

Planet Bowl, Civil Service Club  
**Planet Bowl 20<sup>th</sup> Public Service League**  
**(Wednesday)**

Email: [planetbowl@csc.sg](mailto:planetbowl@csc.sg)

League President : Jeremy Song – Team MINDEF  
League Treasurer/Secretary: Planet Bowl

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### **Rules and Regulations**

#### **1.0 Name of League**

1.1 This League shall be called the **Planet Bowl 20<sup>th</sup> Public Service League (Wednesday)**

#### **2.0 Eligibility**

2.1 The League is open to all public officers who are upon registration of the league, serving in ministries, statutory board, institutions of higher learning and government-aided schools or Retiree/Ordinary CSC Members.

2.2 **As long as a player's eligibility has been confirmed in his first week of play, he will be eligible to play for the rest of the season even if he leaves the public service or his CSC membership expires during the season.**

#### **3.0 Playing Rules**

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

#### **4.0 Objective**

4.1 To conduct Tenpin Bowling for Public Officers, promote the sport of Tenpin Bowling among Public Officers and to foster and maintain the spirit of good fellowship and true sportsmanship and to enjoy the game.

#### **5.0 Meeting**

5.1 Meetings shall be held at the call of the Secretary / Committee 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 **12** players to a Team. Registered players, who have not bowled, are allowed to be replaced in the 1st Round of bowling. However, no new players can be added or changed to a Team after the 1st Round of bowling.

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**7.0 Starting Time**

7.1 All scheduled matches will start on every Wednesday (except Public Holidays and the eve of Public Holidays) promptly at 8:00pm. The League will commence on 27<sup>th</sup> June 2018

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 and they have to stop by 7.45 pm.**

**8.0 Format of Play**

8.1 This League will comprise 16 Teams and bowling over 2 rounds of 30 weeks for the 1<sup>st</sup> Round and 2<sup>nd</sup> Round.

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)

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.

9.2 This League will only be sanctioned when the all Team members have registered their Participation with their full names and NRIC numbers.

**10.0 Minimum Number of Games**

10.1 **Individual Awards, Prizes will be given based on the following achievement if a bowler win more than 1 category.**  
**High Series Scratch / High Game Scratch / High Series Handicap / High Game Handicap**

10.2 In order to be eligible for the Individual Award(s), a bowler shall bowl a minimum of 12 games. For High Average Award (s), a bowler shall bowl a minimum of 28 games and based on w/o Top up points. However, there will not be any minimum number of games for Team Awards.

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**11.0 Handicap**

11.1 New bowlers will start on fresh handicap. Handicap will be calculated on the formula based on Men (190 - average x 50%), Ladies (190 - average x 70%) and Senior Citizen (190 – average x 70%). Maximum handicap for men shall be 25 pins, ladies shall be 35 pins and senior shall be 35 pins

11.2 Average for all bowlers who played in the previous season will be brought forward to the New Season. Every bowler will start the first match with his or her handicap from the previous season and thereafter, the handicap will be calculated on the basis that the bowler has already played 32 games. After the first 4 games in the new season -

Eg: For men, handicap will be  $[190 - (((\text{previous season's average} \times 32) + (\text{current average} \times 4)) \text{ divided by } 36)] \times 50\%$

Eg: For ladies and senior citizens, handicap will be  $[190 - (((\text{previous season's average} \times 32) + (\text{current average} \times 4)) \text{ divided by } 36)] \times 70\%$

11.3 1st Round handicap shall be carried forward to the 2nd Round.

11.4 New bowler's handicap will be calculated into their scores at the completion of their games when results are being tabulated.

11.5 Minimum score of 140 per game will be taken for handicap calculation if bowlers hit below that number of pinfalls.

11.6 The eligibility for Senior Bowlers will be **60 years** and above as on **27<sup>th</sup> June 2018**. It is the Bowlers responsibility to update Planet Bowl.

**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 the 1st game.

12.2 There will be no shuffling of bowlers during the first week of the League match.

12.3 For subsequent week, the first time bowlers shall be placed before the players who have bowled in previous weeks.

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- 12.4 Same handicap, will be based on Actual Average, Lowest average will be placed before highest average
- 12.5 No replacement of player(s) is permitted even if the player that registered has withdrawn from the team. 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 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 140 pins scratch.
- 13.2 Only one blind per team is allowed during the League match. Blind scores will automatically be placed as the 1<sup>st</sup> 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 to ensure that \$22.00 per bowler is paid up even if there is a blind.
- 14.0 Tardy Players**
- 14.1 A bowler who arrives after his team has started bowling shall be permitted to begin bowling from 1<sup>st</sup> frame provided the last bowler of the opposing team has not completed the 3<sup>rd</sup> frame. No player can join in after the 3<sup>rd</sup> frame and a blind score will be declared. The player shall continue with the remaining 3 games.
- 14.2 Subsequently if a bowler would not be able to start off his/ her 2<sup>nd</sup> game, Blind scores will apply thru out.
- 15.0 Roll-Offs**
- 15.1 A maximum of 3 roll-offs per round and a total of 6 roll-offs are allowed throughout the whole season.
- 15.2 Team captains are to inform the League Secretary for reservation of lanes and the opponent's team captain for a suitable bowling day latest by Monday 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.

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- 15.4 The Score sheet of the Roll Off Match shall only be disclosed upon completion of the Opponent's Game.
- 15.5 Same Oiling pattern as on League night will apply during Roll Off. \* Centre to take note of the arrangement
- 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 up before the next League match commences. Protests received after the next League match has started will not be entertained.
- 16.2 No checking of past score-sheets is 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 and then, the handicap listed on the notice board shall stand and captains are advised to inform their opposing captain and the league official present that their 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** have to be paid and will go to the Weekly Prize Fund.
- 18.0 Walk-Over Matches**
- 18.1 Any team conceding more than 2 walkover matches shall be dropped from the League. All Prizes and monies either won or contributed shall be forfeited and such monies will be Add on to the League Fund.
- 19.0 Tie in Position**
- 19.1 Total points shall decide the winner but if the points are tied, the team with the higher total Pin falls will be declared winner.
- 19.2 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.

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

19.3 High Average award will be based on decimal point.

**20.0 Withdrawal of Team**

20.1 Should there be a team withdrawal during the first weeks of each round of the League season; all point won / lost against withdrawn team shall be changed to against the Blank team to re-calculated points. After which, all points won / lost shall stay.

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

**21.0 Conduct of Bowling**

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

21.2 Players found guilty of cheating/sandbagging will be disqualified from the League and all awards won by them will be forfeited. Replacements of new bowler are not allowed.

**22.0 Dress Code**

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

22.2 1 point per team will be deducted for not wearing the proper attire and will be awarded to the opponent team.

**23.0 House Awards – ( Calendar Year is from 1<sup>st</sup> January – 31<sup>st</sup> December )**

23.1 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. He/She must be a current member of SBF affiliated / CSC Members.

23.2 It is the bowler's responsibility to inform the staff on duty when he/she has Seven (7) consecutive STRIKES.

23.3 The Perfect Game Award is shared equally amongst all qualifiers during the calendar year. All House Awards would only be paid out after the calendar year. ie month of January.

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- 23.4 Each bowler can claim maximum of one high game award and one high series award per calendar year. Based on his/ her highest achievement Awards will only be paid out after the calendar year. ie month of January.
- 23.5 All house awards, including the Perfect Game Award, will apply during the Masters Event.
- 23.6 Roll-off matches are not eligible for House Awards and League Prize Awards.
- 23.7 All League Prizes for Hi Game and Hi Series can only be claimed once per bowler based on his/her highest achievement.

**24.0 Masters Event**

- 24.1 There will be an Individual Masters Event (3 divisions) at the end of the League.
- 24.2 All bowlers must bowl a minimum of 12 games throughout the 1<sup>st</sup> Round to get their Handicap for the Master Event, otherwise they will only be eligible for the Masters Event (Open Division) without any handicap.
- 24.3 The bottom 40% of the bowlers with a minimum of 12 games in the League base on their Average after 19 week will be categorized under the “Graded B” Division and 30% of the bowlers “Graded A” Division remaining 30% will be categorized under the “Open” Division.
- 24.4 In order to qualify for the Masters Event (both divisions), bowlers will have to play an MQ with 50% of handicap (as at week \_\_ ) during the last \_\_ weeks (from Week #\_\_ to Week #\_\_) of the league.
- 24.5 MQ is STRICTLY for Individual Category.
- 24.6 Roll-off matches are not eligible for MQ Trying.
- 24.7 There will be no restriction to the number of MQ tries for the Masters Event.

**25.0 Any Matters Not Provided For**

- 25.1 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

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