

Rules & Regulations

<p>1. OBJECTIVE The objective of the National Age Group 2025 (NAG 25) is to foster and promote goodwill, comradeship, friendship & sportsmanship amongst the local bowling fraternity. It will be held from 15 March 2025 to 22 March 2025 at SingaporeBowling @ Rifle Range.</p> <p>2. ELIGIBILITY The National Age Group Bowling Championships 2025 is a tournament open to all Singapore Citizens and Permanent Residents who are:</p> <p>a. Current members of Clubs affiliated to Singapore Bowling Federation and whose membership is current for the duration of the Championship</p> <p>b. Eligible to participate under the following classification:</p> <ul style="list-style-type: none"> ■ Under 12: for boys & girls born in 2013 and after ■ Under 16: for boys & girls born in 2009 and after ■ Under 18: for boys & girls born in 2007 and after ■ Under 21: for boys & girls born in 2004 and after ■ Under 26: for boys & girls born in 1999 and after <p>Min. of 5 teams per division per gender is required in order to proceed.</p> <p>3. ENTRY FEE & SQUAD TIME</p> <p>a. Entry Fee: \$300/- per team of 4 bowlers</p> <p>b. The tournament director reserves the right to reallocate squad times and combine squads based on participation for each division. (Refer to Schedule).</p> <p>4. FORMAT OF PLAY This tournament uses an All-Events format (i.e. Singles, Doubles and Team) consisting of the Boys and Girls Division for the respective age groups listed above in 2b. Please see attached schedule of play.</p> <ul style="list-style-type: none"> ■ SINGLES: 3 games will be bowled in this event. ■ DOUBLES: Shall consist of 2 bowlers in the registered team bowling 3 games each. The combined pin-falls of these 2 bowlers shall determine the total pin-falls for the doubles event ■ TEAM: Shall consist of 4 bowlers in the registered team bowling 3 games each. The combined pin-falls of these 4 bowlers shall determine the total pin-falls for the team event ■ ALL-EVENTS: The total pin-falls bowled by an individual bowler in the Singles, Doubles, Team (total of 9 games) will determine the final positions in the All-Events <p>5. LANE MOVEMENT</p> <p>a. The games will be played on cross lanes, with no lane change between each game.</p> <p>b. After completion of each event, participants are required to clear the bowler's area promptly, in order to prepare for the next squad.</p> <p>6. MASTERS EVENT Based on the total pin-falls from the All-Events, the top 50% (rounded up to the nearest multiple of 4), or Top 36, whichever is lower, in each division/gender, shall qualify for Masters. There shall still be a minimum of 24 Masters Qualifiers in each division per gender, however, a 'Minus 2 rule' will then apply if there are less than 26 bowlers in the division.</p> <p>Masters finalists will bowl a total of 8 games, scratch. The bowler with the highest total pin-falls after the Masters Event will be crowned Champion in their respective category.</p>	<p>7. CHECK-IN PROCEDURE – MASTERS EVENT</p> <p>a. The Entry Fee for Masters will be \$75/bowler.</p> <p>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>c. Calls will be made onsite at 3 minutes, 2 minutes and 1 minute prior to check-in time. The clock in the bowling centre will be the official timepiece.</p> <p>8. TIE-BREAKING PROCEDURE 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. 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 frame will be used and this will continue until the tie is broken. The games played during each event (e.g. Singles, Doubles, Team, All Events & Masters Event) will be used to determine the respective event's tie-breaker.</p> <p>9. SUBSTITUTION Substitution of bowler is allowed, but once a bowler is substituted, he/she will not be allowed to bowl in the subsequent events.</p> <p>10. TARDY BOWLERS</p> <p>a. 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>b. A tardy player who is allowed to bowl will be placed LAST in his/her team's line up, commencing at the frame of the game that the opponent bowler is bowling, in the respective lane.</p> <p>11. 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.</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'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/live stream coverage, it is the prerogative of the Tournament Manager to stipulate the attire to be worn.</p>
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13. 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:

- a. 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.
- b. They shall yield to a player moving to the approach or preparing to bowl on the lane immediately on their right.
- c. 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.
- d. 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.
- e. If a player does not observe the procedures outlined in clause 14, 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.

14. BOWLING BALLS

- a. 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.
- b. Altering the surface of the bowling ball can only be made during practice.
NO SURFACING IS ALLOWED IN BETWEEN GAMES. Surfacing can only be made at the respective areas. NO LIQUIDS ARE ALLOWED TO BE USED DURING PRACTICE.
- c. The specification eliminating the use of balance holes will be in effect for this tournament.

15. INTERRUPTED GAME(S)

- a. 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.
- b. 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.

16. BOWLING ON WRONG LANE

A ball shall be declared dead and the player(s) required re-bowling on the correct lane if no more than a total of 4 frames have been bowled on a pair of lanes by the players. Should it exceed 4 frames, the game will be completed without adjustment. Any succeeding game must be started on the correct lane.

17. LANE BREAKDOWN

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

18. PRIZES & AWARDS

- a. Prizes in the form of trophies/vouchers will be awarded to the winners of the tournament.
- b. There shall be no perfect game award. Bowling center house awards & SBF high game awards do not apply throughout the tournament.

19. ERRORS

Errors in scoring or in calculation must be corrected by a 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.

20. 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.

21. 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.