

# MINISTRY OF EDUCATION SPORTS & RECREATION CLUB

## MOE BOWLING LEAGUE 2020

### 1. Name of League

1.1. This league shall be called **MOE Bowling League 2020**.

### 2. Eligibility

2.1. This league is open to all MOE Personnel including MESRC Corporate and Associate members.

### 3. Playing Rules

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

### 4. Objective

4.1. To conduct tenpin bowling for MESRC members, promote the sport of tenpin bowling among members and to foster and maintain the spirit of good fellowship and true sportsmanship.

### 5. Meeting

5.1. Meetings shall be held at the call of the MESRC Organizer 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. Rules and Regulations

6.1. This is a **Trios League with a minimum of 3 bowlers to a maximum of 8 bowlers in a team**.

6.2. No players are allowed to register with another team if their team withdraws after the league has commenced.

### 7. Starting time and dates

7.1. All scheduled games will start on alternate Thursdays at 7:30pm (*Please refer to League Schedule sent by Planet Bowl*). The league will commence on **06 Feb 2020**.

#### 7.2. The league dates:

S/N	Bowling League 2020 Dates
1	6-Feb
2	13-Feb
3	27-Feb
4	12-Mar
5	26-Mar
6	9-Apr
7	23-Apr
8	14-May
9	28-May
10	25-Jun
11	9-Jul
12	23-Jul
13	6-Aug

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14	20-Aug
15	27-Aug – End of MOE Bowling League & Prize Presentation

### 8. Format of Play

8.1. The league comprises of 16 teams and shall run for 15 weeks on a 1-Round system.

8.2. The league will run on a 20 points system:

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 HDCP; 4 games (4 points)

1 point for the team's total series with HDCP (1 point)

\*Note: HDCP – Handicap

8.3. If there is an odd number of teams, there will be a team without an opponent in each session. The team will not need to bowl and pay for that session. No points will be awarded.

### 9. Game Fees, Walkover Deposit and Trophy Fund

9.1. Each team must pay **\$60.00** for the whole team per session.

9.2. Each team must also surrender a refundable Walkover Deposit of **\$120.00** for the season, to be paid by the 4<sup>th</sup> session of the league, failing which the team will be disqualified from participation. (refer to Rule # 21).

9.3. Teams will be returned the balance of the Walkover Deposit of **\$120.00** at the end of the season, less any Walkover fees which have been deducted.

### 10. Base Score

10.1. Minimum score of 130 per game will be taken for handicap calculation if bowlers hit below that number of pinfalls.

### 11. Handicap

11.1. All bowlers will start on fresh handicap. The handicap for men will be  $(200 - \text{Average}) * 50\%$  and for the ladies  $(200 - \text{Average}) * 60\%$ . Maximum handicap for men shall be 35 pins and ladies shall be 42 pins.

11.2. New bowler's handicap will be calculated into their scores after their games..

### 12. Team Line-Up

12.1. Team line-up will be based on handicap. Bowlers will be arranged in descending order based on their handicap. This rule will also apply for latecomers who join in from the 1<sup>st</sup> game.

12.2. If the bowlers have the same handicap, by comparing their scratch score, the one with the lowest average will be placed before the highest average.

12.3. There will not be any shuffling of bowlers during the first week of the league match. The initial placement of new bowlers for their first match after the first week will remain unchanged.

### 13. Blind Score

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- 13.1. A team which is required to bowl with less than the number of players required for a full lineup, 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. A team must have at least 2 players to start a match.
- 13.3. All team captains will be responsible for ensuring that the full League fees for the session is paid up even if there is a blind.

### **14. 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. Roll-Offs**

- 15.1. A maximum of 2 roll-offs are allowed throughout the whole season and the roll-offs must be completed before the session commence.
- 15.2. Team captains are to inform the Bowling Centre for reservation of lanes and the opponent's team captain for a suitable bowling day for that week's league game (roll-offs must be done before the actual league day).
- 15.3. Opposing team captains are not allowed to forbid or protest any roll-offs. The score sheet of the roll-off match shall only be disclosed after the games. (Team Captain or Team representative can proceed to the bowling counter to view the opponent's score sheet)

### **16. Oiling Pattern**

- 16.1. The oiling pattern shall be fixed throughout the league.
- 16.2. Same oiling pattern as on league night will apply during roll-off. \* Centre to take note of the arrangement.

### **17. Bowling Ball**

- 17.1. Balance hole
  - 17.1.1. A maximum of five gripping holes are allowed in a bowling ball. The athlete must use each hole. Any hole, which is not used, is considered a balance hole (which are not allowed after August 1, 2020).
- 17.2. Alternating the surface of the ball
  - 17.2.1. Altering the surface of the bowling ball is ONLY ALLOWED BEFORE COMMENCEMENT/AFTER COMPLETION OF EACH GAME, provided they are made at the designated area and it must not delay the bowlers and the progress of the game.

### **18. Protests**

- 18.1. All protests resulting from the competition on the concluding night of a league schedule must be filed immediately and thereafter to the MESRC Organizer. Protests regarding errors in calculation of the results must be brought up before the next league match commences. Protests received after the next league match has started will not be entertained.
- 18.2. All protests regarding players handicap must be filed before the league match commences. If the handicap problem cannot be resolved there and then, the handicap listed on the notice

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board shall stand and captains are advised to inform their opposing captain and the MESRC Organizer that their team is bowling under "protest".

### 19. Walkover Fee

19.1. For each walkover, the session's team fee of \$60.00 will still be deducted from the Walkover Deposit and will go to the league Fund.

### 20. Walk-Over Matches

20.1. Any team conceding more than 2 walkover matches shall automatically be disqualified from the league. All prizes and monies either won or contributed shall be forfeited and such monies shall be channelled into the league fund.

### 21. Teams Bowling Against Walkover Opponent

21.1. Teams who are bowling against walkover opponents will bowl against the blind score (refer to Rule #13).

### 22. Tie in Position

22.1. Total points shall decide the winner but if there is a tie, the teams will be declared joint winners.

### 23. Withdrawal of Team

23.1. Unmatched teams against the withdrawn team shall bowl the minimum pinfalls to win the respective points (refer to Rule # 21).

### 24. Conduct of Bowling

24.1. Disciplinary action will be taken against any player found guilty of deliberately committing foul throws to "sandbag" their scores.

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

### 25. Dress Code

25.1. It shall be the duty of each bowler to dress appropriately. Male bowlers must wear **long pants** during each league match. Female bowlers are allowed skirts, shorts or dress shorts. Jeans material pants or slacks are allowed.

25.2. One point will be deducted for not wearing the proper attire and will be awarded to the opposing team for the session.

### 26. Selection for MESRC - MESCA Games

26.1. The 5 male bowlers and 3 female bowlers with the highest League averages at the end of the League season will be selected for the MESRC - MESCA Games 2021. A minimum of 4 League sessions (ie. 16 games) must be played for the bowler's average to be taken into account.

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26.2. The remaining male and female player slots will be discretionary places that will be selected based on other factors such as performance in Public Service bowling tournaments, other leagues, commitment level, etc.

### **27. Any Matters Not Provided For**

27.1. Any matters not provided for in these rules and regulations shall be ruled upon by the MESRC Organizer.