will count as a foul, nulling any pins knocked down in that shot.
- v. Second, and continued offence: The pin count of the whole frame where the offence occurred in will be nulled.

Bowling Ball Registration

Every athlete is allowed to register a maximum of six 6 bowling balls for use in the championship. No substitution is allowed during the event except in exceptional circumstances as determined by the Tournament Technical Committee.

Bowling Ball Surface Alteration

Within a block, no surface alteration is allowed on a bowling ball once practice has finished.

Warm-up

Before every block of games, the athlete or team will get 10 minutes (singles) or 12 minutes (teams) of warm-up on their starting pair/lane.