

Civil Service Club
Planet Bowl 23rd Trios League (Tuesdays)

League President : Roy Choo
League Treasurer : Planet Bowl

League Secretary : Planet Bowl

1.0 **Name of League**

1.1 This League shall be called **Planet Bowl 23rd Trios League (Tuesday)**

2.0 **Eligibility**

2.1 This League is open to all bowlers. **Bowlers are encouraged to register as members of clubs affiliated to the Singapore Bowling Federation (SBF) in order to be eligible for HOUSE Awards**

3.0 **Playing Rules**

3.1 This League will play all games in accordance with the Rules & Regulations of the Singapore Bowling Federation (SBF)

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 Meeting shall be held at the call of the President of the League or upon receipt or 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 Trios League with a minimum of 3 and maximum of 15 bowlers to a team. No new players can be added or changed to a team after **Week 13** of bowling. All players must play a minimum of 4 games and establish their handicap by **Week 13**, failing which they will not be allowed to continue in the League.

6.2 **National Squad / National Development Squad or National Youth are NOT eligible. Each team is allowed to register a maximum of 1 Ex-National Squad Member (as at year 2016)**

7.0 **Starting Time**

7.1 All schedule matches will be held every Tuesday (except Public Holidays and the eve of Public Holidays) promptly at 8.00pm. The League will commence on **9th July 2019** (Tuesday).

7.2 **There will be 10 Minutes of Practice Throw.**

7.3 **Players can warm up after the lanes have been oiled but they can play only in their designated lanes.**

8.0 **Format of Play**

8.1 The League comprises of **14** teams and shall run for 26 weeks on a 2 - Round system.

8.2 The League will run on a 20 points system,

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| | 1 point for each game won by bowler with hdcp; 12 games | (12 Points) |
| | 1 point for the bowlers' series with hdcp; 3 bowlers | (3 Points) |
| | 1 point for the team's game with hpcp; 4 games | (4 points) |
| | 1 point for the team's total series with hdcp | (1 points) |
- 8.3 The final placing for this League shall be based on the total points accumulated at the end of each Round.

9.0 Game Fees and Trophy Fund

9.1 The amount a team captain must collect shall be \$22.00 per player or \$66.00 for the Whole team per week. Breakdown of Game Fees \$43.20 and Trophy Fund \$22.80.

9.2 A trophy fund of \$236.00 and deposit of \$132.00 per team must be submitted before the 5th week at the bowling counter . Planet Bowl, Civil Service Club shall be the Treasurer.

All trophy fund will be placed in the League Treasury.

Trophy Fund	\$236.00 per team
Weekly Prize Fund & Games Fee	\$66.00 per team
Deposit / Penalty Fund (Refundable if no walkover given)	\$132.00 per team
Deduction for each walkover	\$66.00 per team

(Max 1 walkover / No walk over during the last 4 weeks if so NO REFUND will be given.)

9.3 This League will only be sanctioned when the Trophy Fund and Deposits have been receive and all team members have registered their participation with their full names and NRIC nos.

Payment to be made by the 4th Week of the League and Lanes will be sanctioned by the 5th Week of the League.

Team who has not paid the Trophy Fund will not be eligible for any House Award.

10.0 Minimum Number of Games

10.1 In order to be eligible for the Individual Award(S), a bowler shall bowl a minimum of 20 games. However, there will not be any minimum number of games of Team Awards.

11.0 Handicap

11.1 All bowlers will start on fresh handicap. Handicap will be calculated on the formula based on Men (190 – average x 50%) and Ladies (190 – average x 67%). Maximum handicap for Men shall be 25 Pins and Ladies shall be 35 Pins.

11.2 1st Round handicap shall be carried forward to the 2nd Round.

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- 11.3 New bowler's handicap will be calculated into their scores at the completion of their games when results are being tabulated.
- 11.4 Capping of average (handicap calculation) will be 140 for Men and 130 for Ladies.
- 11.5 **Zero Handicap will be given to this category of bowlers, please refer to Point no 6.2.**
- 12.0 Team Line – Up**
- 12.1 Team line-up will be based on highest handicapper being placed 1st followed by lower handicapper in descending order. This rule will also apply for latecomers who join in from 1st game.
- 12.2 There will not be any shuffling of bowlers during the first week of the League match. The initial placement of bowlers for the first match will remain unchanged.
- 12.3 For subsequent week, the first time bowlers shall be placed before the players who have bowled in previous weeks and their placements will not be shifted according to their handicap established at the completion of their games.
- 12.4 Same handicap, will be based on Top Up Average, Lowest average will be placed before highest average
- 12.5 **Its Team Captain / bowler's responsibility to ensure the line up is in order. No changes to be made once results are published.**
- 12.6 Only one replacement of player is permitted per team. Provided the player that registered has withdrawn from the team.
- 12.7 No new players are allowed to register with another team if their team has withdrawn.
- 13.0 Blind Score**
- 13.1 A team which is required to bowl with less than the number of players required for a full line – up , but having the required number of players to constitute a team, shall be permitted to use a “ Blind “ score for each absence. The blind score shall be 130 pins scratch.
- 13.2 Only one blind per team is allowed during the League match. Blind scores will automatically be placed as the 1st position in a team's line – up throughout the match team must have at least 2 players to start a match.
- 13.3 All team captains will be responsible to ensure that **\$22.00** per bowler is paid up even if there is a blind.

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14.0 **Tardy Players**

14.1 A bowler who arrives after his team has started bowling shall be permitted to begin bowling from 1st frame provided the last bowler of the opposing team has not completed the 3rd frame. No player can join in after the 3rd frame and a blind score will be declared. The player shall continue with the remaining 3 games.

15.0 **Roll – Offs**

15.1 A maximum of **2** roll-offs are allowed. (1 Roll Off per Round)

15.2 Team captains are to inform the opponent's team captain Minimum 24 Hours of Notice and then reservation of lanes for a suitable bowling day before the Tuesday League day (roll-offs must be done before the actual League day).

15.3 Opposing team captains are not allowed to forbid or protect any roll – offs.

15.4 ***** Roll Off Match is not allow for the last 2 weeks Of Round 1 & Round 2**

15.5 Dress Code applies for Roll Off (refer to #23.0)

16.0 **Protests**

16.1 All protests resulting out of the competition on the concluding night of a League schedule must be filed immediately and thereafter to the League Secretary Protests regarding errors in calculation of the results must be brought the next League match commences. Protests received after the next league match has started will not be entertained.

**** Any protests please go thru your Team Captain by written. We will not entertain individual protest.**

16.2 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.

16.3 All protests regarding players handicap must be filed before the League match Commences. If the handicap problem cannot be resolved there are then, the handicap listed on the notice board shall stand and captains are advised to inform the opposing captain and the league official present that team is bowling under "protest". The committee shall then look into the matter.

17.0 **Walkover Fee**

17.1 For each walkover, the weekly team fee of **\$66.00** will be deducted and will go to the Weekly Prize Fund.

18.0 **Walk-Over Matches**

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18.1 Any team conceding more than 1 walkover matches 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 League Fund,

19.0 Team Bowling With Walkover Opponent

19.1 The team whose opponent does not turn up for bowling shall bowl 390 pinfalls with their Handicap per game and a total of 1560 pinfalls with handicaps for the 4 – game series.

19.2 However, the overall series shall be added to the team’s overall pinfalls scored and it will be eligible for awards recognition.

20.0 Tie In Position

20.1 Total points shall decide the winner but if the points are tied, the team with the higher total pinfalls will be declared winner.

20.2 If there are more than 1 winner for each category, the next position will automatically be moved upwards and prizes will be total and shared.

Eg : 2nd Position for ind Hi Game, there’s more than 2 winner , 3rd Position will be removed and prizes will be automatically added to 2nd Position and to be share by the winners.

21.0 Withdrawal of Team

21.1 Should there be a team withdrawal during the first 4 weeks of the 1st and 2nd Round of the League season; all points won/lost against withdrawn team shall be given 20 points. After which, all points won/lost shall stay.

21.2 Unmatched teams against the withdrawn team shall bowl the minimum pinfalls to win the respective points (refer to Rule # 19).

22.0 Conduct of Bowling

22.1 Disciplinary action will be taken against any player found guilty of deliberately committing
Foul throws in order to “sandbag “their scores.

1st time: Warning will be issue to the bowler and subsequently found guilty, please refer to point 22.2.

22.2 Players found guilty of cheating will be disqualified from the League and all awards won by them will be forfeited.

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22.3 **It's the responsibility of the individual bowler to check on the eligibility of their bowling equipment. Only approved bowling ball allowed thru out the game and this includes Graded & Open Masters. Penalty to refer to Point : 22.2**

23.0 Dress Code

23.1 It shall be the duty of each bowler to dress properly. Only long pants (male bowlers) are allowed during each League match. Female bowlers are allowed skirts, shorts or dress shorts Jeans material pants or slacks are allowed.

23.2 1 point per team will be deducted for not wearing the proper attire and will be awarded to the opponent team.

24.0 House Awards

24.1 In case of a Perfect Game of 300 (Scratch) pinfalls bowled, as long as the certificates for the League sanction or lanes sanction have not been received from SBF, such efforts will NOT be recognized.

24.2 **Only current affiliated club members of SBF are entitled to claim House awards.**

24.3 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.

24.4 PERFECT Game Award would be shared equally amongst all qualifiers per calendar year

24.5 **Each Bowler is allowed to win only ONE CATEGORY of award per Calendar Year.**

24.6 All house awards, including the Perfect Game Award, will **NOT** apply during the Master Event.

24.7 Roll –Off matches are not eligible for House Awards and League Prize Awards.

24.8 All House Awards would only be paid out after the calendar year. Eg : Month of January.

25.0 Masters Event Proposal

25.1 **Both Category (Open & Graded) will be bowling on Tuesday night, 7.30pm check in and 8pm roll off.**

25.2 **All bowlers must bowl a minimum of 12 games throughout the 1st Round to get their Handicap for the Master Event, otherwise they will only be eligible for the Masters Event (Open Division) without any handicap.**

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- 25.3 50% of the League Handicap for Week#13 will be used for MQ and the Masters Finals. In other words, the MQ handicap will not be changed anymore after Week#13
- 25.4 Graded bowlers can try for OPEN category with Men 10pins handicap per game, Ladies and Senior Bowler above 60 years old (as at 2019) 15pins handicap per game.
- 25.4 No MQ is allowed for the Roll Off Match
- 25.5 Tie In Position in MASTER's event will be decided by High – Low Games.
- 26.0 Any Matters not provided for**
- 26.1 Any matters not provided for in these Rules and Regulations shall be ruled upon by the League Committee. Such action will be governed by a majority vote. Planet Bowl's decision on bowling matters shall be final.