

Westwood Bowl, Civil Service Club
21st TRIOS Bowling League (Monday)

Email: westwoodbowl@csc.sg

League President: Ms. Sarah – Team Bowl*A*Thon

League Committee: Team Captains

League Treasurer/Secretary: Westwood Bowl

Rules and Regulations

1.0 Name of League

1.1 This League shall be called the **21st TRIOS Bowling League (Monday)**

2.0 Eligibility

2.1 This League is open to all bowlers. Bowlers are encouraged to register as members of clubs affiliated with the Singapore Bowling Federation (SBF) in order to be eligible for House Awards.

3.0 Playing Rules

3.1 This League will play in accordance with the Rules & Regulations of the Singapore Bowling Federation (SBF).

4.0 Objective

4.1 To promote the sport of Ten-pin bowling among bowlers and to foster and maintain the spirit of good fellowship and true sportsmanship.

5.0 Meeting

5.1 Meetings shall be held at the request of the Secretary or the League Committee, or upon receipt of a written application, protest, or complaint from 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 **18** players per team. Registered players who have not bowled yet are allowed to be replaced during the 1st Round. However, no new players can be added or changed after the 1st Round has concluded.

6.2 Only one (1) National / Ex National (after 5 years) / Youth SBF bowlers (after 5 years) are allowed to bowl per week. Bowlers in this category must play in anchor position.

6.3 Current / Ex (within 5 years) National Bowlers will be '0' handicap throughout the League.

7.0 Starting Time

7.1 All scheduled matches will start every Monday (except Public Holidays and the eve of Public Holidays) promptly at 8:15pm. The League will commence on **27th April 2026.**

7.2 There will be 5 Minutes of Practice Throw.

7.3 Players may warm up once the lanes have been oiled, but must only play in their designated lanes. All warm-ups must stop by 8.10pm.

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8.0 Format of Play

8.1 This League will comprise **23** Teams bowling over **two** rounds for a total of **46** weeks.

8.2 The League will operate on a 20-points system per match:

- 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 of an odd number of teams, there will be one team without an opponent each session. The team will not be required to bowl for that session; no points will be won or lost, and no game fees will be charged 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.

9.0 Game Fees and Trophy Fund

9.1 Each team captains is responsible for collecting \$24.00 per player, totaling \$72.00 per team per week. The breakdown is \$48.00 for Game Fees and \$24.00 for the Trophy Fund.

9.2 A trophy fund of \$250.00 and deposit of \$144.00 per team must be paid in full by the 3rd week of play. Perfect Game and House Awards will not be applicable until all teams have paid in full and the League has been sanctioned

All trophy fund will be held in the League Treasury:

- Trophy Fund \$250.00 per team
- Weekly Prize Fund & Games Fee \$ 72.00 per team
- Deposit / Penalty Fund \$144.00 per team
(Refundable if no walkover given)

9.3 This League will only be sanctioned once all team members have registered their participation with their full names, the last four characters of their NRIC, and their date of Birth (DDMM) (e.g., 760J1506).

10.0 Minimum Number of Games

10.1 Teams and individuals cannot qualify for both scratch and handicap awards. Preference will be given to scratch scores, followed by handicap scores.

10.2 To be eligible for the individual awards, a bowler must complete a minimum of 16 games.

10.3 There is no minimum number of games required for team awards.

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11.0 Handicap

11.1 All bowlers will start on fresh handicap. The handicap will be calculated based on the following formulas:

- Men (200 – average x 50%)
- Ladies (200 – average x 67%).

The maximum handicap shall be 25 pins for Men and 35 pins for Ladies.

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

11.3 For new bowlers, handicaps will be factored into their scores upon completion of their games while results are being tabulated.

11.4 The average used for handicap calculation will be capped at a minimum of 150 for Men and 130 for Ladies.

11.5 A zero handicap will be given to specific categories of bowlers; please refer to Point 6.3.

12.0 Team Line-Up

12.1 The team line-up must be arranged based on handicap, with the highest handicapper placed first, followed by lower handicappers in descending order. This rule also applies to latecomers joining from the 1st game.

12.2 If bowlers have the same handicap, their scratch scores will be compared: the bowler with the lower average will be placed before the one with the higher average.

12.3 No shuffling of bowlers is allowed during the first week of the League.

12.4 In subsequent weeks, first-time bowlers must be placed before players who have bowled in previous weeks.

12.5 No replacement of players is permitted, even if a registered player has withdrawn from the team. Additionally, players from a withdrawn team are not allowed to register with another team.

12.6 Once a bowler has completed the first frame of a match, they may not be replaced by another bowler, except in the case of an emergency. The validity of an emergency shall be determined by the League Committee.

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- 13.0 Blind Score**
- 13.1 A team that is required to bowl with fewer than the number of players needed for a full line-up, but meets the minimum number of players to constitute a team, shall be permitted to use a “Blind” score for each absent player. The Blind score shall be 130 pins scratch.
- 13.2 Only one blind per team is allowed during the League match. The blind scores will automatically be placed in the 1st position of the 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 **\$24.00** per bowler is paid, even if blind score is used.
- 14.0 Tardy Players**
- 14.1 A bowler who arrives after their team has started bowling shall be permitted to begin from the 1st frame, provided the last bowler of the opposing team has not completed the 3rd frame. No player may join after the 3rd frame has been completed, and a blind score will be declared for that game. The player may then continue with the remaining games.
- 14.2 Subsequently, if a bowler is unable to start their 2nd game, Blind scores will apply for the remainder of the match.
- 15.0 Roll-Offs**
- 15.1 A maximum of 2 roll-offs per round and a total of 4 roll-offs per season are allowed.
- 15.2 Team captains are to email to westwoodbowl@csc.sg to reserve lanes for a suitable bowling day for that week's league game (Roll-offs must be completed between Monday and Friday before the actual League Day).
- 15.3 Strictly NO roll-off is allowed after 11pm.
- 15.4 Opposing team captains are not permitted to forbid or protest any roll-offs.
- 15.5 The score sheet for a Roll-Off Match shall only be disclosed after each game is completed by the opponent. Team Captains or representatives may proceed to the bowling counter to view the opponent's scores after each game.
- 15.6 The same oiling pattern used on league nights will apply during Roll-Offs. (Centre management to take note of this arrangement).**
- 16.0 Protests**
- 16.1 Any protest affecting eligibility on general play rules must be confirmed in writing to the League Secretary no later than three (3) days after the series in which the infraction

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occurred. If no written protest is entered prior to the expiration of the three (3) days period, the series must stand as bowled. Protest resulting from competition on the concluding days of a League's schedule must be filed within 48 hours thereafter. All protest must be made immediately to a League official.

17.0 Walkover Fee

17.1 For each walkover, the weekly team fee of **\$72.00** must be paid and will be added to the Weekly Prize Fund.

18.0 Walk-Over Matches

18.1 Any team conceding more than two (2) walkover matches shall be dropped from the League. All prizes and monies either won or contributed shall be forfeited, and such funds will be added to the League Fund.

19.0 Tie in Position

19.1 In the event of a tie for the final League standings, the total pinfalls with handicap will determine the League champion, 2nd and 3rd positions.

20.0 Withdrawal of Team

20.1 Should a team withdraw or being disqualified from the League, opposing teams will still be required to bowl against the (bye) team to earn their points.

20.2 For teams, that have already bowled against a withdrawn or disqualified team, scores and points will be adjusted accordingly.

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 or sandbagging will be disqualified from the League, and all awards won by them shall be forfeited. No replacements bowlers will be permitted for disqualified players.

22.0 Dress Code

22.1 It is the responsibility of each bowler to dress appropriately.

- Male Bowlers: Must wear long pants. (Slack or jeans are permitted).
- Female Bowlers: Are permitted to wear skirts, shorts, dresses, slacks, or jeans.

22.2 Bowlers who fail to comply with the dress code will not be allowed to participate in the match.

23.0 INFRINGEMENT/ DISPUTE

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23.1 In the event of any infringement or dispute that cannot be resolved by the League President and League Committee, the Bowling Manager of Civil Service Club shall decide on the penalty on a case- by-case basis. This decision will be final.

24.0 DISABILITY, INJURY, and Emergencies

24.1 If a player is unable to complete a game due to disability, injury, or emergency, the team may choose to either count the actual scores for the frames completed or use the blind score, whichever is higher.

25.0 House Awards – (Calendar Year : 1st January – 31st December)

25.1 In the case of a Perfect game of 300 (scratch)), the achievement will only be recognized once the league Sanction and lane Sanction certificates have been received from SBF. The bowler must be a current member of an SBF- affiliated club.

25.2 It is the bowler's responsibility to inform the staff on duty once they have achieved Seven (7) consecutive strikes.

25.3 The Perfect Game Award will be shared equally among all qualifiers during the calendar year. All House Awards will be paid out after the calendar year ends (i.e., in the month of January).

25.4 **Each bowler is eligible to claim only one category of award per year calendar.**

25.5 House Awards, including the Perfect game Award, do not apply during the Masters Event.

25.6 Roll-off matches are not eligible for House Awards and League Prize Awards.

26.0 League Prizes

- Team Overall Standing 23 placing
- Team High Series (Scratch) 3 placing
- Team High Series (Handicap) 3 placing
- Team High Game (Scratch) 3 placing
- Team High Game (Handicap) 3 placing
- Individual Men High Series (Scratch) 3 placing
- Individual Men High Series (Handicap) 3 placing
- Individual Men High Game (Scratch) 3 placing
- Individual Men High Game (Handicap) 3 placing
- Individual Ladies High Series (Scratch) 3 placing
- Individual Ladies High Series (Handicap) 3 placing
- Individual Ladies High Game (Scratch) 3 placing
- Individual Ladies High Game (Handicap) 3 placing

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Preference will be given to scratch, then handicap scores.

27.0 Masters Event

27.1 There will be an individual Masters Event at the end of the League. Please refer to the League Schedule.

27.2 MQ Format

- MQ Fee: \$10 per try
- Handicap: 50% of (#week) to be advised at a later stage.
- Additional handicap for Lady Bowlers in addition to the 50% handicap provided.

28.0 Any Matters Not Provided For

28.1 The League President and Team Captains. Such action will be governed by a majority vote. The decision of the League President / Westwood shall be final.