

Rules & Regulations

1. TOURNAMENT NAME

This league, organized by the Singapore Bowling Federation (SBF), shall be known as the **Seniors Singles League II 2023**.

2. ELIGIBILITY

The Seniors Singles League II 2023 is open to all Singapore Residents aged 50 & above (born in 1973 or before).

3. LEAGUE FEES

Game fees for each participant: **\$130.00 per bowler (for 4 days, 5 games per day)**
Masters' Fee: \$60 per bowler

4. STARTING TIME AND DURATION OF LEAGUE

All scheduled weekly leagues will start promptly at:

1 Oct (Sun)	14 Oct (Sat)	15 Oct (Sun)	21 Oct (Sat)	29 October (Sunday)
7.30pm - 10 pm	7.30pm - 10 pm	7.30pm - 10 pm	7.30pm - 10 pm	MASTERS 11am – 5pm (check in BEFORE 10.30am)

Registration closes (Friday) 29th September 2023, 2359hrs.
Masters roll-off will be on 29 October 2023, Sunday, 11am.

4.1 The tournament will only proceed if there are at least **30 participants** registered. Bowlers will be assigned to lanes via a lane draw done onsite on week 1, in the presence of any 2 participants of the league as witness.

5. FORMAT OF PLAY

5.1 The League shall be played based on a Round Robin System according to the number of participants e.g. 50 participants = 50 points system, 30 participants = 30 points system, etc.

5.2 Each week, each participant will bowl a 5-game series, on cross lanes, with lane changes after **every game**. Round robin points will be awarded based on the participant's total series score i.e. assuming 30 participants, the bowler with the highest series score will get 30 points and the bowler with the lowest series score will get 1 point.

6. PLAYING RULES

This League shall be played in accordance with these Rules and Regulations. This is a Singles League tournament which may consist of both genders, and no substitution is allowed. Should a bowler be absent or forfeits his/her game, **0 pinfalls** will be accorded to the game and the bowler shall receive 1 point for the affected week's league point.

7. HANDICAP SYSTEM

All bowlers will start on a fresh handicap. Handicap will be calculated on the formula, $(180 - \text{Average}) \times 50\%$ for men, and $(190 - \text{Average}) \times 50\%$ for women, after the first 5 games are bowled, **AND** to be added into the games after calculation. Maximum handicap for men is 20 pin-falls & women shall be 30 pin-falls. **There will be a 5-pin default handicap for all bowlers who are aged 65 & above, 5-pin default handicap for all women bowlers and women aged 65 & above will have a default 8-pin handicap.**

8. TARDY PLAYERS

A bowler who arrives late during the league will be allowed to bowl the first game **only** if the **last opposing bowler has not finished his/her third frame** of the 1st game. A bowler 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.

9. FORFEITURE

Games shall be declared forfeited under the following conditions:

- 9.1 When a bowler fails to appear to bowl when scheduled;
- 9.2 A bowler, when present, declines to bowl scheduled game.

10. LEAGUE MASTERS

10.1 The top 50% of participants (rounded up to the nearest multiple of 4), or Top 24 positions (whichever is lower), based on average, shall qualify for the League Masters. Average will be calculated based on best of 3 weeks (15 games) to qualify for the league masters.

Each bowler shall bowl a 8-game series on cross lanes, with lane change after every 2 games. Handicap will be based on 50% of last recorded handicap. The total 8 games combined pinfalls will determine the final positions for 5th placing onwards, and the Top 4 bowlers will then proceed to the Step Ladder Event.

11. CHECK-IN PROCEDURE

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 center will be the official timepiece. Please buffer extra time for SafeEntry check-ins (if any) at the tournament venue and the bowling center.

12. STEP LADDER EVENTS

12.1 **Quarter Final** - #4 vs #3. Bowlers will bowl one game each. The Winner with the higher score will advance to Semi Final, and the Non-winner's position will be finalized at 4th.

12.2 **Semi Final** - Winner of Quarter Final vs #2. Bowlers will bowl one game each. The Winner with the higher score will advance to the Grand Final, and the Non-winner's position will be finalized at 3rd.

Grand Final - Winner of Semi Final vs #1. Bowlers will bowl two games each. The Winner with the higher score of the 2-games combined total,, will be declared the Champion, and the Non-winner's position will be finalized at 2nd.

13. WEEKLY Group Event

There will be 2 weekly awards given to:

13.1 High Series with handicap (i.e. Total pin-falls in the 5-game series with handicap).

13.2 High Game with handicap (i.e. Highest pin-falls in a game with handicap). Bowlers who have won the award in earlier week(s) will not be able to win the same award again in the subsequent week(s). Weekly awards will be shared equally amongst the winners if there are more than one winner.

14. TIE-BREAKING PROCEDURE

14.1 **In the event of a tie for the Weekly League position**, the bowler with the highest high game handicap for that week shall win the tie-breaker. If this still ends in a tie, the next high game will be used.

14.2 **In the event of a tie for the Final League position / Masters Qualifying position**, the highest total accumulated pin-falls with handicap 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 five game series bowled shall be the deciding factor.

14.3 **When a tie is registered in the Masters Event**, the least difference between the highest and lowest pin-falls with handicap in the games bowling during the Masters event, shall be the deciding factor.

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

15. 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; 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.

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16. 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.

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.

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.

18. ROLL-OFF

18.1 There shall be no roll-off in this league except under special circumstances and conditions duly approved by the SBF Tournament Committee, appealed in writing.

18.2 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 roll-off to ensure lane availability.

19. 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:

19.1 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.

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

19.3 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.

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.

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 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.

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. LANE BREAKDOWN

21.1 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 center 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 Tournament 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.

21.2 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 affected lane(s) once the fault is resolved.

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

22. 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.

23. 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.

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PRIZE POOL

OVERALL LEAGUE POSITION AWARD	
Champion	<i>Trophy + \$500</i>
2 nd Position	<i>Trophy + \$350</i>
3 rd Position	<i>Trophy + \$250</i>
4 th Position	<i>Medal + \$200</i>
5 th Position	<i>Medal + \$150</i>

MASTERS POSITION*	CASH PRIZE
Champion	<i>Trophy + \$700</i>
2 nd Position	<i>Trophy + \$500</i>
3 rd Position	<i>Trophy + \$350</i>
4 th Position	<i>Trophy + \$250</i>
5 th Position	<i>Medal + \$150</i>
6 th Position	<i>Medal + \$80</i>
7 th Position	<i>Medal + \$80</i>
8 th Position	<i>Medal + \$80</i>
9 th Position	<i>Medal + \$80</i>
10 th Position	<i>Medal + \$80</i>

*Top 3 Women in Masters Event will be awarded with additional \$150, \$120 & \$80 respectively

WEEKLY AWARDS	HIGH GAME (with handicap)	HIGH SERIES (with handicap)
WEEK 1	<i>\$50</i>	<i>\$50</i>
WEEK 2	<i>\$50</i>	<i>\$50</i>
WEEK 3	<i>\$50</i>	<i>\$50</i>
WEEK 4	<i>\$50</i>	<i>\$50</i>