



II. GENERAL RULES & REGULATIONS

The 15th Asian School Tenpin Bowling Championships 2013 will be conducted in accordance with the World Tenpin Bowling Association (WTBA) Playing Rules effective as of 1 February 2012. In case of a disagreement in the interpretation of rules from versions in different languages, the English version will prevail. Any unforeseen incident not covered by the following Rules shall be dealt with in accordance with the WTBA Playing Rules.

1. Eligibility –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 current paid up membership in the FIQ, WTBA and in Asian Bowling Federation.

The players must be 18 years of age and below (born on January 2, 1995 or after)

2. Number of Players

Each federation is allowed to submit a maximum of 2 Boys' teams 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 5.4

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.

After the lanes have been prepared and the official practice concluded, no play whatsoever by the participants of the championships shall be allowed on the competition lanes during the entire duration, except the championships proper. 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, Doubles and Masters competition 10 minutes practice time will be allowed and 15 minutes for Four-player teams.

4. Lane Assignment – Rule 5.3

In due time before the start of the championships, the Tournament Director will decide the number of squads for each event and the number of lanes to be used in each squad.

Lane assignments shall be determined by lot for Singles, Doubles and Team, and subject to special pre-arranged schedule requirements for Masters 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.

Verification of the number of players from each participating federation and spelling of their names must be done latest in conjunction with the Pre-Tournament Meeting. No change will be permitted thereafter.

5. Player's Area – Rule 5.5

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. A player may have no more than four bowling balls in the players' area. (*This is not in the WTBA playing rule*)

It is not permissible to bring in or consume food in the players' area. This does not include candy bars or fruit.

6. Events

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 two blocks of three games.
- d) All Events, a total of the foregoing 18 games
- e) Master Finals. One-game round robin and position round for the high 16 all-event leaders in foregoing 18 games.
- f) Masters Grand Finals roll-off for the first, second and third positions.

7. Conduct of Events

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 Director will determine the number of lanes to be moved each game during the event.

- a) Singles
Maximum 4 players per team for each federation.
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
Maximum two Doubles per team for each federation.
Six games in one block across 12 lanes. Each game shall be played on a different pair of lanes. Doubles from the same federation shall be scheduled on different squads when possible.



c) Teams

Six games in two three-game blocks across 12 lanes on the same day. 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) All Events

Maximum 4 players per team for each federation.

Standing to be decided based on a total of the 18 games in the foregoing 3 disciplines (Singles, Doubles and 4-player Team)

e) Masters Final

Masters Final shall be round robin competition between the top 16 players based on their 18 qualifying games. All qualifying pinfalls are dropped. One game match 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 prearranged schedule. However, because of time constraints and following approval by the ABF Executive Committee these 16 matches may be bowled over one day.

Players failing to qualify for the Masters Final shall fill vacancies, which may exist as the start of the Master Finals.

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 first 8 games to the extent that is possible.) However, the Technical Committee will select position numbers for players from the same federation to ensure such players will compete against each other within the first 8 games

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. 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. 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.

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.

f) Masters Grand Final

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.



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

1. Player 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.

8. Substitution – Rule 5.16

A player who has already started in an event shall not be replaced. In case of an injured player having to leave the game, the remaining players on the team shall continue their games for All Events purposes.

9. Tie Breaking Procedure

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 event and All Events, co-champions shall be declared. There shall be no play off to break 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.)
- b) When a tie occurs for the sixteenth (16th) place in All Events total, a one game roll off shall be held. If a tie still exists, repeat a 9th and 10th frame roll-off until the tie is broken.
- c) In case of a tie in the Masters Final before the position round (after 15 games) between 2-3, 4-5, 6-7 and so on, the player with the higher position is the one in the round robin has;
 1. the highest total scratch pinfall
 2. won their match
 3. won more matches
 4. the least difference between the highest and the lowest game
 5. the higher game
- d) When a tie occurs after the position round for first or third place, a one game roll off shall be held. If a tie still exists, repeat a 9th and 10th frame roll off until the tie is broken.
- e) If a tie occurs for any position in the Stepladder Final a 9th and 10th frame shall be bowled, starting from scratch to break the tie. If a tie still exist repeat the 9th and 10th frame until the tie is broken.

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 pin fall or a dead ball is made and cannot be resolved by the tournament officials.



When a 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 tent:

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 pin fall, the player shall complete the frame and then bowl one provisional ball at the setup that 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.

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 4.10

Bowling Ball surface adjustments by hand are acceptable between games provided they are done in a designated area and the adjustment procedure does not delay the bowler's next turn.

Any use of chemicals must be on the “Acceptable List” as listed on WTBA website www.worldtenpinbowling.com. A full up to date list of these products is available at WTBA website includes anything listed in the “Product Containing Solids or Abrasive” section nor anything listed in the “Not acceptable at any time” sections. The ball must be wiped clean after any adjustments. (Rule 2.10.1)

Altering the surface of the ball, besides what is mentioned above is allowed in a designate area only during the official practice session, during the practice session immediately preceding a competition round and during competition rounds.

Altering the surface of bowling balls during a game is not allowed. If the surface is adjusted during a game the bowling balls will be removed from that block of game and the penalty is zero pinfall in that games.

13. Approaches Must Not Be Defaced – Rule 2.10

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 2.11

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 for 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 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 or a 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 manufactured on or after January 1, 1991 that are included on the USBC Approved Bowling Ball list are allowed for use in ABF competition.

The online list may be found at WTBA website www.worldtenpinbowling.com.

Given that the online ball list was created January 1, 1991 any bowling ball not on the list and proven to be manufactured prior to January 1, 1991 have been previously approved.

A complete hard copy of the USBC approved ball list will be made available at the ball registration desk.

Acceptance of manufactured balls prior to the inception of the USBC ball list for use in competition is at the discretion of the Tournament Committee.

Altering the surface of bowling balls is allowed per rule 4.10.

During a stepladder final format, each match is considered a competition round.

Registration bowling balls

- a) Each player will be permitted to register a maximum of 6 bowling balls during the tournament
- b) Immediately after the official practice (latest one hour after the last practice session) registration shall be made of the bowling balls to be used during the championship events.
- c) Additions of maximum two bowling balls to the player's bowling ball list shall be allowed (up to a maximum of 6) throughout the tournament provided they pass the 4.11 above.
- d) Addition to a player's ball list shall be made no later than 1 hour prior to the start of the squad where the additional bowling ball(s) will be used.
- e) In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

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 the size and number of the balance holes (refer rule 11.14.3).

The penalties for violation of the rule are:

- a) Daily random inspection – zero score for the event in which the failed inspection was performed



- b) Medalists – zero score for the event
- c) Masters Finals – disqualification and all scores null and void

If a ball is in violation regarding the size of the balance hole, the ball shall be removed from play and cannot be used again until the balance hole complies. No additional balls may be added to the bowling ball list.

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 thumb hole. Any hole, which cannot be reached, is considered a vent hole. The ball must be balanced twice when one set of finger holes are for fingertip and the other set for conventional grip.

When delivering the ball the player must have his 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 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 player's area.

During championships smoking is not permitted in the bowling centre. However, it may be allowed in a closed area, provided it does not affect the environment in the player's and spectator's areas.

If a bowler is caught smoking during a game he will have zero pinfall for the game currently being played. If a bowler is caught smoking in between games, he will have zero pinfall for the succeeding game.

18. Slow Bowling/Lane Courtesy – Rule 4.22

- a) Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery when the pairs immediately adjacent to them on both the right and left are clear (one (1) pair lane courtesy).
- b) Competitors must observe one (1) pair lane courtesy at all times. Competitors on the same pair may not bowl consecutive deliveries without allowing one (1) competitor from the pair to the right and one (1) competitor from the pair to the left have made a delivery, unless those competitors are not ready to bowl or they give way.
- c) If a player does not observe the procedures outlined in a) and b), it shall 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 offence (no penalty).



2. A yellow card for the second offence (no penalty).
 3. A red card for the third and each succeeding offence in any block of games (six games for singles and doubles, three games team and all games of match play in a day). The penalty shall be a zero pin fall for the frame
- d) For interpretation of the enforcement of this rule, the Referee 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 team, not counting the end pairs of lanes.
 - e) 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 Referee, shall make the final decision.

19. Bowling on Wrong Lane – Rule 2.7 and 4.23

A ball shall be declared dead and the players required re-bowling on the correct lane if no more than 4 individual frames have been bowled on a pair of lanes by the player for Singles, Doubles and Team.

If more than 4 individual frames have been bowled on the wrong lane, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.

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 re-bowling 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.

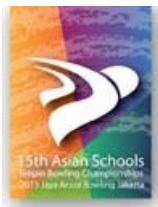
21. Penalties for Rule Violations – Rule 4.25

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 Manager 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 pin fall 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 Referees, 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.

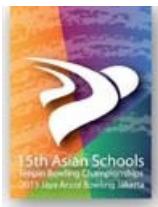
Protests on eligibility arising after the conclusion of the championships shall be filed directly with the Jury of Appeal within 30 days.

All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Referees or with a member of the Jury of Appeal, or with the Hon. General Secretary of ABF. Each appeal must be specific and include a fee of USD 100. 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.

24. Playing Uniforms, Advertising – Rule 4.17

- a) Players shall wear a standard uniform approved by their national federation. In a team event (Doubles and Team) players of the same Doubles or Team must wear uniforms of the same colour and type.
- b) The name of the country must appear on the back of the uniform. The name of the country may be printed
 - In English or in the country's language
 - As abbreviation recognized by IOC, ISO 2000 if no IOC abbreviation (abbreviations published on the WTBA website).
- c) The following may appear on the uniform:
 1. Name of player
 2. Logo of the country or member federation, which the player represents
 3. Advertisement: The number of advertisement is decided by each federation.
 4. A place on all federations uniforms, situated on the left side of the breast, is reserved for a ABF sponsor. No later than six months before the start of the championship, ABF has to inform all member federations if this right will be used by ABF and provide all federations with an original design for printing.



Coaches and officials in the player's area should be in the uniform specified by the national federation.

25. Awards – Rule 5.18

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 shall be given a certificate.

In case of a tie for any of the positions in Singles, Doubles, Team and All Events, co-winners shall be declared.

26. Records – Rule 5.15

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

- f. One game in Singles, Doubles and Teams
- g. Three games (1-3 or 4-6) in Singles, Doubles and Teams
- h. Six games in Singles, Doubles and Teams
- i. 18 games individual All Events
- j. Masters round robin high actual score for 16 games, as well as matches won
- k. 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 effective as of February 2012.