

Rules & Regulations

1. TOURNAMENT NAME

This league, organised by the Singapore Bowling Federation (SBF), shall be known as the **Primary & Secondary Schools League 2024**.

2. OBJECTIVE

The purpose of this league is to introduce and promote bowling league game format among primary schools and secondary schools, as well as fostering and maintaining the spirit of good fellowship and true sportsmanship among students.

3. ELIGIBILITY

The Primary & Secondary 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) OR SECONDARY LEVEL (Secondary 1 to 5 students) or it's equivalents**, each of which must individually and collectively qualify under the Rules and Regulations of this League (International Bowling Federation General Playing Rules as guide). Each team may consist of only up to ONE (1) National Athlete from the National Development Squad / National Training Squad / National Squad (as of 01 January 2024).

4. FORMAT OF PLAY (FOR BOTH DIVISIONS)

- 4.1 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.
- 4.2 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.

5. TEAM CAPTAIN – AUTHORITY, RESPONSIBILITY AND DUTIES

- 5.1 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 (if any) to send an accompanying teacher during the Weekly League plays.
- 5.2 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.

6. PLAYING RULES

- 6.1 Each week's official line-up shall comprise of three (3) bowlers and must consist of **either** only primary school students for the Primary Division, **or** only secondary school students for the Secondary Division.
- 6.2 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.
- 6.3 A team without the minimum line-up of 2 bowlers at the start of the league game will be deemed to be a walkover.
- 6.4 This League shall be played in accordance with these Rules and Regulations. This is a **Trios League** tournament which may consist of same gender or mixed gender teams.

7. HANDICAP SYSTEM

All bowlers will start on fresh handicap. Handicap will be calculated on the formula, $(200 - \text{Average}) \times 50\%$, at the end of each week after bowlers have bowled, **AND** to be added into the games after calculation. Maximum handicap for boys & girls shall be 40 pin-falls throughout the competition.

8. STARTING TIME AND DURATION OF LEAGUE

All scheduled leagues days will start promptly at:

SQUAD	6 Jan (Sat)	13 Jan (Sat)	14 Jan (Sun)	27 Jan (Sat)	28 Jan (Sun)
9.00am – 11.00am	A	B	C	A	MASTERS PRIMARY 9am – 1pm (Check-in before 8.30am) SECONDARY 2pm – 6pm (Check-in before 1.30pm)
12.00pm – 2.00pm	B	C	A	B	
3.00pm – 5.00pm	C	A	B	C	

*Subject to change.

The league will commence from 6 January 2024 and will consist of 4 weeks.

Masters will be on 28 January 2024 Sunday.

Registration closes 28 December 2023, Thursday, 2359hrs.

- 8.1 Teams are to indicate their preferred squad, subject to availability. Teams will be notified of changes (if any), latest by **29 December 2023 (Friday)**, end of day. Otherwise, bowlers will then 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)

9. LEAGUE FEES

Game fees for each team (3 bowlers) per week: **\$54.00 (3 games per bowler)**. Total of **\$54.00 x 4 weeks = \$216.00 per team**

Masters' Fee: \$30 per bowler

10. WEEKLY Group Event

There will be 2 weekly awards given to:

- 10.1 Individual High Series with handicap (Boys/Girls) (i.e. Total pin-falls in the 3-game series with handicap) – Multiple wins possible.
- 10.2 Team High Series with handicap (i.e. Total pin-falls in the 3-game series for 3 bowlers with handicap) – Multiple wins possible.

11. LEAGUE MASTERS

- 11.1 The top 50% (rounded up to the nearest multiple of 4), or Top 36, whichever is lower, in each division/gender, based on average, shall qualify for the League Masters.
Average will be based on BEST of 2 weeks (i.e 2 blocks of 3-games series total 6 games) to qualify for the league masters.
- 11.2 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.

12. ROSTER

- 12.1 Rosters shall be limited to a maximum of 4 players for each team. A player **is not able to** bowl for two teams. Any team fielding such player(s) will be penalised i.e. zero (0) points will be awarded to both teams.
- 12.2 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.

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13. TIE-BREAKING PROCEDURE

- 13.1** When a tie is registered for the Weekly League Ranking, the team with the least difference between the team's highest and lowest pin-falls, in the series where the tie is registered, shall advance. If this still ends in a tie, the next lowest game will be utilized. Should the tie still be unbroken, the highest game bowled in the team, shall be the deciding factor for advancing.
- 13.2** When a tie is registered for the Overall League Ranking, the team with the higher total accumulated pin-falls throughout the league, shall advance. If this still ends in a tie, the least difference between the team's highest and lowest pin-falls in the last three game series bowled shall be the deciding factor.
- 13.3** In the event of a tie for Masters Qualifying or Masters Event, the bowler with the least difference between the highest and lowest game bowled in the series where the tie is registered, shall advance. If this still ends in a tie, the next lowest game will be utilized until a tie is broken.
- 13.4** All scores utilized for tie-breaking will be inclusive of respective handicap.

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 games.

15. TARDY PLAYERS

- 15.1** A bowler who arrives late during the league will be allowed to bowl **only** if the **last opponent in the pair of lanes has not finished his/her third frame** of the 1st game. A tardy player who is allowed to bowl will be placed LAST in his/her team's line up.
- 15.2** 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.

16. BLIND SCORES 80 SCRATCH

- 16.1** 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.
- 16.2** The blind score shall be 80 pins scratch - (regardless of gender) and shall be placed last in the line-up.
- 16.3** 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.

17. BOWLER'S ATTIRE

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 shorts, Bermuda's; female bowlers may wear skirts, shorts, pants, slacks or dress shorts. **MALE AND FEMALE BOWLERS ARE NOT ALLOWED TO WEAR JEANS.**

In the event of TV coverage, it is the prerogative of the Tournament Manager to stipulate the attire to be worn.

18. 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.

19. WALKOVER (NO-SHOW / ILLEGAL TEAM)

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

20. ROLL-OFF

- 20.1** 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;
- 20.2** 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;
- 20.3** Such teams shall not be entitled to all awards.

21. 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 240 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.

22. SLOW BOWLING

- 22.1** 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:
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.
- 22.2** They shall yield to a player moving to the approach or preparing to bowl on the lane immediately on their right.
- 22.3** 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.
- 22.4** 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.

23. 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.

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24 INTERRUPTED GAME(S)

- 24.1** The Tournament Director may authorise 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.
- 24.2** In the event, 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.

25 LANE BREAKDOWN

- 25.1** 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.
- 25.2** 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.
- 25.3** Should a change of lane be required, the affected bowler(s) will be entitled to 2 practice throws on the lane.

26 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.

27 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 the SBF Tournament Committee.

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 BOWLING BALLS

Altering of surface is **ONLY** allowed before commencement and after a game. Altering of surface is **NOT PERMITTED**, during a game.

PRIZE LIST – PRIMARY DIVISION

OVERALL TEAM AWARD	
Champion	Trophy + Products
2nd Position	Trophy + Products
3rd Position	Trophy + Products
4th Position	Medals + Products
5th Position	Medals + Products

MASTERS	BOYS	GIRLS
Champion	Trophy + Products	Trophy + Products
2 nd Position	Trophy + Products	Trophy + Products
3 rd Position	Trophy + Products	Trophy + Products
4 th Position	Medal + Products	Medal + Products
5 th Position	Medal + Products	Medal + Products
6 th Position	Medal	Medal
7 th Position	Medal	Medal
8 th Position	Medal	Medal

*Product prizes subject to confirmation

WEEKLY HIGH SERIES (WITH HANDICAP)			
WEEK	TEAM	BOY	GIRL
WEEK 1	Products	Products	Products
WEEK 2	Products	Products	Products
WEEK 3	Products	Products	Products
WEEK 4	Products	Products	Products

*Product prizes subject to confirmation.

PRIZE LIST – SECONDARY DIVISION

OVERALL TEAM AWARD	
Champion	Trophy + Products
2nd Position	Trophy + Products
3rd Position	Trophy + Products
4th Position	Medals + Products
5th Position	Medals + Products

MASTERS	BOYS	GIRLS
Champion	Trophy + Products	Trophy + Products
2 nd Position	Trophy + Products	Trophy + Products
3 rd Position	Trophy + Products	Trophy + Products
4 th Position	Medal + Products	Medal + Products
5 th Position	Medal + Products	Medal + Products
6 th Position	Medal	Medal
7 th Position	Medal	Medal
8 th Position	Medal	Medal

*Product prizes subject to confirmation

WEEKLY HIGH SERIES (WITH HANDICAP)			
WEEK	TEAM	BOY	GIRL
WEEK 1	Products	Products	Products
WEEK 2	Products	Products	Products
WEEK 3	Products	Products	Products
WEEK 4	Products	Products	Products

*Product prizes subject to confirmation.