

Rules & Regulations

<p>1. Name This league, organized by the Singapore Bowling Federation (SBF), shall be known as the Primary Schools League 2017/18.</p> <p>2. Objective The purpose of this league is to introduce and promote bowling league game among primary schools, besides fostering and maintaining the spirit of good fellowship and true sportsmanship among students.</p> <p>3. Membership and Eligibility <u>The Primary Schools Bowling League is open to all Singapore Citizens, Singapore Permanent Residents and foreign students CURRENTLY STUDYING IN THE PRIMARY LEVEL (Primary 1 to 6 students), each of which must individually and collectively qualify under the Rules and Regulations of this League (World Bowling General Playing Rules as guide).</u></p> <p>4. Format of Play This league will comprise of <u>current</u> students from Primary 1 to 6.</p> <p>5. League Committee The Management of the League shall be vested in a League Committee comprising all the team Teachers / Captains. A Captain may designate another team member to act as the Team's Representative. Each member of the Committee is entitled to only one vote, whether he / she is a Team Captain or the duly appointed Representative.</p> <p>6. Team Captain – Authority, Responsibility and Duties The Team Captain is responsible for the eligibility, conduct and attendance of his / her team. He / She shall serve as his / her team's representative for the League. It is at the discretion of the participating school to send an accompanying teacher during the Weekly League plays. The Captain for each day's bowling shall be responsible for the accuracy of the team's score sheet, having audited all totals with the Captain of the opposing team. The Team Captain shall be responsible for all payments of bowling fees, registration fees and trophy funds. There shall be no arrears.</p> <p>7. Playing Rules This League shall be played in accordance with these Rules and Regulations. This is a Trios League of Boys & Girls Teams.</p> <ol style="list-style-type: none"> Each team shall comprise of three (3) bowlers, with an official line-up consisting of at least two (2) bowlers. A team without the official line-up at the start of the league game will be deemed to be a walkover. Any team bowling with less than the number of bowlers required for an official line-up but having the required minimum number of two bowlers shall use a blind score of 80 pin-falls per game for the absent bowler. 	<p>8. Handicap System All bowlers will start on fresh handicap. Handicap will be calculated on the formula, $(200 - \text{Average}) \times 50\%$, after the first 3 games are bowled, AND to be added into the games after calculation. Maximum handicap for boys & girls shall be 40 pin-falls.</p> <p>9. Starting Time and Duration of League All scheduled weekly leagues will start on each Saturday & Sunday morning promptly at 10.00 am, according to the schedule. The league will commence from <u>3 February 2018 and will consist of 4 weeks.</u> Teams will bowl as per rostered in the schedule. When games are declared forfeited, the team present must bowl its games as though actually contested. A complete frame must be bowled on one lane before the lead-off man start to bowl the next frame on the adjoining lanes. For any team withdrawn from the league all previous score and points achieved remains. (No adjustment to be made)</p> <p>10. League Fees Game fees for each team (3 bowlers) per week: \$45.00 (3 games per bowler). Total of \$45.00 x 4 weeks = \$180.00 per team Masters' Fee: \$20 per bowler</p> <p>11. League Division Information and Position Standing Points System</p> <ol style="list-style-type: none"> The League shall be played based on a Round Robin System according to the number of teams per division e.g. 24 teams = 24 points system, 23 teams = 23 points system, etc. Each week, each team will bowl a 3-game series; Round robin points will be awarded based on the team's total series score i.e. assuming 24 teams, the team with the highest series score will get 24 points and the team with the lowest series score will get 1 point. <p>12. WEEKLY GROUP EVENT There will be 4 weekly awards given to:</p> <ol style="list-style-type: none"> 12.1 High Game of the Week: Highest game bowled for the week (scratch) – Multiple wins possible. 12.2 Individual High series: Total pin-falls including Handicap – Multiple wins possible. 12.3 Best Team of the Week: Individual Team Series with Handicap (i.e. Total pin-falls in the 3-game series for 3 bowlers with handicap) – Multiple wins possible.
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13. Tie-breaking Procedure

In the event of a tie for the final league position, the highest total accumulated pin-falls throughout the league shall be used. If this still ends in a tie, the least difference between the highest and lowest pin-falls with handicap in the last three game series bowled shall be the deciding factor.

14. Forfeiture

Games shall be declared forfeited under the following conditions:

- When a Team fails to appear to bowl when scheduled;
- A Team does not have the required number of players present to constitute a legal team at the start of the League proper; &
- A Team, when present, declines to bowl scheduled game.

15. Obvious Error

Scoring and/or calculation errors in League play must be brought to the attention of the SBF Tournament Staff before the commencement of the next League match. Any protest received after the commencement of the next League match will not be entertained. The SBF Tournament Committee shall decide upon questionable errors.

The Captain or his/her Representative shall be responsible for the legibility and accuracy of the score sheet

16. Roster

Rosters shall be limited to a maximum of 5 players for each team. A player **is not able to** bowl for two teams. Any team fielding such player(s) will be penalized i.e. zero (0) points will be awarded to that team.

At least 2 players from the team's current roster must be present to form a legal line up to start a game in a series or the game will be forfeited accordingly.

17. Blind Scores 80 Scratch

A team, which is required to bowl, with less than the number of players required for a full line-up, shall be permitted to use a blind score.

The blind score shall be 80 pins scratch - (regardless of gender) and shall be placed last in the line-up.

Legal Team: 2 bowlers must be present to constitute a legal team when the league starts proper, otherwise it will be considered as a walkover

18. League Masters

The top 20 Boys & 16 Girls, based on average, shall qualify for the League Masters.
(Average will be based on a minimum REQUIREMENT of 6 games to qualify for the league masters)

Each bowler shall bowl a 6-game series, scratch.

All Finalists for the League Masters Event are to **check-in at least 30 minutes before** the scheduled time for the League Masters; failing which he/she will be disqualified and the respective reserve will be called. The clock in the bowling centre will be the official timepiece.

Day / Date: Sunday, 25 February 2018

Time: 10am

19. Attire

It shall be the duty of each bowler to dress appropriately for bowling.

20. Bowling Balls

20.1 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.

20.2 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.

21. Tardy Players

A bowler who arrives late during the league will be allowed to bowl the first game **only** if the **last opponent has not finished his/her third frame** of the 1st game. However, he/she will **not** be allowed to join in the third game if he/she should miss the first two games.

All tardy bowlers shall begin bowling from the first frame without the benefit of a warm up. In the event that a team does not have the minimum required number of bowlers after the last bowler from the opposing team has completed his/her third frame of his/her first game, a walkover shall be declared.

Position (Line-up) of tardy players – refer to rule 24.

22. Disability, Injury or Emergency

In the event a player is unable to complete a game because of disability, injury or emergency, the team of which he/she is a member of, shall count his/her actual score from the frames bowled including handicap in the game or be given a blind score, whichever is higher.

23. Order of Bowling

After a game has started, no changes shall be made in order of play during such series. Once a player is removed from a game, he/she is **not** allowed to return to bowl in the same game. A tardy player who is allowed to bowl will be placed **LAST** in his/her team's line up.

24. Walkover (No-Show / Illegal Team)

- Should a walkover occur, the team bowling against the walkover must bowl as scheduled;
- The team bowling against the walkover can bowl for all high game and high series awards;
- The team bowling for such awards will maintain a regular team line-up and use two assigned lanes as in the league schedule.

25. Roll-Off

- There shall be no roll-off in this league except under special circumstances and conditions duly approved by the SBF Tournament Committee in view of school events;
- Any roll-off must be completed before the affected week's league day and the SBF Tournament Staff must be informed in advance of any individual team roll-off to ensure lane availability;
- Such teams shall not be entitled to all awards.

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26. Bye-Blind Team

A team receiving a bye must bowl as per normal competition. Total pin-falls shall count towards the team's record. A minimum of 241 pin-falls per team game must be bowled in order to win the weekly team game point (1 point is awarded), if not no points will be awarded.

27. Interrupted Game(s)

28.1 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.

28.2 In the event of the score of any game is lost and/or erased and cannot be recall 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.

28.3 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.

28. Protest

Any protests affecting eligibility of general playing rules must be confirmed in writing to the SBF Tournament Committee not later than **twenty-four (24) hours** after the series in which the infraction occurred. Any protests resulting out of competition on the concluding day of a league's schedule must be filed **immediately** thereafter.

Each protest under this rule must be specific in itself and this rule **shall** not be construed to cover a previous or similar violation.

29. Matters Not Provided For

SBF Tournament Committee shall rule upon any matters not provided for in these Rules. Such action will be governed by a majority vote, subject only to appeal to SBF Tournament Committee.

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Prize List

Overall Team Award

Champion	Team Trophy + Medals + Products
2 nd Position	Team Trophy + Medals + Products
3 rd Position	Team Trophy + Medals + Products
4 th Position	Team Trophy + Medals + Products
5 th Position	Team Trophy + Medals + Products
6 th Position	Team Trophy + Medals + Products

Weekly High Game Award

	Boys	Girls
Week 1	Products	Products
Week 2	Products	Products
Week 3	Products	Products
Week 4	Products	Products

Masters Event

	Boys	Girls
Champion	Trophy + Products	Trophy + Products
2 nd Position	Trophy + Products	Trophy + Products
3 rd Position	Trophy + Products	Trophy + Products
4 th Position	Trophy + Products	Trophy + Products
5 th Position	Trophy + Products	Trophy + Products
6 th Position	Trophy	Trophy
7 th Position	Trophy	Trophy
8 th Position	Trophy	Trophy

**Product prizes subject to confirmation.*

Weekly Team High Series (with handicap)

Week 1	Products
Week 2	Products
Week 3	Products
Week 4	Products

Weekly Individual High Series (with handicap)

	Boys	Girls
Week 1	Products	Products
Week 2	Products	Products
Week 3	Products	Products
Week 4	Products	Products

**Product prizes subject to confirmation.*