

2nd THURS TRIO'S LEAGUE 2016

Committee Members

President : Roselyn Ahmad

Vice President : Lynal Low

Treasurer / Admin : Clarence Neo

Rules & Regulation

1) TEAM COMPOSITION

Each team shall be composed of a minimum of 3 and a maximum of 15 bowlers on its roster. No new bowlers may be registered after the end of the 1st round.

No bowler is allowed to be a member of more than one team. A concession may be made for bowlers whose team has withdrawn midway during the league (at the discretion of the league committee).

2) TEAM CAPTAIN

Each Team Captain is responsible for the eligibility, conduct and attendance of his/her team. He/she shall be responsible for payment of bowling fees, trophy fund and any other fees imposed.

It is the Captain's responsibility to ensure the correctness of the team's score sheet and the signing against the opposing team's score.

3) STARTING TIME AND ROLL-OFF MATCHES

The league will be held on Thursdays (except Public Holidays, eve of Public Holidays or other scheduled breaks) commencing on 3rd March 2016. All scheduled matches will start promptly at 8.00pm.

4) FORMAT OF PLAY / POINT SYSTEM

The league comprises of 18 teams and will run for 34 weeks. Round 1 will finish at the end of the 17th week.

Scoring will be based on a 20 points system, inclusive of handicap. The calculation of points is as follows:

12 x individual game scores: 12 points

3 x individual series scores: 3 points

4 x team total scores: 4 points

1 x overall team total score: 1 point

In the event of a tie in the team game or team series, both teams involved will share the point(s) equally. At the end of the league, if there is a tie in the team position, the team with the higher total pin fall will be awarded with the higher position.

5) TEAM LINE-UP

A team must have at least 2 bowlers to start a match. Otherwise, the team will be penalized with a walkover.

Any bowler who arrives after his team has commenced bowling shall be allowed to bowl for the first frame of the first game provided the last bowler of the opposing team has not completed his/her third frame of the first game. If this is not so, the tardy bowler can only join in the second game.

Team line up will be based on the bowler with the highest handicap being placed in the first position followed by the bowler with the lowest handicap in descending order. It is up to the captain's discretion to decide the order of bowlers with the same handicap.

There will be reshuffling of bowlers based on handicap for the first week of the league. For subsequent weeks, first time bowlers will be placed before bowlers who have bowled in previous weeks. There will be no reshuffling of bowlers after the first week.

There shall be no substitution or change in order of bowler once the first ball is bowled after the warm-up period.

6) ROLL-OFFS

Each team is allowed two roll-offs per round of the league.

It is the captain's responsibility to notify the league committee of any intention to roll-off. He/she will have to notify the opposing team's captain and to arrange a suitable time for the roll-off. The bowling centre can be contacted during office hours at 6289 2121.



All roll-off matches should be completed 2 days before the League commences for the week. There will be no roll-off during the last two weeks of each round of the League.

Roll-off scores will not be eligible for league and house awards.

7) BLINDS

Only one blind score is allowed during the League match. Blind scores will automatically be placed as the first position.

The blind score shall be 150 pins (scratch) per game. A 'blind' bowler will not win any points. Opponents will win a point if they bowled above 150 pins (with handicap) per game.

When a bowler is unable to complete his/her game, the higher of the 'blind' score or the current score (with handicap) will be used.

8) WALKOVER

A walkover is declared if a team fails to have at least 2 bowlers to start a match.

A team bowling against a walkover team must bowl above the blind score of 150 pins to get a point (inclusive of handicap). This applies for individual games, individual series, team series, and total team scores.

A penalty of \$50.00 will be imposed on the team that concedes a walkover and that amount will be added to the prize fund. The penalty fee will be increased to \$100.00 for the second and subsequent walkovers.

In addition to the penalty stated above, the team that concedes a walkover will still be liable to pay \$66.00 weekly League fees.

A team will be disqualified from the League if they concedes more than 3 walkovers.



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9) HANDICAP

Handicap will be calculated on the first 4 games bowled and subsequent on an accumulative basis.

Handicap formula for men: $(190 - \text{Average}) \times 50\%$

Handicap formula for ladies: $(190 - \text{Average}) \times 75\%$

The maximum handicap for men is 20 and for ladies is 30.

Minimum scratch score of 150 pins per game for men and 145 pins per game for ladies will be taken for handicap calculation if bowlers hit below that number of pin falls.

10) GAMES FEES & TROPHY FUND

Trophy Fund* - \$ 280.00 per team (non refundable)

Penalty Fund* - \$ 200.00 per team (refundable)

Weekly Game Fees* - \$ 66.00 per team

**To be settled before the start of the league*

the team, which the player is bowling, drops out of or is disqualified from the league.

11) LEAGUE AWARDS

Except for Team position awards, a bowler must bowl a minimum of 16 games by the end of the League to be eligible for all other categories of awards.

A full list of awards, including any other eligibility rules, will be posted on the notice board before the end of the First Round.

12) DRESS CODE

Bowlers are required to be properly and appropriately dressed for bowling. No sleeveless shirts or singlets are allowed.

Men :- Long pants or jeans, no shorts or bermudas, T-shirts with or without collars

No sleeveless shirts, singlets, shorts or bermudas

Ladies:- Long pants, jeans, bermudas, dress, shorts or skirts

Upon consensus with all team captains, bowler who is not appropriately dressed would still be allowed to bowl but the scores will be taken as BLIND.

13) BYE

A team receiving a legal bye must bowl and will be credited with 20 points with minimum of 2 bowlers.

14) TARDY PLAYERS

Latecomers are not allowed to bowl if opposing team member has completed the 3rd frames. He/She can only begin bowling after the 1st game,

15) BOWLING OUT OF TURN

The first bowler must wait until the last bowler in his team has thrown his first ball before bowling again. If a ball is bowled out of turn, it shall be considered a DEAD BALL and the bowler must rebowl in turn. Teams must bowl on time as scheduled. No exceptions will be allowed in cases of team bowling a walkover or roll-off.

16) BOWLING ON WRONG LANE

When a bowler bowls on the wrong lane(s), the score shall count and the bowler shall be required to bowl his subsequent frame(s) on the correct lane.

17) PACERS

Pacers are not permitted at any time.

18) CONDUCT OF BOWLING

Disciplinary action will be taken against any player found guilty of deliberately committing foul throw in order to "sandbag" their scores. Example: Purposely stepping on foul line or resetting off the 2nd ball without bowling.

Player found guilty of cheating will be disqualified from the league and all awards forfeited.

The game bowled by non-registered bowler of the team will be null and void. The team will be given a warning, failing which, the team will have the fees/awards forfeited. The team will be removed from the league.

19) POSTPONEMENT

Each team is allowed two (2) roll-off each round and must be bowled 2 days before the league game for that week (subject to lane availability). All postponement shall be requested at least 2 days prior to scheduled date of the match. The team involved must call to inform about the roll-off to the League Director during office hours at 6289 2121.

There shall be no roll-off during the last two weeks of all league season. League shall be postponed during all holidays and any other days specified or otherwise notified by the Bowling Centre.

20) CHANGING OF LANES

Teams shall bowl on their designated lanes for each and every match except when bowling alley equipment failure or other unforeseen complications necessitate switching to other lanes. Should it become necessary to change to different lanes in the middle of a match, the name will continue from the last completed frame. Bowled before the move. By mutual consent, the teams affected may bowl on another night before the next scheduled league night. There should be no change in bowlers and position.

21) PROTESTS

All protest resulting out of the competition on the concluding night of the league schedule must be fixed immediately and thereafter to the Centre Duty Officer. Protest regarding error in calculation of results must be brought up before the next schedule league match. Protest after the next league match had started shall not be entertained. No protest will be entertained after prize presentation.

No checking of past score sheets are allowed unless accompanied by an official letter of protest specifying the exact nature/details and date of error/infringement.

22) DISABILITY, INJURY OR EMERGENCY

When a player is unable to complete a game because of disability, injury or emergency and has already bowled frames in the game, the scores bowled up to that frame plus handicap will count towards the game but that game shall not be taken for computation of handicap. All subsequent games will be treated as BLIND.

23) REPLACEMENTS

A team may, in the course of the league, replace any two bowlers(s) who has/have dropped out until the last 2 weeks of the league or before the end of the 1st round of the league. Any bowler who has dropped out of the team and has been replaced cannot rejoin the team or any team during the current league season or act as a substitute. If a team drops out or withdraws from the league, the player from that team may join other team or acts as a substitute if they have not bowled in this league.

24) DISPUTES

Any matters not provided for in these rules and the League President shall decide regulations. The League President and the management of Forte Bowl reserves the right to take disciplinary actions against any bowler who is contravention of the Bowling Centre Rules and Regulations.

25) APPEALS

Any appeals will be heard by the League Director and their decision whether by majority vote or whatsoever shall be final.

26) GOVERNING AUTHORITY

The League Committee shall rule upon any matter not provided for in the Rules & Regulations and any action will be governed by a majority vote. The decision of the League Committee shall be final.

The League Committee and the management of Forte Bowl reserves the right to take disciplinary action against any bowler who is in contravention of the Bowling Centre Rules & Regulations.

27) MASTER FINAL

The final for all categories will be bowled over 8 games. Total pin falls (with handicap if applicable) will decide the winner.

In the event of a tie in the Masters Finals, the difference between the high and low game (scratch) in the 8 games series will be the tie breaker. The bowler with the lower high-low game difference will win the tie breaker. If this still ends in a tie, the player with the highest high game (scratch) shall be the winner. If this still ends in a tie, the next high game will be counted, and/or repeated until the tie is broken.

FORMAT AS FOLLOWS:

Bowlers must bowl a minimum of 16 games to eligible for the Masters.

Registration fee for Master Final - \$65.00 per bowler

Men's Open & Women's Open Division Master Final - Top 24 for men & top 12 women

Mixed Graded Division Master Final (Combined) - Top 24 bowlers

Women from the Open Division will be given half of their handicap (as @ 17th week) each game for their MQ & Master Final.

Women from the Graded Division will be given 5 pins handicap for each game for their MQ & Master Final.



3rd Nov 2016 - Master Final for Mixed Graded Division. 8 games per bowler and there will be a lane change after every 2 games.

10th Nov 2016 - Master Final for Men's Open & Women's Open Division. 8 games per bowler and there will be a lane change after every 2 games.

Bowlers with average 189 and below will be categorized under graded division. (based on week 17 averages)

Bowlers with average 190 and above will be categorized under open division. (based on week 17 averages)

Master Qualifying Round (MQ) will start on 7th July 2016; first week of Round 2. Every bowler will need to pay \$10.00 per MQ. The total collection for the MQ will be used for the Masters Final prize money.

THE END