

Secondary Schools Bowling League 2010

3 – 31 July 2010

Masters: 7 August 2010

Rules & Regulations

1. NAME

This league shall be known as the **Secondary Schools Bowling League 2010**.

2. OBJECTIVE

The purpose of this league is to promote bowling among secondary schools, besides fostering and maintaining the spirit of good fellowship and true sportsmanship among students.

3. MEMBERSHIP AND ELIGIBILITY

This league is open to all Singapore citizens, permanent residents and foreign students studying in the SECONDARY LEVEL ONLY (Secondary 1 to 5 students) below the age of 18 years old as at 1st January 2010, each of which must individually and collectively qualify under the constitution, rules and regulation of Singapore Bowling Federation.

4. FORMAT OF PLAY

This league will comprise of **C Division** (Sec 1 & 2) and **B Division** (Sec 3 - 5).

5. LEAGUE COMMITTEE

The management of the League shall be vested in a League Committee comprising all the team teachers / captains. A captain may designate another team member to act as the team's representative. Each member of the Committee is entitled to only one vote, whether he / she is a team captain or the duly appointed representative.

6. ELECTION OF OFFICERS

An election shall be held to fill the office of President, Vice-President, Secretary and School Representative, prior to the commencement of the League.

The team captains or representatives present at the first meeting shall elect the following officers.

PRESIDENT -
VICE PRESIDENT -
SECRETARY -

The president shall preside at all meetings. He / she shall be the Chief Executive officer, enforce all rules and perform such other duties as may pertain to his / her office.

7. TEAM CAPTAIN – AUTHORITY, RESPONSIBILITY AND DUTIES

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 in the League Committee unless the team has delegated this authority to another member. It is up to the discretion of the participating school to send an accompanying teacher during the weekly League plays.

The captain for each day's bowling shall be responsible for the correctness 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.

8. PLAYING RULES

This League shall be played in accordance with the Rules and Regulations of SBF. This is a Foursome League of Boys & Girls Teams.

1. Each team shall comprise of four bowlers, with an official line-up consisting of at least three bowlers.
2. A team without the official line-up at the start of the league game will be deemed to be a walkover.
3. Any team bowling with less than the number of bowlers required for an official line-up but having the required minimum number of three bowlers shall use a blind score of 80 per game for the absent bowler.
4. Any Current National / Development Squad / Combine School Team 2009/2010 shall be allowed to bowl, but only "ONE" such bowler can bowl for the team on each league day.

9. HANDICAP SYSTEM

1. All bowlers will start on fresh handicap. Handicap will be calculated on the formula, $(200 - \text{Average}) \times 50\%$. Maximum handicap for boys & girls shall be 40 pinfalls.
2. There shall be no handicap for Current National Squad / Development Squad / Combine School Team 2009/2010 bowlers. They shall bowl on scratch basis.

10. STARTING TIME AND DURATION OF LEAGUE

All scheduled matches will start on each **Saturday morning** promptly at **10.00 am**, according to the schedule, **3 – 31 July 2010 (5 weeks)**.

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 frames on the adjoining lanes. Any team withdrawn from the league all previous score and points achieved stayed. (No adjustment to be made)

11. LEAGUE FEES

Game fees for each team (4 bowlers) per week: **\$50.00**
Total of \$50 x 5 weeks = \$250.00 per team

12. LEAGUE DIVISION FORMATION AND POSITION STANDING POINTS SYSTEM

1. The League shall play 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.
2. Each week, each team will bowl a **series of 3 games**. 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 lowest series score will get 1 point.

13. WEEKLY EVENT (TO BE CONFIRM)

There will be 2 weekly awards given to:

- 13.1) Individual High Series (with handicap) – Highest Individual series (Total Pinfalls including Hcp) - multiple wins possible.
- 13.2) Best Team - Highest Team Series (Total Points collected) – multiple wins possible.

BEST TEAM OF THE WEEK

- a. Teams will match up against opponents on the same pair of adjoining lanes. One point will be given for every game won (Max 3 points).
- b. Teams will also be matched up with all teams in the same group. The highest no. of points will be given to the top team and second highest no. of points will be given to the 2nd team and so forth. Points are awarded only to the team series (total pinfalls with Hdcp)...not for team games.
- c. The winner of the Best Team of the Week will go to the team that has most points (a + b). Should there be a TIE, the TIE Breaker will be the least difference between the team's high & low game.

All points won are for the determination of the Best Team of the Week and it will **NOT** go into the main League Position Standings Results.

14. TIE IN POSITION

In the event of a tie for final league position, total pinfalls will be the deciding factor. If total pinfalls is equal, then the least difference between the highest and lowest team's pinfalls with handicaps in the last three game series bowled shall be the deciding factor.

15. FORFEITURE

Games shall be declared forfeited under the following conditions:

- a) When a Team fails to appear to bowl as scheduled.
- b) A team does not have the required number of players present to constitute a legal team at the start of the League proper.
- c) A team, when present, declines to bowl scheduled Games.

16. OBVIOUS ERRORS

Errors in scoring or errors in calculation in League play must be brought up to the secretary before the next League match commences. Protest received after the next League match has started will not be entertained. The League 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. ROSTER

Rosters shall be limited to a maximum of 10 players for each team. A player **cannot** bowl for two teams. In the case of the bowler that he / she has earlier bowled for the school but left to join another school. He / She may join in the New School Team provided the school do not have the maximum 10 players as scheduled (no substitutions / no replacements). Any team fielding such player will be penalized and full marks will be awarded to its opponent of that day of league bowling.

At least 3 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.

18. BLIND SCORES 80 SCRATCH

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.

The blind score shall be 80 pins scratch - (irregardless if it is for girls or boys) and shall be placed last in the line-up.

Legal Team: 3 bowlers must be present to constitute a legal team when the league starts proper, otherwise it will be considered as a walkover.

19. TARDY PLAYERS

A bowler who arrives late during the league will be allowed to bowl the first game only if the last opponent has not finished his / her third frame of the 1st game. However, he / she is not 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. 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 first game, a walkover will be declared. Position (Line-up) of tardy players – refer rule on Order of Bowling.

20. ATTIRE

It shall be the duty of each bowler to dress appropriately for bowling.

21. DISABILITY, INJURY OR EMERGENCY

When 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 blind score, whichever is higher will apply.

22. 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.

23. WALK-OVER (No Show / Illegal Team)

- (a) Should a walkover occur, the team bowling against the walk-over must bowled as scheduled.
- (b) The team bowling against the walkover can bowl for all high game and high series awards.
- (c) The team bowling for such awards will maintain a regular team line-up and use two assigned lanes as in the league schedule.

24. ROLL-OFFS

- (a) There shall be no roll-off in this league except under exceptional approval by the Organising Committee in view of school events.
- (b) 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.
- (c) Such teams shall not be entitled to all awards.

25. BYE –BLIND TEAM

A team receiving a bye must bowl as though actual competition. Total pinfalls shall count towards the team's record. A minimum of 321 pinfalls per team game must be bowled in order to win the weekly team game point (1 point is awarded), if not no point is given.

26. PROTESTS

Any protests affecting eligibility of general playing rules must be confirmed in writing to the league President not later than **twenty-four (24) hours** after the series in which the infraction occurred has been bowled. Any protests resulting out of competition on the concluding day of a league's schedule must be filled 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.

27. POSTPONEMENTS

No postponement allowed.

28. ANY MATTER NOT PROVIDED FOR

The League Committee shall rule upon any matter not provided for in this constitution. Such action will be governed by a majority vote, subject only to appeal to SBF.

29. LEAGUE MASTERS

The top average 16 Boys & 12 Girls in each division shall qualify for the League Masters. (Top Average - Minimum attempt of 6 games)

Each bowler shall bowl an 8-game series.

1. All Girls will be given a 10 pins handicap per game (therefore 80 pins per 8 games series).
2. Current National Squad / Development Squad / Combine School Team **2009/2010**, girls, will bowl on a scratch basis.
3. Boys will bowl on scratch basis (no handicap is given)

All League Master Finalists are to check-in 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.

30. OTHER INFORMATION

B Division (Venues to be confirmed):

- 3 July 2010**
- 10 July 2010**
- 17 July 2010**
- 24 July 2010**
- 31 July 2010**

C Division (Venues to be confirmed):

- 3 July 2010**
- 10 July 2010**
- 17 July 2010**
- 24 July 2010**
- 31 July 2010**

Masters (Venue to be confirmed):

- 7 August 2010**

Time:

- Every Saturday, 10am**