

# FORTE MONDAY TRIOS LEAGUE

## **RULES & REGULATIONS** **FORTE MONDAY TRIOS LEAGUE** **@ KOVAN**

### **LEAGUE OFFICIALS :**

President	:	
Vice President	:	
League Secretary	:	FORTE BOWL
League Treasurer	:	FORTE BOWL

### **1) REGISTRATION PAYMENT**

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*

### **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 Mondays (except Public Holidays, eve of Public Holidays or other scheduled breaks) commencing on 17th April 2017. All scheduled matches will start promptly at 8.00pm.

### **4) FORMAT OF PLAY / POINT SYSTEM**

The league comprises of 15 teams (max 15 bowlers per team) and will run for 30 **weeks (2 Rounds)**.

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.

# FORTE MONDAY TRIOS LEAGUE

## **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\*\*\* (with effect from 2nd Round onwards; Week 16 onwards)**

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 minimum score of **150 pins (with handicap)** is needed to score a winning point for a team bowling against a **'BLIND TEAM'**.

# FORTE MONDAY TRIOS LEAGUE

## **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.

## **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 150 pins per game for ladies will be taken for handicap calculation if bowlers hit below that number of pin falls.

## **10) 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.

# FORTE MONDAY TRIOS LEAGUE

## **11) 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.*

## **12) BYE**

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

## **13) TARDY PLAYERS**

Latecomers are not allowed to bowl if opposing team member has completed the 3rd frames.

## **14) 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.

## **15) 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.

## **16) PACERS**

Pacers are not permitted at any time.

## **17) 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.

# FORTE MONDAY TRIOS LEAGUE

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.

## **18) 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.*

## **19) 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.

## **20) 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.

## **21) 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*.

# FORTE MONDAY TRIOS LEAGUE

## **22) 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.

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) 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.

## **24) APPEALS**

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

## **25) 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.

## **26) 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

# FORTE MONDAY TRIOS LEAGUE

the winner. If this still ends in a tie, the next high game will be counted, and/or repeated until the tie is broken.

Bowlers will need to qualify for the MQ to bowl in the Masters Final.

Division for Masters to be confirmed again.

Master Qualifying Round (MQ) will start on **16th** week of the league. 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.

Details for the Master Final will be confirmed again.

THE END