

Rules & Regulations

<p>1. TOURNAMENT NAME This league, organized by the Singapore Bowling Federation (SBF), shall be known as the Heartland Hits.</p> <p>2. ELIGIBILITY Heartland Hits is open to all bowlers including the National Developmental Squad bowlers. National Squad and National Training Squad bowlers are not eligible to participate.</p> <p>3. FEES Game fees for each participant: \$180.00 per bowler (for 1 day, 6 games) Masters' Fee: \$50 per bowler</p> <p>4. SCHEDULE, STARTING TIME AND DURATION Heartland Hits will be held at the following venues as individual events of their own targeting different catchment of citizens living in the respective areas of Singapore.</p> <p style="color: red;">14 & 15 September 2024 (Sonic Bowl @ Our Tampines Hub)</p> <p>Day 1</p> <table border="0"> <tr><td>8.00am – 9.30am</td><td>Check-in for Squad A</td></tr> <tr><td>10.00am - 1.00pm</td><td>Squad A Qualifying (6 games)</td></tr> <tr><td>12.00pm – 1.30pm</td><td>Check-in for Squad B</td></tr> <tr><td>2.00pm - 5.00pm</td><td>Squad B Qualifying (6 games)</td></tr> <tr><td>4.00pm – 5.30pm</td><td>Check-in for Squad C</td></tr> <tr><td>6.00pm - 9.00pm</td><td>Squad C Qualifying (6 games)</td></tr> </table> <p>Day 2</p> <table border="0"> <tr><td>9.30am - 10.00am</td><td>Check-in</td></tr> <tr><td>10.30am - 12.00pm</td><td>Top 32 Masters Round (3 games)</td></tr> <tr><td>12.00pm - 12.30pm</td><td>Top 16 Matchplay Round (1 game)</td></tr> <tr><td>12.30pm - 1.00pm</td><td>Top 8 Matchplay Round (1 game)</td></tr> <tr><td>1.00pm - 1.30pm</td><td>Step Ladder Event (Quarter Final - 1 game)</td></tr> <tr><td>1.30pm - 2.00pm</td><td>Step Ladder Event (Semi Final - 1 game)</td></tr> <tr><td>2.00pm - 3.00pm</td><td>Step Ladder Event (Final - 1 game)</td></tr> </table> <p>Participants are to select which squad they want to participate in upon registration. Participants are only required to play one squad for qualifying. Registration closes on 6 September 2024 (Friday) 2024, 1730hrs.</p>	8.00am – 9.30am	Check-in for Squad A	10.00am - 1.00pm	Squad A Qualifying (6 games)	12.00pm – 1.30pm	Check-in for Squad B	2.00pm - 5.00pm	Squad B Qualifying (6 games)	4.00pm – 5.30pm	Check-in for Squad C	6.00pm - 9.00pm	Squad C Qualifying (6 games)	9.30am - 10.00am	Check-in	10.30am - 12.00pm	Top 32 Masters Round (3 games)	12.00pm - 12.30pm	Top 16 Matchplay Round (1 game)	12.30pm - 1.00pm	Top 8 Matchplay Round (1 game)	1.00pm - 1.30pm	Step Ladder Event (Quarter Final - 1 game)	1.30pm - 2.00pm	Step Ladder Event (Semi Final - 1 game)	2.00pm - 3.00pm	Step Ladder Event (Final - 1 game)	<p>7. TARDY PLAYERS A bowler who arrives late 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.</p> <p>8. FORFEITURE Games shall be declared forfeited under the following conditions: 8.1 When a bowler fails to appear to bowl when scheduled; 8.2 A bowler, when present, declines to bowl scheduled game.</p> <p>9. MASTERS The top 32 participants based on total pinfalls (including handicap) shall qualify for the Masters. The total pinfalls for the 3 games played in the Top 32 Masters Round will determine the top 16 bowlers to proceed to the Top 16 Matchplay Round. Refer to Day 2 schedule for details on Masters event under item 4.</p> <p>10. CHECK-IN PROCEDURE All Masters finalists are to check-in personally at the tournament desk. Final calls for check-in will be called in 3 minutes, 2 minutes, and 1 minute intervals for Masters events. Check-in for Masters starts 1 hour before roll off and closes 30 minutes before roll off, failing which he/she will be disqualified and the respective reserve(s) will be called. The clock in the bowling centre will be the official timepiece.</p> <p>11. TIE-BREAKING PROCEDURE 11.1 In the event of a tie for the Masters qualifying, the least difference between the highest and lowest pin-falls based on scratch in the games bowled during the Masters qualifying shall be the deciding factor. 11.2 In the event of a tie for the Step Ladder Event, a 9th and 10th frame roll- off shall be used, and/or repeated until the tie is broken.</p> <p>12. 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. <u>MALE AND FEMALE BOWLERS ARE NOT ALLOWED TO WEAR JEANS.</u></p>
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<p>5. FORMAT OF PLAY Participants will bowl 6 games during qualifying classic format with lane change after every game. Odd numbered lanes to move 1 pair of lanes to the left, even numbered lanes to move 1 pair of lanes to the right.</p>																											
<p>6. HANDICAP SYSTEM</p> <table border="1"> <tr><td>Seniors 50 -54 (born between 1974 - 1970)</td><td>5</td></tr> <tr><td>Seniors 55-59 (born between 1969 - 1965)</td><td>8</td></tr> <tr><td>Seniors 60-64 (born between 1964 - 1960)</td><td>11</td></tr> <tr><td>Seniors 65 & above (born in 1959 & before)</td><td>14</td></tr> <tr><td>Women / Girls (all ages)</td><td>7</td></tr> <tr><td>Children 15 and below</td><td>5</td></tr> <tr><td>Children 12 and below</td><td>8</td></tr> <tr><td>NDS bowlers</td><td>-5</td></tr> </table> <p><i>* Women seniors get an additional 7 pins handicap in addition to aged based handicap (eg. Female senior aged 60 gets 7 + 11 = 18 handicap)</i></p> <p><i>*10-year-old girl gets an additional 7 pins handicap in addition to aged based handicap (eg. 8 + 7 = 15 handicap)</i></p>		Seniors 50 -54 (born between 1974 - 1970)	5	Seniors 55-59 (born between 1969 - 1965)	8	Seniors 60-64 (born between 1964 - 1960)	11	Seniors 65 & above (born in 1959 & before)	14	Women / Girls (all ages)	7	Children 15 and below	5	Children 12 and below	8	NDS bowlers	-5										
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13. SCORING ERROR

Scoring and/or calculation errors must be brought to the attention of the Tournament Staff immediately. The Tournament Committee shall decide upon questionable errors.

14. INTERRUPTED GAME(S)

The Tournament Director may authorize the completion of a game on another pair of lanes when equipment failure on the lanes would delay the normal progress of the game. An interrupted game 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.

15. 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:

- 15.1 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.
- 15.2 They shall yield to a player moving to the approach or preparing to bowl on the lane immediately on their right.
- 15.3 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.

16. BOWLING BALLS

16.1 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.

17. LANE BREAKDOWN

17.1 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.

17.2 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).

18. 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.

19. 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 TABLE

Position	Amount	Position	Amount	Position	Amount	Position	Amount
1	\$ 2,500	9	\$ 400	17	\$ 250	25	\$ 250
2	\$ 2,000	10	\$ 400	18	\$ 250	26	\$ 250
3	\$ 1,000	11	\$ 400	19	\$ 250	27	\$ 250
4	\$ 750	12	\$ 400	20	\$ 250	28	\$ 250
5	\$ 500	13	\$ 400	21	\$ 250	29	\$ 250
6	\$ 500	14	\$ 400	22	\$ 250	30	\$ 250
7	\$ 500	15	\$ 400	23	\$ 250	31	\$ 250
8	\$ 500	16	\$ 400	24	\$ 250	32	\$ 250