



HONG KONG TENPIN BOWLING CONGRESS LTD.

Room 2004, Olympic House, 1 Stadium Path, So Kon Po, Causeway Bay, H.K.
Tel: (852) 2891 9786 Fax: (852) 2575 2145
web-site: www.hktbc.org.hk e-mail: hktbc@netvigator.com

Member of Federation Internationale Des Quilleurs

Member of the Sports Federation
& Olympic Committee of
Hong Kong, China

10th Asian School Tenpin Bowling Championships July 9 – 15, 2007 Mei Foo Super Fun Bowl, Kowloon, Hong Kong

Rules and Regulations

1. Eligibility – Rule 3.3 & 4.9

Only nationals of the country of the member federation submitting the entry are eligible to represent that federation in the Asian School Tenpin Bowling Championships and shall be certified for the competition by the respective national federation holding paid up membership in the FIQ, WTBA and in Asian Bowling Federation.

The players must be 18 years and below (born on January 2, 1988 or after).

2. Number of Players

Each federation is allowed to submit a maximum of 2 Boys' and 2 Girls' teams. Each participating team shall include no more than 4 players. The players of each team shall be nominated prior to the start of the official practice.

3. Practice – Rule 5.2

Minimum one day of official practice must be provided immediately prior to the start of the Singles. One hour practice is required for each federation. However, if the competition lanes are not available for unofficial practice immediately prior to the official practice, two days of official practice will be required with two hours for each federation the first day and one hour for each federation the second day.

Each federation will have one session of official practice – each second pair of lanes dressed with short oil condition and the lanes between dressed with long oil condition

After the lanes have been prepared and the official practice concluded, no play whatsoever by the participants of the tournament shall be allowed on the competition lanes during the entire period of the Championships, except the Championships proper.

Note: This will not preclude efforts (e.g. exhibition) to promote bowling before, after or in between events. However, this does not allow any play by participants on the competition lanes after the last event of the day when the bowling centre is available to the public for open bowling. Violators are subject to disqualification.

In Singles and Doubles competition 10 minutes practice time will be allowed and 20 minutes for Four-player teams.

4. Lane Assignment – Rule 5.3

Lane assignments shall be determined by lot for Singles, Doubles and Teams, and subject to special pre-arranged schedule requirements for Masters Finals Round Robin and the position round. For Singles and Doubles, once competition is under way, the number of players scheduled on a pair of lanes must be consistent throughout the tournament.

Note: Preferably an impartial lane assignment should be performed in due time prior to the Pre-Tournament meeting in order for it to be announced at the meeting.

5. Players' area – Rule 5.4

The Tournament Manager, using methods of identification, which are obvious to spectators, shall define the players' area. **Only one coach or official** from any federation will be permitted in the players' area in the immediate vicinity of each pair of lanes on which their players are competing.



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A player may have no more than four bowling balls in the players' area.

It is not permissible to bring in or consume food in the players' area.

Note: This does not include candy bars or fruit.

6. Events – Rule 5.5

The Boys and girls shall compete in separate divisions but the scheduled events shall be the same for both as follows:

- a) Singles. Six games.
- b) Doubles. Six games.
- c) Team (teams of four). Six games in blocks of three games.
- d) Master Finals. One-game round robin and position round for the high 16 all-event leader in foregoing 18 games.
- e) Masters Grand Finals roll-off for the first, second and third positions.

7. Conduct of events – Rule 5.5.2, 5.6, 5.7, 5.9, 5.10 & 5.11

In each of the following events, players assigned to commence bowling on odd numbered lanes will move left and players assigned to commence bowling on even numbered lanes will move right for each successive game. The Tournament Manager will determine the number of lanes to be moved each game during the event.

- a) Singles.
Open to all members of each squad. Six games in one block across 12 lanes with two persons from the same federation when feasible scheduled per lane. Each game shall be played on a different pair of lanes. Players from a federation shall be scheduled on at least two different squads.
- b) Doubles.
Six games in one block across 12 lanes. Each game shall be played on a different pair of lanes. Two teams per federation, one to be scheduled per lane. A federation's team shall be scheduled on different squads when possible.
- c) Teams.
Six games in two three-game blocks on the same day. Both blocks to be bowled across six lanes. One team scheduled per lane with each game of a block bowled on a different pair of lanes. Line-up changes are not permitted during a block.

All extra players shall be scheduled for make-up teams to bowl toward their all-events total. Players from different federations shall be combined for such teams.

- d) Masters Finals.
Masters Finals shall be round robin competition between the top 16 players based on their 18 qualifying games. All qualifying pinfalls are dropped. One game matches will be played. A final match will be played as a position round, making a total of 16 matches.

These 16 matches shall be bowled over two days, eight on the first day and eight on the second day according to a prearranged schedule. However, because of time constraints and following approval by the ABF Presidium these 16 matches may be bowled over one day.

Players failing to qualify for the Masters Finals shall fill vacancies, which may exist at the start of the Master Finals. Such vacancy or vacancies shall be filled from the non-qualifiers available at that time and in the order of finish in the qualifying competition. In case of a tie between two or more available non-qualifiers, the selection will be by draw.



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Position numbers for the pre-arranged schedule are decided by draw. Players from the same federation will be scheduled to bowl against each other within the eight first games to the extent that is possible.

When a finalist has not registered in person for the first 8-game block prior to the time specified in the schedule a vacancy shall be declared and filled in accordance with the foregoing.

A finalist, who withdraws for any reason after the finals have begun or fails to register in person for the second block of games prior to the specific time, shall be replaced immediately by a pacer. When a pacer is used, all players who play a pacer or have played with the player replaced shall be given a bonus of ten pins.

Standings shall be based on total pinfalls from each of the matches together with a bonus of ten for each match won, including the position round. Each player shall receive a bonus of five for a tie.

Note: See 2007 WTBA Rule 5.13 for tie breaking procedures.

e) **Masters Grand Finals.**

A Masters Grand Finals shall be conducted, stepladder fashion, for the three top players after the 16 matches to determine the champion, second and third positions.

Players failing to qualify for the Masters Grand Finals shall fill vacancies, which may exist at the start of the finals. Such vacancy or vacancies shall be filled from the non-qualifiers available at that time and in the order of finish in the qualifying competition. In case of a tie between two or more available non-qualifiers, the selection will be by draw.

The Master Grand Finals will be played match play style with the player in the higher position having the choice of starting lane. All pinfalls and bonus points are dropped.

1. Players two and three bowl a one game match.
2. The winner bowls player one in a two game match to determine the champion based on total pinfalls.

Note: See 2007 WTBA Rule 5.13 for tie breaking procedures.

8. Substitution – Rule 5.12

A player who has already started in an event shall not be replaced except in cases of injury or illness or as provided for in 2007 WTBA Rule 5.9.4. A player having already participated in the same event shall not replace another player. When a player replaces another player during a game under this rule, he shall forfeit his all events score. In case of an injured player having to leave the game, the remaining players on the team shall continue their games for all event purposes.

9. Tie Breaking – Rule 5.13

The player or team with the highest score in each event of the championships shall be the winner.

- a) When equal scores (ties) are registered for any of the first three positions in the Singles, Doubles, Team events or All Events, co-champions shall be declared. There shall be no play off of the tie. (Teams or players with equal scores will get the same medals. In case of a tie for the first position, the next position will get bronze medal. In case of a triple tie for the first position, all will get gold medals, and there will be no other medals. In case of a tie for the second position, no medals for the third position.)



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- b) If two or more players have the same total score after All Events the highest positioned will be the player with the highest last game in the last discipline of All Events. If a tie still exist the highest positioned will be the player with the highest second last game, then the players with the highest third last game etc.
- c) In case of a tie in any head to head match in the Masters Final the following tie rules will apply
 - 1. In case of a tie in a game a one ball roll off on a full set of pins will be played, repeated until the tie is broken
 - 2. For the first roll off delivery the players will be positioned on the lanes where they ended the game. The highest ranked player after the qualification will choose the order of play. For a second roll off delivery the players will switch lanes and the order of deliveries will be opposite to the first one etc

10. Foul definition – Rule 2.8.6

No appeal shall be allowed when a foul is called unless:

- a) It is proved that the automatic device is not operating properly.
- b) There is preponderance of evidence the player did not foul.

11. Provisional Ball – Rule 2.9

A provisional ball or frame shall be bowled by a player when a protest involving a foul, legal pinfall or a dead ball is made and cannot be resolved by the tournament officials.

- a) When the dispute occurs on a player's first delivery in any frame, or on the second delivery in the tenth frame after a strike on the first delivery in the tenth:
 - 1. If the dispute is over whether the player fouled, the player shall complete the frame and then bowl one provisional ball at a full setup of pins.
 - 2. If the dispute involves alleged illegal pinfall, the player shall complete the frame and then bowl one provisional ball at the setup, which would have remained standing had the disputed pin(s) not fallen.
 - 3. If the dispute is over whether a dead ball should have been declared, the player shall complete the frame and then bowl a complete provisional frame.
- b) When a dispute occurs on a spare attempt, or on the third delivery in the tenth frame, no provisional ball is necessary unless the dispute is over whether a dead ball should have been declared. In that case a provisional ball shall be bowled at the same setup, which was standing when the disputed ball was bowled.

12. Bowling Ball, Altering Surface – Rule 2.10

Altering the surface of bowling balls during sanctioned competition is prohibited. If a violation is committed the bowling balls will be removed from that block of games. Competition is defined as all games in a block, as well as the practice session immediately preceding the block.

13. Approaches Must Not Be Defaced – 2.11

The application of any foreign substance on any part of the approach that detracts from the possibility of other players having normal conditions is prohibited. This includes, but is not limited to, such substances as talcum powder, pumice and resin on shoes; also soft rubber soles or heels that rub off on the approach are prohibited.

14. Errors in Scoring – Rule 2.12

Errors in scoring or errors in calculation must be corrected by a responsible tournament official immediately upon discovery of such error. Questionable errors shall be decided upon by the designated official. The time limit from filing protests on scoring errors shall be one hour from the end of the event or block of games for each day of tournament, but must be before the prize



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presentation or the commencement of the next round (in an elimination event), whichever is the sooner. Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.

15. Interrupted Game – Rule 4.21

The tournament management may authorize the completion of a game and block of games on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the block.

16. Bowling Ball Procedure – Rule 4.11

Only bowling balls that are included on the USBC Approved Bowling Ball list may be used in competition. Altering the surface of bowling balls is permitted during the Official Practice and between the blocks of games. It is not allowed during the practice session immediately preceding each block, or during any block of games.

Prior to the start of the Official Practice the bowling balls to be used during competition shall be inspected. Each player will be allowed to have a maximum of 6 bowling balls inspected. The inspection shall be limited to:

- a) Eligibility of the ball.
- b) Serial number.
- c) Weight and balance.
- d) Hardness.
- e) Number of balls.

In case, immediately after the Official Practice, a player wants to exchange one or more of the inspected bowling balls, he/she will be allowed to do that provided the balls are inspected prior to registration of the ones to be used in competition.

Immediately following the Official Practice registration shall be made of the bowling balls to be used during the championship events. Each player will be permitted to register maximum 6 bowling balls. No replacements or additions will be allowed once the first event has started, and no modifications of a bowling ball shall be permitted apart from the altering of the surface as described above.

Each day during the events random inspection of the bowling balls shall be performed. The Tournament Technical Committee shall decide on the number of balls and the players, which shall be randomly selected. The inspection shall be limited to a visual inspection of the serial number of the balls and eventual modifications.

The penalties for violation of the rule are:

- a) Daily random inspection - zero score for the event in which the inspection was performed.
- b) Medallists - zero score for the event.
- c) Masters Finals - disqualification and all scores null and void.

Note: The official list of approved bowling balls is published on the Internet website www.bowl.com.

Note: In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

A maximum of five gripping holes are allowed in a bowling ball. The player must be able to reach each set of finger holes (not all four simultaneously) while using the thumbhole. Any hole, which cannot be reached, is considered a vent hole. The ball must be balanced twice when one set of finger holes is for fingertip and the other set for conventional grip.



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When delivering the ball the player must have his/her thumb in or over the thumb hole. It may not be 180 degrees away from the thumb hole.

17. Smoking and Drinking – Rule 4.16

The players must not use tobacco products, consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games. In those instances where it is established that a player is in breach of this rule, he/she may be suspended by the Tournament Technical Committee from the tournament for the block of games then being played.

Non-alcoholic beverages are allowed provided they are not consumed in the players' area. During the championships alcoholic beverages may not be served or consumed in the players area.

During the championships smoking is not permitted in the bowling center. However, it may be allowed in a closed area, provided it does not affect the environment in the players' and spectators' areas.

18. Slow Bowling – Rule 4.22

- a) Players preparing to step on the approach and deliver a ball shall have the following rights and obligations:
 1. 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.
 2. They shall yield to a player moving to the approach or preparing to bowl on the lane immediately to their right.
 3. 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.
- b) If a player does not observe the procedures outlined in paragraph 1, it may be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:
 1. A white card for the first offense (no penalty).
 2. A yellow card for the second offense (no penalty).
 3. A red card for the third and each succeeding offense in any block of games (six games for singles and doubles, three games for trios or five-person team and all games of match play in a day). The penalty shall be zero pinfall for the frame.
- c) For interpretation of the enforcement of this rule, the Lane Marshal of the Day shall specifically monitor any player or team that gets more than four frames behind the leader in a singles, doubles or master event; or more than two frames behind in trios or team, not counting the end pairs of lanes.

Note: In Baker format competition the same rule applies as for the singles event.
- d) Whenever there is any question concerning the enforcement of this rule, or lack thereof, in the Masters Grand Finals, the final decision shall be made by the ABF President or his/her designee, notwithstanding the reference to the Lane Marshal of the Day, shall make the final decision.



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19. **Bowling on Wrong Lane – 4.23**

In singles match play competition, where a player bowls two frames each time it is the player's turn to bowl, and the other player bowls on the wrong lanes, a dead ball shall be called and the player required to re-bowl on the correct lanes, providing the error was discovered before the opposing player has made a delivery. Otherwise, the score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

20. **Tardy Players – Rule 4.24**

Any player or team arriving late shall begin play with the score count beginning with the frame then being bowled on the lane or lanes to which they are assigned. If they are scheduled alone, they will start in the earliest frame then being bowled on the squad.

21. **Penalties for Rule Violations – Rule 4.25**

When not specified in any rule, the penalties for rule violations are governed as stated below.

- a) A player/team failing to observe a rule(s) shall be warned by an authorized tournament official with a yellow card for first offence (no penalty).
- b) For a second offence in the same tournament, the player/team will be disqualified from the tournament, and will not be allowed to participate in WTBA/Zone approved tournaments and conducted championships for 90 days.
- c) All offences shall immediately be reported by the Tournament Director to the ABF Secretary General, who will report to all member federations.

22. **Protests – Rule 4.26**

Protests involving eligibility or general playing rules must be confirmed in writing to a responsible tournament official not later than 24 hours after the game in which the infraction occurred or before prize presentation, whichever is the sooner.

When a protest involving a foul or the legality of pinfall is entered, an official representative of the federations involved may be present when evidence is taken relative to the protest. If no written protest is entered prior to the expiration period as stated, the game or games shall stand as bowled. Each rule under this rule shall not be construed to cover a similar or previous violation.

23. **Appeal Procedures – Rule 4.27**

All matters, which cannot be settled by the Lane Marshal of the Day, shall be heard and reviewed by the Tournament Technical Committee. The decision of the Tournament Technical Committee is final unless there is an appeal to the Jury of Appeal within 24 hours after the decision is announced, or before prize presentation, whichever is the sooner. Protests on eligibility arising after the conclusion of the Championships shall be filed directly with the Jury of Appeal within 30 days.

All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Lane Marshal of the Day or with a member of the Jury of Appeal, or with the Secretary General of the ABF. Each appeal must be specific and include a fee of USD100. If the Jury of Appeal does not uphold the appeal, the fee will be forfeited to the ABF. The foregoing also applies to protests filed directly with the Jury of Appeal.

The Jury of Appeal shall be empowered to cite before it all papers and persons involved in the appeal at a regularly scheduled meeting or if deemed appropriate, the Jury of Appeal may decide an issue by a mail vote after all material involved in the matter has been studied by each of its members.



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24. Playing Uniforms, Advertising – Rule 4.17

- a) Players shall wear a standard uniform approved by their national federation. Individual variations are not permitted. Men must wear pants or slacks. Women may wear skirts, shorts, pants, slacks or dress shorts, however, no variation is allowed within a team.
- b) The following may appear on the uniform:
 1. Name of player.
 2. Name of country.
 3. Logo of the country or member federation, which the player represents.
 4. Advertisements, provided the size is not more than half the size of the largest text on the players back and the advertisement does not conflict with the law of the country of the host federation and the rules of the International Olympic Committee.

Note: For tournaments conducted under the auspices of IOC rules, commercial identification is limited to the manufacturer of the article or equipment, it may not appear more than once per item and is limited to a 10% maximum of the exposed surface area; not to exceed 60 square centimeters for equipment, 12 square centimeters for clothing and 6 square centimeters for shoes.

Note: In championships where players do not wear individual starting numbers, but the whole team has one and the same number, it is recommended that the name of the country and the name of the player are displayed on the back of the uniform.

25. Awards – Rule 5.14

ABF awards of gold, silver and bronze shall be presented to each of the individuals winning those positions in the following events:

- a) Singles.
- b) Doubles.
- c) Team.
- d) All-Events.
- e) Masters.

In addition to the medals for the individual players, a medal shall be given to the coach of the medallists and to the national federation the medallists represent. The players who have competed in the Masters event shall be given a certificate.

Note: In case of a tie for any of the positions, see 2007 WTBA Rule 5.13.

26. Records – Rule 5.15

Records will be maintained for the following male and female high scores:

- | | |
|-----------------------------|---|
| a) One Game | In singles, doubles and teams. |
| b) Three Games (1-3 or 4-6) | In singles, doubles and teams. |
| c) Six Games | In singles, doubles and teams. |
| d) 18 Games | Individual all-events. |
| e) Masters round robin | High actual score for 16 games, as well as matches won. |
| f) Masters Grand Finals | Individual one game score. |

27. Matters not provided for

Any matters not provided for or covered in these rules and regulations shall be governed by the WTBA Playing Rules 2007.