

## Rules & Regulations

<p><b>1. OBJECTIVE</b> The objective of the (Centre of Excellence) COE Challenge 2021 is to foster and promote goodwill, comradeship, friendship &amp; sportsmanship amongst the National Youth Development Pathway cohort. It will be held from 5 – 12 September 2021 at SingaporeBowling @ Rifle Range.</p> <p><b>2. ELIGIBILITY</b> The COE Challenge 2021 is a tournament open to all Singapore Citizens and Permanent Residents who are:</p> <p>2.1 Current members of Clubs affiliated to Singapore Bowling Federation and whose membership is current for the duration of the Championship</p> <p>2.2 Eligible to participate under the following classification based on their respective COE Enrollment level:</p> <ul style="list-style-type: none"> <li>➤ <b>Elementary</b></li> <li>➤ <b>Intermediate</b></li> <li>➤ <b>Advanced</b></li> <li>➤ <b>Elite</b></li> </ul> <p><b>3. ENTRY FEE &amp; SQUAD TIME</b> Entry Fee: \$100 per bowler (excludes Masters Fees)</p> <p>The tournament director reserves the right to reallocate squad times. (Refer to Schedule).</p> <p><b>4. FORMAT OF PLAY</b> All bowlers will be required to go through 2 qualifying rounds in singles format, gender and division specific.</p> <ul style="list-style-type: none"> <li>➤ <b>Qualifying Round 1:</b> Bowlers will bowl 6 games on single lane with no lane change. The top 50% (based on 6-games total pinfalls) of participants will proceed to Qualifying Round 2 (Premier Group) while the remaining 50% will proceed to Qualifying Round 2 (Plate Group).</li> <li>➤ <b>Qualifying Round 2 (Premier Group Top):</b> Bowlers will bowl 6 games on single lane with no lane change. Top 12* Boys &amp; Girls (based on total 6 games combined pinfalls) shall proceed to the Premier Group Masters Finals.</li> <li>➤ <b>Qualifying Round 2 (Plate Group):</b> Bowlers will bowl 6 games on single lane with no lane change. Top 12* Boys &amp; Girls (based on total 6 games combined pinfalls) shall proceed to the Plate Group Masters Finals.</li> </ul> <p>* 'Minus 2 rule' will apply if there are less than 10 bowlers per gender in the division.</p> <p><b>5. MASTERS EVENT</b> All Masters finalists (in the respective Group) will bowl a total of 8 games, scratch; on single lane, in 2 blocks of 4 games. Lane change will be administered after the 1<sup>st</sup> block of 4 games. The highest total 8-games pinfalls after the Masters Event will be crowned Champion in their respective division/group/gender.</p> <p>The Entry Fee for Masters will be \$70/bowler.</p> <p><b>6. CHECK-IN PROCEDURE – MASTERS EVENT</b> All Masters 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.</p> <p>Calls will be made at 3 minutes, 2 minutes and 1 minute prior to check-in time. The clock in the bowling centre will be the official timepiece. Please buffer extra time for temperature screenings / vaccination status check / SafeEntry check-ins.</p>	<p><b>7. Tie-Breaking Procedure</b> In the event of a tie, the bowler with the highest high game shall win the tie-breaker. If this still ends in a tie, the next high game will be used. This will continue till the tie is broken. If the tie remains unbroken, the bowler with the highest 10th frame from the last game, shall win the tie-breaker. If this still ends in a tie, the next preceding frame will be used and this will continue until the tie is broken. The games played during each round (eg. Qualifying Round 1, Qualifying Round 2 &amp; Masters Event) shall be used to determine the respective round's tie-breaker.</p> <p><b>8. SUBSTITUTION</b> Substitution of bowler is not allowed.</p> <p><b>9. TARDY BOWLERS</b></p> <p>9.1 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. This is only applicable within the first game of the opponent bowler. Should the tardy bowler still be absent after the opponent bowler has commenced his/her second game of the event, the tardy bowler will be deemed as no show for the event.</p> <p>9.2 A tardy player who is allowed to bowl will be placed LAST in the lane's line up, commencing at the frame of the game that the opponent bowler is bowling, in the respective lane.</p> <p><b>10. COVID-19 BOWLSAFE MEASURES</b> The tournament shall be carried out with safe distancing measures as outlined in the BowlSafe Guidelines approved by Sport Singapore.</p> <p>Bowlers are also reminded to:</p> <ul style="list-style-type: none"> <li>➤ No mingling across lanes.</li> <li>➤ Ensure that a face mask is properly worn, covering the nose and mouth with an effective seal, at all times when bowling.</li> <li>➤ <b>Scan the Safe Entry QR codes to check-in/check-out at the respective bowling centres and provide vaccination status proof (SCREENSHOT IS NOT ACCEPTED) upon request</b></li> <li>➤ Ensure temperature is taken, seek medical help if you unwell and refrain from bowling</li> <li>➤ Maintain safe distancing with another bowler</li> <li>➤ Practice good hygiene, frequent use of hand sanitizer</li> <li>➤ Avoid all forms of physical contact, e.g. high fives, fist bumps, cheering etc.</li> </ul> <p>Participating centres have the right to refuse entry if bowlers refuse to comply with any of the SMM requirements and/or are found to display any of the Covid-19 symptoms (coughing, sneezing, difficulty in breathing). <b>Due to very limited capacity restrictions, NO SPECTATORS will be allowed entry into the tournament venue.</b></p> <p>While we seek for all participants to adhere to the BowlSafe measures. Penalties will be imposed to the bowler, in case of any violation.</p> <ul style="list-style-type: none"> <li>➤ <b>1st Violation:</b> Verbal Warning</li> <li>➤ <b>2nd / Repeated Violation:</b> The bowler(s) will receive a penalty of minus 20 pinfalls to his / her score in the game where the violation occurred.</li> <li>➤ <b>3rd / Repeated Violation:</b> The bowler(s) shall be disqualified and will not be allowed to call for replacement.</li> </ul> <p><b>11. BOWLER'S ATTIRE</b> Bowlers are encouraged to wear their respective academy's attire. Male bowlers must wear pants or slacks and are not allowed to wear sleeveless shirts and/or shorts, Bermuda's; female bowlers may wear skirts, shorts, pants, slacks or dress shorts. <b>MALE AND FEMALE BOWLERS ARE NOT ALLOWED TO WEAR JEANS.</b></p> <p>In the event of TV coverage, it is the prerogative of the Tournament Manager to stipulate the attire to be worn.</p>
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### Singapore Bowling Federation

## Rules & Regulations

### 12. 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:

- 12.1 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.
- 12.2 They shall yield to a player moving to the approach or preparing to bowl on the lane immediately on their right.
- 12.3 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.
- 12.4 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. Officials will be using stop watches to randomly check the timing of the bowlers in their delivery.
- 12.5 If a player does not observe the procedures outlined in clause 12, 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 white card for the first offence (no penalty)
  - A yellow card for the second offence (no penalty)
  - Red card for the third and succeeding offence in any block of games, penalty shall be zero pinfalls for the frame.

### 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 International Bowling Federation 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.
- 13.3 The specification eliminating the use of balance holes will be in effect for this tournament.

### 14. INTERRUPTED GAME(S)

- 14.1 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.
- 14.2 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.

### 15. LANE BREAKDOWN

- 15.1 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. Any interrupted game(s) or series must resume from the point (frame) of interruption. Practice throws (if any) shall be given at the discretion of the Participating Centre Manager. 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.
- 15.2 In the event where the wait for rectification is more than 15 minutes on the same lanes, the affected bowler(s) will be entitled to 1 warm up shot on the lane once the fault is resolved.
- 15.3 Should a change of lane be required, the affected bowler(s) will be entitled to 2 practice throws on the lane.

### 16. PRIZES & AWARDS

- 16.1 Prizes in the form of trophies/merchandise etc. will be awarded to the winners of the tournament.
- 16.2 There shall be no Perfect game award. Bowling Center House Awards & SBF High Game awards do not apply throughout the Tournament.

### 17. ERRORS

Errors in scoring or in calculation must be corrected by a responsible tournament official immediately, upon discovery. The tournament director 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.

### 18. 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.

### 19. MATTERS NOT PROVIDED FOR

The tournament director whose decision shall be governed by International Bowling Federation 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.



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**SCHEDULE**

(SQUADS WILL BE ALLOCATED TO ACADEMIES AND INFORMED BY 30 AUGUST 2021, 2359HRS)

Date / Time	9.00 AM	9.30 AM	10.00 AM	10.30 AM	11.00 AM	11.30 AM	12.00 PM	12.30 PM	1.00 PM	1.30 PM	2.00 PM	2.30 PM	3.00 PM	3.30 PM	4.00 PM	4.30 PM	5.00 PM	5.30 PM	6.00 PM	6.30 PM	7.00 PM	7.30 PM	8.00 PM	8.30 PM	9.00 PM	9.30 PM	10.00 PM	10.30 PM			
5 Sep 2021 (Sunday)			Elementary - Squad A (Round 1) 6 games   Single Lane   No Lane Change						L/M	Elementary - Squad B (Round 1) 6 games   Single Lane   No Lane Change								Combined Div Squad for Excess Pax (Round 1) 6 games   Single Lane   No Lane Change													
6 Sep 2021 (Monday)			Intermediate - Squad C (Round 1) 6 games   Single Lane   No Lane Change						L/M	Intermediate - Squad D (Round 1) 6 games   Single Lane   No Lane Change								Combined Div Squad for Excess Pax (Round 2) 6 games   Single Lane   No Lane Change													
7 Sep 2021 (Tuesday)			Advance - Squad E (Round 1) 6 games   Single Lane   No Lane Change						L/M	Advance - Squad F (Round 1) 6 games   Single Lane   No Lane Change						L/M	Combined Div Squad for Excess Pax (Round 1) 6 games   Single Lane   No Lane Change														
8 Sep 2021 (Wednesday)			Elementary - Squad A (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elementary - Squad B (Round 2) 6 games   Single Lane   No Lane Change						L/M	Combined Div Squad for Excess Pax (Round 2) 6 games   Single Lane   No Lane Change														
9 Sep 2021 (Thursday)			Intermediate - Squad C (Round 2) 6 games   Single Lane   No Lane Change						L/M	Intermediate - Squad D (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elite - Squad G (Round 1) 6 games   Single Lane   No Lane Change														
10 Sep 2021 (Friday)			Advance - Squad E (Round 2) 6 games   Single Lane   No Lane Change						L/M	Advance - Squad F (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elite - Squad G (Round 2) 6 games   Single Lane   No Lane Change														
11 Sep 2021 (Saturday)			Elementary Finals 2 blocks of 4 games (8 games total) Single Lane   No Lane Change						L/M	Intermediate Finals 2 blocks of 4 games (8 games total) Single Lane   No Lane Change																					
12 Sep 2021 (Sunday)			Advance Finals 2 blocks of 4 games (8 games total) Single Lane   No Lane Change						L/M	Elite Finals 2 blocks of 4 games (8 games total) Single Lane   No Lane Change																					

	Qualifying Round 1	Qualifying Round 2	Masters Round
<b>ELEMENTARY</b>			
Squad A	5 Sep 2021 (Sun), 10.00am	8 Sep 2021 (Wed), 10.00am	11 Sep 2021 (Sat) Check in before 9.00am
Squad B	5 Sep 2021 (Sun), 2.30pm	8 Sep 2021 (Wed), 2.30pm	
<b>INTERMEDIATE</b>			
Squad C	6 Sep 2021 (Mon), 10.00am	9 Sep 2021 (Thu), 10.00am	11 Sep 2021 (Sat) Check in before 2.30pm
Squad D	6 Sep 2021 (Mon), 2.30pm	9 Sep 2021 (Thu), 2.30pm	
<b>ADVANCE</b>			
Squad E	7 Sep 2021 (Tue), 10.00am	10 Sep 2021 (Fri), 10.00am	12 Sep 2021 (Sun) Check in before 9.00am
Squad F	7 Sep 2021 (Tue), 2.30pm	10 Sep 2021 (Fri), 2.30pm	
<b>ELITE</b>			
Squad G	9 Sep 2021 (Thu), 7.00pm	10 Sep 2021 (Fri), 7.00pm	12 Sep 2021 (Sun) Check in before 2.30pm

**\*\*TO ENSURE THAT THERE'S MINGLING ACROSS SQUADS, PLEASE ONLY BE PRESENT FOR YOUR SQUAD AT MOST 1 HOUR PRIOR TO YOUR SQUAD COMMENCEMENT TIME. \*\***  
**SQUAD SHCHEDULE MAY BE SUBJECT TO CHANGES (SHUFFLING WITHIN THE DATES) AND WILL BE CONFIRMED BY 30 AUGUST 2021.**  
**BELOW REFERENCE ON ALTERNATIVE SCHEDULE, SUBJECT TO PARTICIPATION NUMBERS.**

Date / Time	9.00 AM	9.30 AM	10.00 AM	10.30 AM	11.00 AM	11.30 AM	12.00 PM	12.30 PM	1.00 PM	1.30 PM	2.00 PM	2.30 PM	3.00 PM	3.30 PM	4.00 PM	4.30 PM	5.00 PM	5.30 PM	6.00 PM	6.30 PM	7.00 PM	7.30 PM	8.00 PM	8.30 PM	9.00 PM	9.30 PM	10.00 PM	10.30 PM		
5 Sep 2021 (Sunday)			Elementary - Squad A (Round 1) 6 games   Single Lane   No Lane Change						L/M	Elementary - Squad B (Round 1) 6 games   Single Lane   No Lane Change						L/M	Elite - Squad G (Round 1) 6 games   Single Lane   No Lane Change													
6 Sep 2021 (Monday)			Elementary - Squad A (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elementary - Squad B (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elite - Squad G (Round 2) 6 games   Single Lane   No Lane Change													
7 Sep 2021 (Tuesday)			Advance - Squad E (Round 1) 6 games   Single Lane   No Lane Change						L/M	Advance - Squad F (Round 1) 6 games   Single Lane   No Lane Change						L/M	Elite Finals (Plate Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change													
8 Sep 2021 (Wednesday)			Advance - Squad E (Round 2) 6 games   Single Lane   No Lane Change						L/M	Advance - Squad F (Round 2) 6 games   Single Lane   No Lane Change						L/M	Elite Finals (Premier Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change													
9 Sep 2021 (Thursday)			Intermediate - Squad C (Round 1) 6 games   Single Lane   No Lane Change						L/M	Intermediate - Squad D (Round 1) 6 games   Single Lane   No Lane Change						L/M	Advance Finals (Plate Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change													
10 Sep 2021 (Friday)			Intermediate - Squad C (Round 2) 6 games   Single Lane   No Lane Change						L/M	Intermediate - Squad D (Round 2) 6 games   Single Lane   No Lane Change						L/M	Advance Finals (Premier Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change													
11 Sep 2021 (Saturday)			Elementary Finals (Plate Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change						L/M	Intermediate Finals (Plate Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change																				
12 Sep 2021 (Sunday)			Elementary Finals (Premier Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change						L/M	Intermediate Finals (Premier Group) 2 blocks of 4 games (8 games total) Single Lane   No Lane Change																				

Rules & Regulations

**PRIZE TABLE**  
(PER DIVISION)

Position	Premier Group		Plate Group	
	Boys	Girls	Boys	Girls
1	Product + Trophy	Product + Trophy	Trophy	Trophy
2	Product + Trophy	Product + Trophy	Trophy	Trophy
3	Product + Trophy	Product + Trophy	Trophy	Trophy
4	Product + Medal	Product + Medal	Medal	Medal
5	Product + Medal	Product + Medal	Medal	Medal
6	Product + Medal	Product + Medal	Medal	Medal
7	Product + Medal	Product + Medal	-	-
8	Product + Medal	Product + Medal	-	-