

Singapore Bowling Federation

5th National League 2009

Day : Sunday Afternoon, 4pm

Venues: To be confirm

COMMITTEE MEMBERS

Organising Chairman	:	SBF
President	:	
Vice President	:	
Treasurer	:	SBF
Secretary	:	SBF
Others	:	All Team Captains

1.0 Name Of League

1.1 This League shall be called **5th National League 2009**.

2.0 Eligibility

2.1 This League is open to all clubs, bowling centers, uniformed organizations, etc. Bowlers are encouraged to register as members of clubs affiliated to the Singapore Bowling Federation (SBF) in order to be eligible for SBF awards.

2.2 The minimum age of participants must be 12 years of age and above, as at date of league commencement.

3.0 Playing Rules

3.1 This League will be played in accordance with the WTBA Playing Rules & Regulations.

4.0 Objective

4.1 To promote the sport of tenpin bowling among bowlers and to foster and maintain the spirit of good fellowship and true sportsmanship.

5.0 Meeting

5.1 Meetings shall be held at the call of the President of the league or upon receipt of written application, protest or complaint by a member. Each team shall be entitled to one representative at such meetings.

6.0 Registration of Players

6.1 This is a Foursome League with minimum of 4 and maximum of 20 players to a team. Registered players who have not bowled, are allowed to be replaced in the 1st Round of bowling. However, no new players can be added or changed to a team after the 1st Round of bowling.

6.2 Each team is allowed to register a maximum of 3 bowlers from the Current National Squad (in year **2009**) or Ex-National Squad member (as at year **2004** and after) or Current Intermediate Squad or Current Development Squad. However, at any one time, only one Ex-National Squad or Current National Squad or Current Development Squad member is allowed to be field.

6.3 In the event of any violation to the rules, the first violator on the line-up will receive a blind score.

7.0 Starting Time

- 7.1 All scheduled matches will be held on Sunday (except Public Holidays, eve of Public Holidays and days as designated by SBF) promptly at 4.00pm. There shall be no league play on every last Sunday of the month.
- 7.2 The League will commence **in October 2009**.

8.0 Format Of Play

- 8.1 This League will comprise of 18 teams and they shall play for 2 rounds of 17 weeks for 1st round and 2nd round.
- 8.2 The 2nd Round will use the same format of play.
- 8.3 Bowlers' line-up will be reshuffled based on their league average of minimum 3 games in the first 10 weeks. A new bowler will be placed in the first line-up. There shall be no re-shuffling thereafter.
- 8.4 The League match will run on a 20 points system:
Bowler to bowler individual games – 1 point x 3 games x 4 bowlers (12 points)
Bowler to bowler total series score – 1 point x 4 bowlers (4 points)
Team to team total game series – 1 point x 3 games (3 points)
Team total series score – 1 point (1 point)
- 8.5 There will not be any round-robin points system.
- 8.6 The final placing for this League shall be based on the total points accumulated at the end of the 2nd Round of the League in the respective divisions.

9.0 Handicap

- 9.1 Handicap will be given to male bowlers based on their official SBF Average as at **31 December 2008**. They shall be awarded 5 pins handicap per game bowled if they have averages of 170 or below. This will also apply to bowlers without official average.
- 9.1 Lady bowlers shall be awarded 10 pins handicap per game bowled.
- 9.2 No handicap will be given to Ex-National Squad/Current National Squad/Current Development Squad members.

10.0 Game Fees & Trophy Fund

- 10.1 A Trophy fund of \$700.00 and deposit of \$300.00 per team must be submitted before the 1st Round of the League to Singapore Bowling Federation. SBF shall be the Treasurer and shall invoice the total payable fees to all teams prior to league commencement.
- All trophy funds will be placed in the League Treasury.
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|-----------------------------|---|
| Trophy Fund | \$700.00 per team |
| Deposit/Penalty Fund | \$300.00 per team (refundable if no walkover) |
| Deduction for each walkover | \$100.00 per team (maximum 3 walkovers) |
- 1st & 2nd Round
- | | |
|------------------|-------------------|
| Weekly Game Fees | \$ 80.00 per team |
|------------------|-------------------|

11.0 Minimum Number of Games

- 11.1 In order to be eligible for an individual award, a bowler must bowl a minimum of 15 games in the League. There shall be separate individual awards for ladies.

12.0 Team Line-Up (According to official average list)

- 12.1 A player who has been registered with a team, is not allowed to be replaced even if the player subsequently withdraws from the team.
- 12.2 A player is not allowed to register with another team if his/her team has withdrawn from the League.
- 12.3 Team Captains are to fill in their bowlers during the first 10 weeks to establish their averages. During this time, the order of players will be re-shuffled in the order of average standing. 1st bowler low average, 4th bowler high average after their 3-game series. Bowlers filled in from the 11th week onwards shall be placed 1st in the line-up.
- 12.4 If players have the same average, the players shall be re-shuffled according to their pinfalls i.e. higher pinfalls being last.
- 12.5 In the event of the same average and same pinfalls, then the order will be according to the line-up of the league score sheet submitted.

13.0 Blind Score

- 13.1 A team must have at least 3 players to start a match. The blind score shall be 120 pinfalls per game.
- 13.2 The opponent bowler meeting the blind bowler must score a minimum of 121 pinfalls per game and 363 pinfalls total series score in order to win the weekly game points, if not no point is given.
- 13.3 The opponent team meeting the blind team must score a minimum of 484 pinfalls per team game and 1452 pinfalls per team total series score in order to win the weekly game points, if not no point is given.
- 13.4 The blind bowler shall be placed in first position.

14.0 Tardy Players

- 14.1 A bowler who arrives after the teams have started bowling shall be permitted to bowl the first game only if the last opponent has not finished his / her third frame of the 1st game. Otherwise, the bowler shall only be allowed to join in the 2nd game.
- 14.2 All tardy bowlers shall begin bowling from the first frame without the benefit of a warm up.
- 14.3 In the event that a team does not have a minimum required number of bowlers after the last bowler from the opposing team has completed his / her third frame of his / her second game, a walkover will be declared.

15.0 Roll-Offs

- 15.1 There shall be a maximum of 2 roll-offs in the 1st Round and 1 roll-off in the 2nd Round of bowling. An exceptional emergency roll-off may be granted on a case-to-case basis as approved by the Organising Chairman.
- 15.2 Any roll-off must be completed before the affected week's league day and the league secretary must be informed in advance of any individual team roll-off to ensure lane availability.
- 15.3 Such scores shall not be entitled to all awards.

16.0 Oiling Pattern

- 16.1 Oiling pattern shall be based on respective bowling centres' in-house oiling.

17.0 Protests

- 17.1 All protests resulting out of the competition on the concluding night of the League schedule must be filed immediately and thereafter to the League Secretary. Protest regarding errors in calculation of the results must be brought up before the next League match commences. Protest received after the next League match has started will not be entertained.
- 17.2 No checking of past score-sheets are allowed unless accompanied by an official letter of protest specifying the exact nature/ details and date of the error/infringement.

18.0 Walk-Over Matches

- 18.1 Any team conceding more than 3 walkovers shall be dropped from the League. All prizes and monies either won or contributed shall be forfeited and such monies shall be channeled into the Prize Fund.

19.0 Teams Bowling With Walkover Opponent

- 19.1 A team whose opponent does not turn up for bowling shall bowl as scheduled.
- 19.2 Such teams shall be required to meet the minimum score criteria in order to win the weekly game points as per point 13.0 above.

20.0 Tie-Breaker

- 20.1 In the event of a tie in the total pinfalls, the points will be shared.
- 20.2 In the event of a tie in the number of points at the end of the 1st Round, the team with the higher accumulated total pinfalls shall win the tie-breaker.
- 20.3 In the event of a tie in the number of points at the end of the Premier or 1st Division League, the team with the highest accumulated total pinfalls shall win the tie-breaker.
- 20.4 In the event of a tie in the number of points and accumulated total pinfalls, the winner of the 2 teams played during the 2nd Round of bowling shall win the tie-breaker.
- 20.5 In the event of a tie in the Individual High Game Award, the bowler with the next high game shall win the tie-breaker. If this still ends in a tie, the next high game will be used and this will continue until the tie is broken.
- 20.6 In the event of a tie in the Individual High Average Award, the bowler with the higher number of games bowled shall win the tie-breaker. If this still ends in a tie, the bowler with the highest game bowled during the league shall win the tie-breaker. If this still ends in a tie, the next high game will be used and this will continue until the tie is broken.

21.0 Withdrawal Of Team

- 21.1 Should there be a team withdrawal on or after the 10th week, all points won/lost against the withdrawn team shall stay.

22.0 Forfeiture

- 22.1 Games shall be declared forfeited under the following conditions: -
- a) A team does not have the required number of players present to constitute a team at the 3rd frame of the second game.
 - b) A team, when present declines to bowl a scheduled game.
- 22.2 Members of the team forfeiting a game shall be allowed to bowl along with the team winning by forfeiture and their scores will count in individual awards. There shall be no pacers.

23.0 Dress Code

- 23.1 It shall be the duty of each bowler to dress properly. **Presentable round neck t-shirts and long pants** (male bowlers) are allowed during each League match. Female bowlers are allowed skirts, shorts or dress shorts. Jeans material pants and slacks are allowed.
- 23.2 In the event of any violation to the rule, the bowler shall receive a blind score.

24.0 Conduct of Bowling

- 24.1 Disciplinary action will be taken against any player found guilty of deliberately committing foul throws.
- 24.2 Players found guilty of cheating will be disqualified from the League and all awards won by them will be forfeited

25.0 House Awards

- 25.1 Only current affiliated club members of SBF are entitled to claim SBF awards.
- 25.2 It is the bowler's responsibility to ensure that all bowling balls used are verified for correctness of weight and other specifications, conforming to WTBA Playing Rules.
- 25.3 All bowling centres' house awards will not apply.

26.0 Masters Event

- 26.1 There will be an individual Masters Event at the end of the League.
- 26.2 All bowlers must bowl a minimum of 15 games throughout the League in order to be eligible for the Masters Event.
- 26.3 The Masters Event will consist of the Top 20 bowlers with the highest average, in addition to 2 nominations from each team.
The averages include all games played in the 1st Round and 2nd Round of league play.
- 26.4 Masters qualifiers will bowl 12 games scratch.
- 26.5 Handicap will be given to male bowlers based on their official SBF Average as at **31 December 2008**. They shall be awarded 5 pins handicap per game bowled if they have averages of 170 or below. This will also apply to bowlers without official average.
- 26.6 Lady bowlers shall be awarded 10 pins handicap per game bowled.
- 26.7 No handicap will be given to National/Intermediate/Development/Ex-National Squad members.
- 26.8 The total pinfalls will determine the winners in the Masters' Event.
- 26.9 Fees for the Masters event is \$90.00 per bowler.
- 26.10 In the event of a tie in the Masters Final, the bowler with the highest high game bowled shall win the tie-breaker. If this still ends in a tie, the next high game will be used and this will continue until the tie is broken.

27.0 Any Matters Not Provided For

- 27.1 The League Committee shall decide upon, any matters not provided for in these Rules & Regulations. The WTBA Playing Rules & Regulations will govern such action.