

THURSDAY TRIOS BOWLING LEAGUE 2025

RULES & REGULATIONS

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1. Objective

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

2. Eligibility

2.1. This league is open to teams formed by MOE staff and invited guests from other educational institutions such as Polytechnics, ITE, independent schools, etc. Teams may comprise of the follow categories of players:

- i) All staff of MOE / educational institutions,
- ii) Immediate family members of these staff, and
- iii) Ex-staff (including retirees) of MOE / educational institutions.

3. Team Formation

3.1. This is a Trios league with minimum of 3 bowlers to maximum of 12 bowlers in a team.

3.2. No bowlers are allowed to register with another team if their team has withdrawn.

4. League Schedule

4.1. All scheduled games will start on alternate Thursdays at 7:30pm. The league will commence on **13 Feb 2025** :

4.2. The dates for the league (number of sessions will be based on number of teams registered):

| S/N | Dates in 2025 |
|-----|---------------|
| 1 | 13-Feb-25 |
| 2 | 27-Feb-25 |
| 3 | 13-Mar-25 |
| 4 | 27-Mar-25 |
| 5 | 10-Apr-25 |
| 6 | 24-Apr-25 |
| 7 | 8-May-25 |
| 8 | 22-May-25 |
| 9 | 3-Jul-25 |
| 10 | 17-Jul-25 |
| 11 | 31-Jul-25 |

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4.3. In the event there is an odd number of teams, there will be a team without an opponent for each session, designated with "BYE". The team will not need to bowl for that session and no points will be won or lost. The team will also not need to pay any game fees for that particular session.

4.4. Prize presentation will be held on the last day of the league.

5. **Game Fees, Walkover Deposit and Trophy Fund**

5.1. Each team must pay **\$66.00** for the whole team per session.

5.2. Each team must also surrender a refundable Walkover Deposit of **\$132.00** for the season, to be paid by the 3rd session of the league, failing which the team will be disqualified from participating further.

5.3. Teams will be returned the balance of the Walkover Deposit of **\$132.00** at the end of the season, less any Walkover fees which have been deducted.

6. **Walkover Fee**

6.1. For each walkover, the session's team fee of \$66.00 will still be deducted from the Walkover Deposit and will go to the League Fund.

7. **Walk-Over Matches**

7.1. 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 channeled into the League Fund.

8. **Meeting**

8.1. Meetings shall be held at the call of the Organizer 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.

9. **[Applicable to MOE staff and MESRC member only] Selection for Malaysia-Singapore MOE Games 202 6**

9.1. Six [6] male and Four [4] female bowlers will be representing MOE MESRC for the above competition.

9.2. The 4 male and 2 female bowlers with the highest league averages at the end of the league season will be selected for the **Malaysia-Singapore MOE Games**. A minimum of 4 League sessions (i.e., 16 games) must be played for the bowler's average to be taken into account.

9.3. The remaining male and female bowlers' 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.

SECTION B – LEAGUE RULES & REGULATIONS

10. **Playing Rules**

10.1. This league will play all games in accordance with the rules & regulations of the Singapore Bowling Federation unless stated in this R&R.

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11. Format of Play

- 11.1. The league comprises of 11 teams and shall run for 11 weeks on a 1-Round system.
- 11.2. There will be 3 bowlers representing their team per session. Each bowler will bowl 4 games per session.
- 11.3. The league will run on a 20 points system:

| Description | Points |
|--|--------|
| 1 point for each game won by bowler with hdcp (12 games) | 12 |
| 1 point for the bowlers' series with hdcp (3 series) | 3 |
| 1 point for the team's game with hdcp (4 games) | 4 |
| 1 point for the team's total series with hdcp (1 series) | 1 |

**Note: HDCP – Handicap*

- 11.4. In the event if there is an odd number of teams, there will be a team without an opponent each session. The team will not need to bowl for that session and no points will be won or lost. They also do not need to pay any game fees for that particular session.

12. Base Score

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

13. Handicap

- 13.1. All bowlers will start on a fresh handicap.
- 13.2. Handicap for men will be $(190 - \text{Average}) \times 50\%$; Handicap for ladies and senior bowlers (age 50 and above in the year of the league) will be $(190 - \text{Average}) \times 60\%$. Maximum handicap for men shall be 30 pins and, ladies and senior bowlers shall be 36 pins.
- 13.3. New bowler's handicap will be calculated into their scores at the completion of their games when results are being tabulated.

14. Team Line-Up

- 14.1. 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 first game.
- 14.2. 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.

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- 14.3. 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.

15. Blind Score

- 15.1. A team which is required to bowl with less than the number of bowlers required for a full line-up, but having the required number of bowlers to constitute a team, shall be permitted to use a "Blind" score for each absence. The blind score shall be 130 pins scratch.
- 15.2. A team must have at least 2 players to start a match. Only one blind per team is allowed during the league match.
- 15.3. Blind scores will automatically be placed as the first position in a team's line-up throughout the match.
- 15.4. 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.

16. Tardy Players

- 16.1. Bowlers who arrive after 7.30pm but before 8pm will be permitted to bowl in the first game. If a bowler arrives after 8pm, he / she will be permitted to continue with the remaining 3 games.

17. Teams Bowling Against Walkover Opponent

- 17.1. Teams who are bowling against walkover opponents will bowl against the blind score.

18. Roll-Offs

- 18.1. A maximum of 2 roll-offs are allowed throughout the whole season and the roll-offs must be completed before the next session commences.
- 18.2. The roll-off for the last session must be completed before the prize giving day.
- 18.3. 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. Opposing team captains are not allowed to forbid or protest any roll-offs.
- 18.4. The score sheet of the roll-off match shall only be disclosed after the games. (Team may approach the bowling counter to view the opponent's score sheet.)

19. Withdrawal of Team

- 19.1. Unmatched teams against the withdrawn team shall bowl the minimum pinfalls to win the respective points.

20. Style of Play

- 20.1. Each game shall be bowled on a pair of lanes. Bowlers shall successively and in regular order bowl one frame on one lane and the next frame (alternate) on the next adjoining lane, hence alternating between the lanes until 5 frames are

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bowled on each lane, thus completing the game. When any question arises as to which of the 2 bowlers shall bowl first, the bowler on the right will do so.

- 20.2. There will be 10 minutes of Practice Throw. (*Centre to take note of the arrangement.)

21. Oiling Pattern

- 21.1. The oiling pattern shall be fixed throughout the league.
- 21.2. Same oiling pattern as on league night will apply during roll-off. (*Centre to take note of the arrangement.)

22. Bowling Ball

- 22.1. Balance hole: A maximum of five gripping holes are allowed in a bowling ball. The bowler must use each hole. Any hole, which is not used, is considered a balance hole (which are not allowed after August 1, 2020).
- 22.2. Alternating the surface of the ball: 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.

23. Conduct of Bowling

- 23.1. Disciplinary action will be taken against any bowler found guilty of deliberately committing foul throws in order to "sandbag" their scores.
- 23.2. Bowlers found guilty of cheating will be disqualified from the league and all awards won by them will be forfeited.

24. Dress Code

- 24.1. 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 or slacks are allowed.

25. Protests

- 25.1. All protests resulting from the competition on the concluding night of a league schedule must be filed immediately and thereafter to the 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.
- 25.2. 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 board shall stand and captains are advised to inform their opposing captain and the Organizer that their team is bowling under "protest".

26. Prizes

- 26.1. This league will NOT be sanctioned.

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- 26.2. The final placing of the teams shall be based on the total points accumulated after all sessions. If there is a tie, the teams will be declared joint winners.
- 26.3. Prizes will be awarded to all teams. (To be announced on last day of league)

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- 26.4. The list of prizes (based on 1 2 teams, subject to further changes) are as follows:

| Team position | Team prize money |
|------------------|------------------|
| 1 st | \$ 390.00 |
| 2 nd | \$ 340.00 |
| 3 rd | \$ 300.00 |
| 4 th | \$ 270.00 |
| 5 th | \$ 240.00 |
| 6 th | \$ 210.00 |
| 7 th | \$ 180.00 |
| 8 th | \$ 160.00 |
| 9 th | \$ 140.00 |
| 10 th | \$ 120.00 |
| 11 th | \$ 100.00 |
| 12 th | \$ 84.40 |

27. Any Matters Not Provided For

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