

Planet Bowl, Civil Service Club
Planet Bowl - Public Service League
(Wednesday)

Email: planetbowl@csc.sg

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

Rules and Regulations

1.0 Name of League

1.1 This League shall be called the **Planet Bowl Public Service League 2026 (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 Civil Service Club Member).

2.2 In accordance to the Public Service Star Game Rules,

The following officers (including non-resident officers) shall not be eligible to participate in the STAR Games:

a) Public Officers who have represented Singapore (including those as Reserves) or their respective countries (for non-resident officers) in SEA Games, Asian Games, Commonwealth Games or Olympic Games during the current year and past two years,

b) Players who earn their living as professional players for Clubs, etc during the current and past two years, and

c) Full-time National Servicemen.

2.3 **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.**

3.0 Playing Rules

3.1 This League will play in accordance with the Rules & Regulations of International 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.

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5.0 Meeting

5.1 Meetings shall be held at the call of the Secretary / Committee 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.

6.0 Registration of Players

6.1 This is a TRIOS League with a minimum of 3 and maximum of **15** 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.

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 **8th April 2026**

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 **15** Teams and bowling over **2** rounds of **30** weeks for the 1st Round and 2nd 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 **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.**

8.4 The final placing for this League shall be based on the total points accumulated at the end of each Round.

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9.0 Game Fees and Trophy Fund

9.1 The amount a Team Captain must collect shall be **\$23.00** per player or **\$69.00** for the whole team per week. (Game Lineage: **\$43.20** (inclusive of GST), Trophy Fund **\$25.80**)

9.2 This League will only be sanctioned when all Team members have registered their participation with their full names and **last four digits of NRIC** and Date of Birth (DDMM) (e.g 760J1506)

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 To be eligible for the Individual Award(s), a bowler shall bowl a minimum of 12 games.

10.3 For High Average Award (s), a bowler shall bowl a minimum of 28 games and based on w/o Top up points. The Average Score will be calculated from the games played within the current season.

10.4 There will not be any minimum number of games for Team Awards.

11.0 Handicap

11.1 New bowlers will start on fresh handicap. Handicap will be calculated on the formula based (200 - average x 50%). Maximum handicap shall be 35 pins.

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

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

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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 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 be no shuffling of bowlers during the first week of the League match.
- 12.4 For subsequent week, the first-time bowlers shall be placed before the players who have bowled in previous weeks.
- 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 **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 **\$23.00** 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 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.

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- 14.2 Subsequently if a bowler would not be able to start his/ her 2nd 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.
- 15.4 The Score sheet of the Roll Off Match shall only be disclosed after every 1 game upon completion of the Opponent's Game. (Team Captain or Team Representative can proceed to the bowling counter to view opponent each game accordingly.)
- 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.

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- 17.0 Walkover Fee**
17.1 For each walkover, the weekly team fee of **\$69.00** 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 The winner will be decided based on the total league points. If there is a tied, the team with the higher total pinfalls will be declared winner. If there is a tied again, joint winners will be declared.
19.2 High Average award will be based on decimal point.
19.3 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 : If there are more than 2 winners in 2nd Position for Individual High Game, the 3rd Position will be removed and total of 2nd & 3rd prizes will be shared.
- 20.0 Withdrawal of Team**
20.1 In the event of a team withdrawal/expulsion during the first game of each round of the Season, a Blank Team shall be declared to replace the withdrawn/expelled team.
20.2 Should the withdrawal/expulsion happen at ANY OTHER POINT OF TIME during the season, all points won / lost against the withdrawn/expelled team shall remain unchanged. Unmatched teams against the withdrawn/expelled team shall bowl against a Blind Team.
- 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.

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- 22.0 Dress Code**
- 22.1 It shall be the duty of each bowler to dress appropriately. **Only long pants** (male bowlers) are allowed 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 Bowling Ball**
- 23.1 Balance Hole
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)
- 23.2 Alternating of 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.
- 23.3 **It is the bowler's responsibilities to ensure that all bowling balls used are verified for correctness of weight and other specifications. Conforming to IBF (World Bowling) Playing Rules**
- 23.4 **Urethane bowling balls are allowed in this League. Perfect Game, High Game/Series awards are only claimable at Planet Bowl.**
- 24.0 House Awards – (Calendar Year is from 1st January – 31st December)**
- 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. He /She must be a current member of SBF affiliated / CSC Members.
- 24.2 It is the bowler's responsibility to inform the staff on duty when he/she has Seven (7) consecutive STRIKES.
- 24.3 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.
- 24.4 **Each Bowler can claim only ONE CATEGORY of award per Calendar Year.**

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- 24.5 All house awards, including the Perfect Game Award, will apply during the Masters Event.
- 24.6 Roll-off matches are not eligible for House Awards and League Prize Awards.
- 24.7 All League Prizes for Hi Game and Hi Series can only be claimed once per bowler based on his/her highest achievement.
- 25.0 Masters Event**
- 25.1 There will be an individual Masters Event (2 divisions) at the end of the league.
- 25.2 Bowlers must bowl a minimum of **8** games during the 1st round of the league to obtain a handicap for the Masters Event. Otherwise, they will be eligible for only the Open Division without any handicap.
- 25.3 The bottom 2/3 of bowlers (based on their averages at Week **#19**) will be categorized under the "Graded" division and the top 1/3 will be categorized under the "Open" division.
- 25.4 To qualify for the Masters Event, bowlers will have to play an MQ during the last **10** weeks (from Week **#21** to Week **#30**) of the league. Full handicap (league handicap as at Week **#19**) applies for both divisions of the Masters Event (MQ and the Masters Event itself).
- 25.5 50% handicap (league handicap as at Week **#19**) applies for Graded Divisions of the Master Event (MQ and the Master Event).
- 25.6 GRADED bowlers eligible for Open Category with ZERO Handicap.**
- 25.7 Roll-off matches are not eligible for MQ attempts.
- 25.8 There will be no restriction to the number of MQ attempts for the Masters Event.
- 25.9 MQ Fee: \$5.00 per try per category
Masters Graded: \$TBA (8 Games)
Masters Open: \$TBA (10 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 President / Captain's. Such action will be governed by a majority vote. League President / Planet Bowl's decision on bowling matters shall be final