## COMMUNITY GAMES \& SINGAPORE NATIONAL GAMES 2012

## BOWLING

## TECHNICAL RULES \& REGULATIONS

(as at 24 November 2011)

## 1. Rules

1.1 The tournament shall be administered in accordance with the rules and regulations of the Community Games \& Singapore National Games 2012.
1.2 The tournament shall be conducted in accordance with the rules and regulations of the World Tenpin Bowling Association and Singapore Bowling Federation, which can be found on the respective websites www.worldtenpinbowling.com and www.singaporebowling.org.sg.

## 2. Eligibility

2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens residing in Singapore with the following passes:
a) Student's Pass;
b) Long Term Pass;
c) Dependant's Pass;
d) Work Permit;
e) S Pass; and
f) Employment Pass.
2.2 Participants are allowed to represent only one Cluster and they must reside in that Cluster. The validity of the participant's residential eligibility is at the point of registration. Please refer to Annex of the General Rules and Regulations for the listing of Clusters.
2.3 If a participant were to register for more than one sport, the first confirmed address shall be used throughout the games.
2.4 The checking for Cluster boundaries is available on the web at http://pa-online.pa.gov.sg/NASApp/sim/AdvancedSearch.jsp

## Non-Singapore Citizens

2.5 Registration of non-Singapore Citizens (including Singapore PRs), if any, is up to $20 \%$ of the team size or one participant, whichever is the higher number.

## National Athletes

2.6 National athletes are not allowed to participate.

## 3. Team Composition

3.1 The team shall consist of a minimum of four participants and up to a maximum of six participants. Among these participants in each team, there must be representation from at least two ethnic groups in a team; and at least one participant staying in HDB estate and one in non-HDB estate.
3.2 The must be at least one female participant in each team.
3.3 The age eligibility is as follows:

| Category | Team Size |  | Team Age Composition |
| :---: | :---: | :---: | :---: |
|  | Min | Max |  |
| Open | 4 | 6 | First four bowlers 10 to 20 yrs old: 1 pax 21 to 40 yrs old: 1 pax 41 to 60 yrs old: 1 pax >60 yrs yrs old: 1 pax <br> Fifth player onwards: <br> >10 yrs old: 1 pax |

3.4 The age of participant shall be taken as at 1 January 2012.
3.5 The number of non-Singapore Citizens (including Singapore PRs) who can be registered is one participant per team.
3.6 The team line-up to be fielded should have representation from at least two ethnic groups; and at least one participant staying in HDB estate and one in non-HDB estate.

## 4. Format of Play

4.1 A team must field at least three bowlers, inclusive of at least one female bowler, with the team composition criteria as in point 3 to be able to compete on tournament day.
4.2 Each bowler shall bowl three games.
4.3 The highest total pin-fall will determine the winning teams.
4.4 The oiling patterns for the tournament will be laid down by the Technical Committee of Singapore Bowling Federation (SBF).
4.5 All games will be bowled over a pair of lanes with each team alternating their assigned pair of lanes.
4.6 Projector score/automatic scoring device will be in operation.
4.7 Printed score sheets shall be maintained indicating the pin-fall on each ball so a frame by frame audit may be made.
4.8 After the score has been recorded, it cannot be changed unless there is an obvious error in scoring and calculation. Obvious errors must be corrected by a SBF Tournament Official immediately upon discovery. Questionable errors shall be resolved by the Organisers.

### 4.9 Provision to Format of Play

4.9.1 If a bowler is injured at any time during any game and is unable to continue, the score of that particular bowler in that game will be as at the frame stopped. The remaining game(s) if any will be awarded a blind score of 30 pin falls.
4.9.2 No substitution will be allowed and the team will have to bowl subsequent games with a blind score of 30 pin falls for the injured bowler.
4.10 Slow Bowling
4.10.1 Bowlers shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery, if a lane immediately adjacent to them on the left and right side is clear.
4.10.2 If a bowler does not observe the above procedure, it may be construed as slow bowling. The SBF Tournament Official shall warn the bowler with a white card for the first offence (no penalty) and a yellow card for the second offence (no penalty). For the third offence and each succeeding offence thereafter in a block of games, the bowler shall be shown the red card and shall be given a zero pin-fall for the frame.
4.11 Bowling on wrong lanes
4.11.1 When the lead-off bowler bowls on the wrong lane and the error is discovered before another bowler has bowled, a dead ball is declared and the bowler will be required to re-bowl on the correct lane. When more than one bowler has bowled on the wrong lane, the game shall be completed without adjustments and the next game shall be started on the correctly scheduled lane.

### 4.12 Tie-Breaker

4.12.1 In the event of a tie at the end, the team with the highest team high game shall be the winner. If this still ends in a tie, the next highest team high game will be counted and this will be repeated until the tie is broken.
4.13 Once the nominated line-up has been submitted to the presiding Tournament Official, no change, alternation or addition will be allowed in the nominated line-up under any circumstances even through injury or otherwise.
4.14 Teams with three bowlers inclusive of one female bowler will be allowed to participate with a 'blind bowler' and a blind score of 30 pin falls per game. The 'blind bowler' shall be placed in first position. The individual participant/bowler would be eligible for the Hi-Game Trophy.

## 5. Walkover

5.1 Teams shall concede a walkover if they fail to register and be present within 15 minutes of the scheduled time of play.
5.2 A team shall automatically concede a Match Walkover if they fail to field a minimum team of three participants/bowlers, inclusive of at least one female bowler, to compete during the tournament.

## 6. Disqualification

6.1 Teams may be disqualified in the event of submitting ineligible participant(s) or unruly conduct of participant(s).
6.2 The Organisers reserve the right to disqualify team/participant at their discretion and take further disciplinary action that could be in the form of a fine and/or term ban in Community Games.

## 7. Equipment and Attire

7.1 It shall be the duty of each bowler to dress properly. Only collared T-shirts and long pants for male bowler are allowed during tournament. Skirts or dress shorts are allowed for female bowler. Jeans material pants and slacks are allowed for both.

## 8. Reporting

8.1 For any match, every bowler MUST bring along his/her valid Singapore pink identity card, valid passport, student pass with NRIC number or valid driving license for verification at every match. Failing which he/she will not be allowed to compete in the match.
8.2 Team manager, assistant team manager, coach or captain of the team shall undertake to submit their participants' identification and team line-up sheet to the presiding Tournament Official, at least $\mathbf{4 5}$ minutes before the scheduled time of play. Failure to do so may render the team to be disqualified from the tournament.

## 9. Tournament Jurisdiction

9.1 The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. Notifications of such changes will be posted on the tournament website. All participants are advised to visit the tournament website for any notices or updates to draws or fixtures.
9.2 In the event of any dispute arising over any participant, the match shall be played under protest and the Organisers shall determine the matter on receipt of the protest.
9.3 While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.

