

1. Objective

The objective of the 3rd National Youth Championship 2017 is to foster and promote goodwill, comradeship, friendship & sportsmanship amongst the local bowling fraternity.

2. Date & Venue

This Championship will be held from 20 November 2017 to 26 November 2017 at SingaporeBowling@Rifle Range.

3. Eligibility

This Championship is open to all Singapore Citizens and Permanent Residents who are members of Clubs affiliated to the Singapore Bowling Federation and whose membership is current for the duration of the Championship.

It is the bowler's responsibility to check the status of qualification.

4. Classification / Format of Play

4.1 Youth: All boys and girls who are **born in year 1996 and after.**

4.2 Under 18: All boys and girls who are **born in year 1999 and after.**

4.3 Under 15: All boys and girls who are **born in year 2002 and after.**

4.3 Under 12: All boys and girls who are **born in year 2005 and after.**

5. Participation

A lower division bowler playing in a higher division will have his/her score classified according to the division entered for.

6. Registration of Entries/Squad Times

6.1 Only duly paid and completed entry registrations will be accepted at the competition venue (no calls/texts will be entertained) as follows:

Date: 19 Nov 2017 (Pre-sale day)

Time: From 2pm to 8pm only

Venue: SingaporeBowling@Rifle Range

131 Rifle Range Road, #04-01 Temasek Club Singapore 588406

The following will apply:

- Must be duly paid and slotted in
- **No reservations** will be entertained without paid chit submission
- Changes to time-slots/division/names will be permitted provided lanes have not been drawn for the time-slot requested and if there are vacancies for the preferred time-slot (*applies to all participants*)

Entries will be accepted subject to the availability of lanes and squad times. The Tournament Committee reserves the right to accept, reject, postpone, add or cancel an entry or any squad time.

6.2 If preferred squad times indicated on the entry forms are not available, the Tournament Directors or their Assistants reserve the right to reallocate squad times at their discretion.

7. Masters Event

The qualifying scores will be based on best 2 attempts (total of 6 games) from the Masters Qualifying (3 games per qualifying attempt) in the respective division.

No. of Qualifiers in the Masters Event

Youth Boys: 28 (23 Top MQ scores, 1 Defending Champion & 4 Desperado)

Youth Girls: 24 (19 Top MQ scores, 1 Defending Champion & 4 Desperado)

Under 18: Boys: 24 Girls: 18

Under 15: Boys: 24 Girls: 18

Under 12: Boys: 24 Girls: 18

7.1 Desperado Squad (**ONLY** Youth Division)

The Desperado squad will comprise of 1 game. Only bowlers who have made a minimum of ***4 MQ ATTEMPTS** in their respective registered categories are eligible to compete in the Desperado Squad.

Top 4 boys and Top 4 girls from the Desperado squad shall qualify for the Masters.

[There must be a minimum of 6 registered entries in each division in order to proceed with the Desperado Squad.]

When a tie is registered, one throw shall be played and/or repeated until the tie is broken.

Youth

Top 23 finalists, 4 Desperado and the Defending Champion in the Boys' Division and the Top 19 finalists, 4 Desperado and the Defending Champion in the Girls' division will bowl 10 games scratch.

In the event that the Defending Champion, (Desperado qualifiers) or any of the finalists do not turn up or are disqualified, the vacancy will go to the bowlers on the reserve listing in the Masters Qualifying.

The top 3 Boys & Girls based on total pinfalls shall advance to the Step-Ladder Grand Finals.

Step-Ladder Grand Finals

Match 1: The 2nd and 3rd placed bowler shall play a one-game roll-off, scratch. The winner shall proceed to Match 2.

Match 2: The winner of Match 1 shall play against the 1st placed bowler over a one game roll-off scratch. If the 1st placed bowler wins the 1st game, he/she shall be declared the Champion. If the 1st placed bowler loses, a second one game roll-off scratch will be bowled. The winner of this game shall be declared the Champion.

Under 12 / 15 / 18

Top 24 Boys' finalists and Top 18 Girls' finalists shall bowl 8 games scratch, total pinfalls to decide the winners.

8. Entry Fees

Division	Reg Fee	MQ Fee	Masters Fee
Youth	\$60	\$30	\$60
Under 18	\$60	\$30	\$60
Under 15	\$60	\$30	\$60
Under 12	\$60	\$30	\$60
Desperado (Youth)		\$60	

9. Refund

10.1 No refunds will be made after an entry has been paid, registered and accepted.

10.2 A participant who fails to show up and/or is late for the scheduled squad shall be disqualified from participation in that squad and the entry fee forfeited.

10. Tie-Breaking Procedures

10.1 When a tie is registered in the Masters Qualifying event, the player with the highest game, in the qualifying series, shall be the winner. If this still ends in a tie, the next high game will be counted, and/or repeated until the tie is broken.

10.2 When a tie is registered in the Masters Event of all divisions, the player with the highest game shall be the winner. If this still ends in a tie, the next high game will be counted, and/or repeated until the tie is broken.

10.3 When a tie is registered in the Step-Ladder Grand Finals, a 9th and 10th frame roll-off shall be used, and/or repeated until the tie is broken.

11. Dress code

11.1 Bowlers are required to be properly and appropriately dressed for bowling. If, in the opinion of the Tournament Director, a bowler is not appropriately dressed, he/she may not be permitted to bowl. **MALE BOWLERS MUST WEAR PANTS OR SLACKS AND ARE NOT ALLOWED TO WEAR SLEEVELESS SHIRTS AND/OR JEANS, SHORTS & BERMUDAS.** Female bowlers may wear skirts, shorts, pants, slacks or dress shorts and **ARE NOT ALLOWED TO WEAR SLEEVELESS SHIRTS AND/OR JEANS.**

11.2 In the event of TV coverage for the Step-Ladder Grand Finals, 11.1 still apply. However, the bowler may choose to wear his/her own shirt or accept an offer from the host to use a sponsor shirt or badge from the host sponsor.

12. Check-in Procedures for Masters Event

All Masters Qualifiers must CHECK-IN PERSONALLY AT THE TOURNAMENT DESK AT LEAST 30 MINUTES BEFORE THE SCHEDULED TIME FOR THE MASTERS EVENT, failing which he/she will be disqualified and the respective reserve(s) shall be called.

Calls will be made as follows:

1st Call: 3 minutes prior to Check-in time

2nd Call: 2 minutes prior to Check-in time

3rd Call: 1 minute prior to Check-in time

The clock in the bowling center will be the official timepiece.

13. Bowling Balls

13.1 It is the bowler's responsibility to ensure that all bowling balls used during the tournament are verified for correctness of weight and other specifications conforming to World Bowling Rules and Regulations. The Tournament/Technical Committee reserves the right to examine the balls used by the participants. Use of an illegal ball is grounds for disqualification and forfeiture of all games, prizes and standings aside from any other penalties that may be imposed.

13.2 Altering the surface of the bowling ball is **ONLY ALLOWED BEFORE COMMENCEMENT/AFTER COMPLETION OF EACH GAME,** provided they are made at the designated area and it must not delay the bowlers and the progress of the game.

14. Awards

14.1 Prizes in the form of cash vouchers/medallions/gifts/trophies etc. will be presented to the winners of the various divisions.

14.2 High Series Award

14.2.1 Bowlers who achieve the highest series during each designated squad will be awarded the allocated voucher/product. A bowler can only receive the high series award once throughout the championship.

14.3 Bowling Center House Awards DO NOT APPLY throughout the championship.

15. Slow Bowling

Slow bowling is not allowed and bowlers must bowl when it is their turn to do so.

Players preparing to step on the approach and deliver a ball shall have the following rights and obligations:

15.1 They may claim right of way only over a player moving to the approach on preparing to bowl on the lane immediately to their left.

15.2 They shall yield to a player moving to the approach or preparing to bowl on the lane immediately on their right.

15.3 They shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lanes immediately adjacent to them on both the right and left are clear.

15.4 A player is given 30 seconds from the moment the previous bowler steps down from the approach to the time the ball leaves the hand of the bowler. Lane marshals will be given stop watches to randomly check the timing of the bowlers in their delivery.

15.5 If a player does not observe the procedures outlined in clause 15, it may be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:

- (a) A white card for the first offence (no penalty)
- (b) A yellow card for the second offence (no penalty)
- (c) Red card for the third and succeeding offence in any block of games, penalty shall be zero pinfalls for the frame.

16. Verification of Scores

It is the bowler's responsibility to ensure that the correct score for each game bowled is recorded and signed on the official score sheet, which will be used as the official score record. Once signed, the scores shall stand unless otherwise decided by the Tournament Director. If the official score sheet is not signed for any reason, the Tournament Director reserves the right to refuse acceptance of the score sheet.

17. Interrupted Game(s)

17.1 The Tournament Director may authorize the completion of a game and series on another pair of lanes when equipment failure on the lanes would delay the normal progress of the series. An interrupted game and series that cannot be completed must resume from the point of interruption.

17.2 In the event of the score of any game is lost and/or erased and cannot be recalled and/or traced due to power or equipment failure, the bowler concerned will be required to re-bowl a new game when the power supply resumes or equipment is repaired. However, all scores of completed games that have been recorded in the official score sheet shall remain unchanged.

17.3 Lane Breakdown

If a pair of lanes becomes unusable or unplayable before or during the squad games as determined by the Tournament Director or its assigned official, any available pair of lanes provided by the bowling centre shall be assigned to affected participant(s) or shall wait for the next available squad. In case of machine breakdown during the Masters, vacant lanes shall be assigned to affected finalists. Any interrupted game(s) or series must resume from the point (frame) of interruption. No practice throw(s) shall be allowed.

In the event that a next available squad is offered in place, participants will be given the same amount of practice time as accorded to the rest of the squad.

18. Protest

Protest involving eligibility or general playing rules must be submitted in writing to the Technical Committee not later than 24 hours after the game in which the infraction occurred or before prize presentation, whichever is sooner. If no written protest is filed prior to the expiration period as stated above, the game or games shall stand as bowled. Each protest under this rule shall not be construed to cover a similar or previous violation.

19. Matters Not Provided For

The Tournament Director whose decision shall be governed by World Bowling General Rules & Regulations, shall decide on any matter arising, which is not covered in these Rules & Regulations. Such a decision shall be final, subject only to an appeal to be made in writing to Singapore Bowling Federation General Council within 24 hours of the decision of the Tournament Director.