

**1. Eligibility**

The National Age Group Bowling Championships 2018 is a tournament open to all **Singapore Citizens and Permanent Residents** who are

- a. current members of Clubs affiliated to Singapore Bowling Federation and whose membership is current for the duration of the Championship **and**
- b. are eligible to participate under the following classification:
  - i. 12 and under: for boys & girls born in 2006 and after
  - ii. 15 and under: for boys & girls born in 2003 and after
  - iii. 18 and under: for boys & girls born in 2000 and after
  - iv. 21 and under: for boys & girls born in 1997 and after

**2. Entry Fee & Venue**

Entry Fee: **\$260/- per team of 4 bowlers**

Venue: SingaporeBowling@Rifle Range  
 131 Rifle Range Road, #04-01 Temasek Club Singapore 588406

**3. Format of Play**

This tournament uses an All-Events format (i.e. Singles, Doubles and Team) of play consisting of the Boys and Girls Division for the respective age groups listed above. Please see attached schedule of play.

**a. Singles:**

3 games will be bowled in this event.

**b. Doubles:**

Shall consist of 2 bowlers in the registered team bowling 3 games each. Combined pin-falls of these 2 bowlers shall determine the total pin-falls for the doubles event.

**c. Team:**

Shall consist of 4 bowlers in the registered team bowling 3 games each. Combined pin-falls of these 4 bowlers shall determine the total pin-falls for the team event.

**d. All-Events:**

The total pin-falls bowled by an Individual bowler in the Singles, Doubles, Team (total of 9 games) will be taken to determine the final positions in the All-Events.

**e. Masters Event:**

Based on the total pin-falls from the All-Events,

- 12 and under - top 24 boys & 24 girls
- 15 and under - top 24 boys & 24 girls
- 18 and under - top 24 boys & 24 girls
- 21 and under - top 24 boys & 24 girls

Masters finalists will bowl a total of 8 games, scratch; highest total pin-falls after the Masters Event will be crowned Champion in their respective category.

**The Entry Fee for Masters will be \$70/bowler.**

**4. Squad Time**

The Tournament Director reserves the right to reallocate squad times and there shall not be any additional squad.

**5. Tie-Breaking Procedure**

In the event of a tie, the bowler with the highest game shall win the tie-breaker. If this still ends in a tie, the next highest game will be used and this will continue until the tie is broken. The games played during each category (i.e. Singles, Doubles, Team, All-Events & Masters Event) will be used to determine the respective category's tie-breaker.

**6. Tardy Bowlers**

In the event of tardy bowlers (except during Masters Event), the bowler may be permitted to join in at the frame of the game that the opponent bowler is bowling, in the respective lane. The clock in the host venue shall be the official timepiece.

**7. Substitution**

Substitution of bowler is allowed, but once a bowler is substituted, he/she will not be allowed to bowl in the subsequent events.

**8. Check-in Procedure – Masters Event**

All finalists are to 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) will be called.

**Calls will be made as follows:**

- 1<sup>st</sup> Call: 3 minutes prior to Check-in time
- 2<sup>nd</sup> Call: 2 minutes prior to Check-in time
- 3<sup>rd</sup> Call: 1 minute prior to Check-in time

**The clock in the bowling centre will be the official timepiece.**

**9. Interrupted Game(s)**

9.1. 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.

9.2 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.

**9.3 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.

**10. Bowling on Wrong Lane**

When the lead-off bowler bowls on the wrong lane and the error is discovered before another bowler has bowled, a dead ball shall be declared and the bowler will be required to re-bowl on the correct lane. When more than one bowler has bowled on the wrong lane, the game shall be completed without adjustments and the next game shall be started on the correctly scheduled lane.

**11. 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:

11.1 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.

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

11.3 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.

11.4 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.

11.5 If a player does not observe the procedures outlined in clause 11, 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 pin-falls for the frame.

**12. Bowling Balls**

12.1 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.

12.2 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.

**13. Dress Code**

Bowlers are required to be properly and appropriately dressed for bowling. If the Tournament Manager is of the opinion that a bowler is not properly dressed, he/she may not be permitted to bowl. In the event of TV coverage, it is the prerogative of the Tournament Manager to stipulate the attire to be worn.

**14. Prizes & Awards**

Prizes in the form of trophies/merchandise etc. will be awarded to the winners of the tournament.

There shall be no Perfect game award. Bowling Center House Awards & SBF High Game awards do not apply throughout the Tournament.

**15. Protest**

Protest involving eligibility or general playing rules must be submitted in writing to the Tournament Director within 24 hours of 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.

**16. Errors**

Errors in scoring or in calculation must be corrected by a responsible tournament official immediately, upon discovery. The Technical Committee shall decide questionable errors. The time limit for registering protests on scoring errors shall be one hour from the end of the squad for each day of the tournament. Each protest under this rule must be specific in it and shall not be construed to cover a previous or similar violation.

**17. 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.