

# AITIA CORPORATE GAMES 2019

## TEN PIN BOWLING

### GENERAL INFORMATION

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#### DATE

19 October 2019, Saturday (Men's Opens Preliminary and Finals)

20 October 2019, Sunday (Mixed Opens Preliminary and Finals)

#### TIME

Registration: 0915hr onwards

Competition: 1000hr – 1730hr\*

Prize Presentation: 1730hr – 1800hr\*

\*subjected to real-time completion of all scheduled matches

#### REGISTRATION CLOSING DATE

30 August 2019, Friday 2359hr

(or when all slots per sport event category are fully taken up, whichever earlier.)

#### VENUE

Jforte Sportainment Centre - Forte Bowl @ Kovan

50 Hougang Ave 1 Singapore 538885

#### EVENT CATEGORY

Men's Opens

Mixed Opens

#### TEAM COMPOSITION

- Teams may register a maximum of 4 players.
- Mixed Opens Team must comprise of 2 men and 2 women.
- A player may only represent one team in each event category of the competition.
- Special requests for changes in the team list must be submitted to Organisers, and approval will be granted on a case by case basis.

## **COMPETITION FORMAT**

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### **GAME PLAY AND FORMAT**

- The format of games are as follows: Preliminary Round and Finals.

#### **PRELIMINARY ROUND AND FINALS (If event category has 20 teams or less)**

- Both Preliminary Round and Finals will be a 3-game series per bowler format.
- Top 10 teams with the highest total team pinfalls from the 3-game series played in the preliminary rounds will proceed to the Cup Finals, on the same day.
- 11<sup>th</sup> to 20<sup>th</sup> placed teams from the 3-game series played in the preliminary rounds will proceed to the Plate Finals, on the same day.
- The game will be bowled over a 3-game series and is based on head-to-head overall team total pinfalls.

#### **PRELIMINARY ROUND AND FINALS (If event category has more than 20 teams)**

- Both Preliminary Round and Finals will be a 3-game series per bowler format.
- All teams will be randomly drawn into 2 Groups A & B, as pre-decided by the Organisers.
- Group A will be playing their Preliminary Round in the morning of the competition day, whereas, Group B will be playing their Preliminary Round in the early afternoon of the competition day.
- The Top 5 teams with the highest total team pinfalls of each Group, from the 3-game series played in the preliminary rounds will proceed to the Cup Finals, in the late afternoon on the same day.
- 6<sup>th</sup> to 10<sup>th</sup> placed teams of each Group from the 3-game series played in the preliminary rounds will proceed to the Plate Finals, in the late afternoon on the same day.
- The game will be bowled over a 3-game series and is based on head-to-head overall team total pinfalls.

### **GAMES TIE-BREAKER**

- In the event of a tie in any team position, the winner shall be decided by the highest game bowled.

### **OFFICIALS**

- A Competition Manager will officiate the tournament.
- Any disputes will be brought forward to the Competition Manager who will have the final decision.
- If there are any feedbacks during the competition, please approach the Organiser.

**AITIA INSTITUTE (S) LIMITED**

9 Temasek Boulevard, Suntec Tower 2

#06-02A, Singapore 038989

Tel: 6433 2389

[www.aitiacg.com](http://www.aitiacg.com)

## **DISQUALIFICATION**

- A team will be disqualified if it commits any of the following:
  - Fielding unregistered player
  - Fielding an ineligible player (i.e. player who is not a staff under the registered company)
  - Fielding a player with unruly conduct
  - Team having less than 3 bowlers at the start of the game.
  - Team fails to report 10 minutes before match time.
  - Team fails to be on lane 5 minutes after match time.
- All results involving the team which has been disqualified will be considered null and void.

## **ATTIRE AND DRESS CODE**

- Appropriate sports attire is required.

## **EQUIPMENT**

- Bowlers are allowed to use their own bowling ball and shoes.
- Bowlers are required to wear socks when using shoes from the bowling centre.
- House balls and complementary bowling shoes are provided at the bowling centre.

## **FIRST AID**

- The Organising Committee will provide professional medics and ambulance on-standby.
- Teams are recommended to provide their own first aid kit and individual medication.

## **EVENT ADMINISTRATION**

- Random checks of players' identity may be conducted from time to time.
- Any disputes can only be raised during the time of event and a \$50 non-refundable fee will be charged upon dispute raised.

## **LIABILITY**

- The Organising Committee, Aitia Institute, Player Group, officials, partners and sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

## **AMENDMENTS**

- The Organising Committee shall have the right to delete, add to or amend the rules and regulations laid down herein.

# **BOWLING RULES AND REGULATIONS**

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## **GOVERNING RULES**

- FIQ rules modified for Aitia Corporate Games 2019.

## **START OF PLAY**

- All bowlers are required to bowl in the playing sequence that is keyed into the scoring system.
- Players can only bowl one frame at a time. Continuous bowling by any player is not allowed in this tournament. Any team found doing this would be disqualified from the tournament.
- No handicap will be awarded to any bowler in this tournament, and all scores shall be based on scratch scores.
- A team which is required to bowl with less than 4 bowlers for a full line-up, but having at least the minimum number of 3 players to constitute a team shall be permitted to use a “blind” score. The blind score shall be 100 pins scratch.
- Only 1 blind score per team is allowed during the tournament.

## **SUBSTITUTION & INJURIES**

- If a bowler is injured at any time during any game and is unable to continue, the score of that particular bowler in that game will be as at the frame stopped.
- No substitution is allowed.

## **TARDY PLAYERS**

- A late bowler will only be allowed to play from the 1st frame, provided the last bowler of the opposing team has not completed the 3rd frame. Otherwise, the late bowler shall be considered an absent bowler for the game and shall be given a blind score.
- No player can join in after the 3rd frame. The late bowler can only rejoin in the next consecutive games.

## **PRACTICE THROW**

- 6 minutes practice throw before commencement of tournament will be provided for all bowlers.

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## **SLOW BOWLING**

- Player preparing to step on the approach and deliver a ball shall have the following rights and obligations:-
  - They may claim right of way only over a player moving to the approach or preparing to bowl on the lane immediately to their left.
  - They shall yield to a player moving to the approach or preparing to bowl on the lane immediately to their right.
  - Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lane immediately adjacent to them on both the right and left are clear.

## **LOSS OF SCORES DURING BLACK-OUT / POWER FAILURE**

- In the event of power failure/ TV monitor black-out in the progress of a game and games scores could not be traced after power supply resumes, bowlers concerned have to re-bowl that particular game.
- However, previous games where the scores have been duly recorded shall stand unchanged.