



# **PUBLIC SERVICE 10-PIN BOWLING COMPETITION 2026**

## EVENT INFORMATION

Venue : Planet Bowl, Club CSC @ Tessensohn  
60 Tessensohn Road  
Singapore 217664

Registration Fee : \$24 per team (excluding GST)

## MEN'S CATEGORY

Preliminary Rounds : Saturdays, 11, 18 & 25 April (9.00am to 3.00pm)

Finals (Top 20 Teams) : Saturday, 2 May  
(9.00am to 12.00pm)

## ACTIVE AGERS' CATEGORY

Finals : Tuesdays, 7 & 14 April  
(7.30pm to 10.00pm)

Wednesdays, 8 & 15 April  
(7.30pm to 10.00pm)

## WOMEN'S CATEGORY

Preliminary Rounds : Tuesdays, 7 & 14 April  
(7.30pm to 10.00pm)

Wednesdays, 8 & 15 April  
(7.30pm to 10.00pm)

Finals (if 40 or more teams) : Tuesdays, 21 April (7.30pm to 10.00pm)

## PRIZE PRESENTATION

Closing Date for registration : Monday, 23 March 2026

## **RULES & REGULATIONS**

### **1 ELIGIBILITY**

- 1.1 The Competition is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals and Government-Aided Schools, and registered former Statutory Boards.

### **2 CATEGORY**

- 2.1 The Competition shall comprise three categories namely Men, Women and Active Agers (any gender of 50 years and above as at commencement date of competition) categories.

### **3 NUMBER OF TEAMS & PLAYERS**

- 3.1 Each team shall comprise four (4) bowlers and 1 reserve.
- 3.2 Teams in the Active Agers category shall comprise bowlers of any gender. They must be 50 years and above as at commencement date of the competition.
- 3.3 A bowler is allowed to compete in only one category.

### **4 REGISTRATION AND GAME FEE**

- 4.1 Sports Liaison Officers must register their team(s) online at [www.csc.sg/stargames/](http://www.csc.sg/stargames/) by the closing date.
- 4.2 Team members representing a Ministry/organization must be staff working in that ministry or organization.
- 4.3 Registration must be accompanied by online payment of registration fee otherwise it will be void.
- 4.4 Switching of bowlers among teams is strictly not permitted after the closing date of registration. Team captain/manager may replace a bowler before the start of the Competition provided the incoming player has never been registered as a member of any team.
- 4.5 Participants are required to bring along their staff cards and identity cards on day of the competition. A player who fails to produce the documents, if requested for by the tournament official, will not be allowed to compete in the competition.

## **5      SCORING**

5.1 Scoring shall be based on 3 games total series score of 4 players in a team.

5.2 Bonus pin-falls shall be awarded to senior management (ie. PSs, DSs, CEOs and DCEOs) taking part in the game. Team Captains must provide the names and designation of their participating senior management, to the Organisers for bonus pin-falls to be awarded. The Bonus pin-falls shall be awarded as follow:

- a) PSs/CEOs : Bonus 15 Pin-falls Per Game
- b) DSs/DyCEOs : Bonus 10 Pin-fall Per Game

## **6      FORMAT OF BOWLING**

6.1 All teams shall bowl in the preliminary rounds for the category. Subject to a minimum of 40 participating teams in the category, the top 20 teams, based on highest total series pin-falls, shall proceed to the final round.

6.2 If there are less than forty participating teams in a category, there shall be no final round. The preliminary round shall be the final.

6.2 The top four teams of each category in the finals shall be decided based on the teams' highest total series pin-falls.

## **7      BOWLING BALL**

7.1 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. Use of an illegal ball is grounds for disqualification and forfeiture of all games, prizes and standings aside from any other penalties that may be imposed.

7.2 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.

## **8      PRIZES**

8.1 Prizes will be awarded as follows:

- a) Top 4 teams in the Men, Women and Active Agers categories
- b) Top 3 men and 3 women for Individual high series
- c) Top man and woman for Individual high game

## **9 OVERALL PLACINGS**

9.1 The top 4 overall positions will be decided in accordance with Rule 9.4 of the STAR Games General Rule. A Championship Trophy will be awarded to the Overall Champion.

## **10 OFFICIAL TIME**

10.1 The centre's clock will be the official time piece.

## **11 TARDY PLAYERS**

11.1 A bowler who arrives after his/her 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 bowler can join in after the 3rd frame and a blind score will be declared. The bowler shall continue with the remaining 3 games.

## **12 WALKOVER**

12.1 Any team that gives a walkover will be fined \$100 and also required to furnish a letter of explanation to the Organiser.

## **13 ATTIRE**

13.1 Bowlers must be properly attired for the competition. Male bowlers must wear long pants or jeans and are not allowed to wear sleeveless shirts and / or shorts / bermudas. Female bowlers are allowed to wear skirts, shorts, pants, or dress shorts. Round neck shirts are acceptable. All bowlers must wear bowling shoes. A bowler who is not properly attired may not be permitted to bowl.

## **14 VERIFICATION OF SCORES**

14.1 It is the responsibility of each bowler to verify the correctness of the score for each game bowled by signing on the official result sheet. Once signed, the scores shall stand unless otherwise decided by the Tournament Officials.

## **15 TIES**

15.1 In the event of a tie in the Team Event, the tie breaker will be determined by the least difference between the highest and the lowest game series in the team. Should the difference tie, then the least difference between the second highest and lowest game will be used. If there is still a tie, the team with one bowler scoring the highest game shall be declared the winner of the tie. If a tie exists in both teams with best bowler having the same high game, the 2nd best bowler's high game shall be the decider and this shall continue until the

tie is broken. The teams will be declared joint winners if the tie cannot be broken.

- 15.2 In the event of a tie in the Individual High Series, the tie breaker will be determined by the least difference between the highest and lowest game.
- 15.3 In the event of a tie in the Individual High Game, the tie breaker will be determined by the next higher game.

## **16 DISQUALIFICATION**

- 16.1 Any form of manipulation of scores or breaching any of the game rules will render immediate disqualification and banned from further participation in this competition.

## **17 PACERS**

- 17.1 No pacers will be allowed throughout the Competition.

## **18 INTERRUPTED GAME(S)**

- 18.1 The tournament officials on duty may authorize the completion of a game and series. An important game and series that cannot be completed must resume from the point of interruption.

## **19 BOWLING ON WRONG LANE**

- 19.1 When the bowler bowls on the wrong lane(s) and the error is discovered before another bowler has bowled, a dead ball shall be declared and the bowler(s) will be required to re-bowl on the correct lane(s). If the error is not discovered until the opposing bowler has bowled, the scores shall count and the bowler shall be required to bowl his/her subsequent frame(s) on the correct lane.

## **20 PROTESTS AND APPEALS**

- 20.1 Protest involving error in scoring will only be entertained if such protest is brought to the attention of the tournament officials by the team captain/manager. The tournament officials will immediately rectify any scoring error that is discovered.
- 20.2 Protest involving fouls must be brought to the attention of tournament officials before the delivery of the next ball. No protests will be entertained after bowler has made his/her second delivery of the frame.
- 20.3 Tournament officials will not entertain any protest or appeal if it is raised after the prize presentation.

## **21 PHOTOGRAPHY**

- 21.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 21.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify the Organiser at the event site.

## **22 PERSONAL DATA PROTECTION**

- 22.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

## **23 COVID-19 SAFE MANAGEMENT MEASURES**

- 23.1 All participating agencies and teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) issued by Ministry of Health and Sport Singapore.
- 23.2 Players must exercise social responsibility and not show up for matches if feeling unwell or exhibit any symptoms of Covid-19 infections.

### **DISCLAIMER**

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.