

RULES AND REGULATIONS

1. ELIGIBILITY

All participating member cities must belong to an Asian Zone member federation who is a current paid-up member of WB and Asian Zone for the year.

2. COMPOSITION OF TEAM

Each city shall be represented by a team of not more than four (4) men and four (4) ladies players.

The Senior division shall be represented by a team of not more than four (4) men and four (4) ladies players. All participating cities shall be allotted one (1) Senior team regardless of AIBC status.

3. STYLE OF PLAY

Each game shall be bowled on a pair of lanes. Team and/or individuals shall successively and in regular order bowl one frame on one lane, and for the next frame, alternate and use the adjoining lane, so alternating each frame until five frames are bowled on each lane, completing the game. When any question arises as to which bowler should bowl first, it is incumbent upon the bowler on the right to do so.

4. TOURNAMENT EVENTS

The men and ladies shall compete in separate divisions but schedule of the events shall be the same for both as follows:

- a) Singles - 6 games
- b) Doubles - 6 games
- c) Team of Four - 6 games
- d) Masters Event - Best 2 of 3 games Elimination Format

The men and ladies shall compete in the following Seniors Divisions.

Bowlers in this division must be 50 years of age and above on or before the tournament date.

- a) Singles - 6 games
- b) Doubles - 6 games
- c) Team of Four - 6 games
- d) Masters Event - Best 2 of 3 games Elimination Format

5. CONDUCT OF EVENT

Asian Intercity Championship

In each of the following events, players assigned to commence bowling on odd numbers 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. The men and women shall compete in separate divisions but the scheduled events shall be the same for both as follows:

- a) Singles

Open to all members of each squad, 6 games across 12 lanes in one block with two persons from the same city when feasible scheduled per lane. Each game shall be played on different pair of lanes.

- b) Doubles

Six (6) games in one block across 12 lanes, each game to be bowled on a different pair of lanes.

- c) Team of Four

Six (6) games across 12 lanes in two 3-games blocks. One team scheduled per lane with each game bowled on a different pair of lanes.

- d) Masters Event

i. The AIBC Masters shall be head to head matches between the top 16 players from each division based on their 18 qualifying games. All qualifying pin is dropped.

ii. The AIBC Masters head to head matches will be played in 4 rounds: 1/8 finals, quarter finals, semi-finals and a final. Each match played in best of 3 games. (When 2 games are won, the match is over.)

iii. Each match will be played on one pair of lanes as determined by the Tournament Manager.

iv. Highest ranked player in each round will meet the lowest ranked player. Second highest player meets the second lowest player and so on.

Players failing to qualify for the Masters Finals shall fill vacancies, which may exist at the start of the match play. Such vacancy or vacancies shall be filled from the non-qualifiers at that time and in order of finish in the qualifying competition. In case of a tie between two or more available non-qualifiers, the selection will be made by draw. Any finalist who has not registered in person for the elimination round prior to the time specified in the schedule shall be considered a vacancy and shall be replaced in accordance with the foregoing.

Asian Intercity Seniors Championship

In each of the following events, players assigned to commence bowling on odd numbers 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. The men and women shall compete in separate divisions in the Singles Event, Doubles and Masters Event while the Team Event shall be a mixed event:

a) Singles

Open to all members of each squad, 6 games across 12 lanes in one block with two persons from the same city when feasible scheduled per lane. Each game shall be played on different pair of lanes.

b) Doubles

Six (6) games in one block across 12 lanes, each game to be bowled on a different pair of lanes.

c) Mixed Team of Four

Six (6) games across 12 lanes in two 3-games blocks. One team scheduled per lane with each game bowled on a different pair of lanes.

d) Masters Event

i. The AIBC Masters Seniors Division shall be head to head matches between the top 8 players from each division based on 20 competitors or less; and 16 players if there are more than 20 competitors for the respective division based on their 18 qualifying games. All qualifying pin is dropped.

ii. The AIBC Masters head to head matches will be played in 3 rounds: quarter finals, semi-finals and a final for the 8-players format and 4 rounds: round 1, quarter finals, semi-finals and a final for the 16-player format. Each match played in best of 3 games. (When 2 games are won, the match is over.)

iii. Each match will be played on one pair of lanes as determined by the Tournament Manager.

iv. Highest ranked player in each round will meet the lowest ranked player. Second highest player meets the second lowest player and so on.

Players failing to qualify for the Masters Finals shall fill vacancies, which may exist at the start of the match play. Such vacancy or vacancies shall be filled from the non-qualifiers at that time and in order of finish in the qualifying competition. In case of a tie between two or more available non-qualifiers, the selection will be made by draw. Any finalist who has not registered in person for the elimination round prior to the time specified in the schedule shall be considered a vacancy and shall be replaced in accordance with the foregoing.

A "pacer" shall replace a Masters finalist, who withdraws for any reason after the competition has begun or fails to register in person for the second block of the games prior to the specific time, immediately.

6. BOWLING BALL INSPECTION

Prior to the start of competition all bowling balls used must be checked for compliance with Chapter 11 Ball Specifications for weight, balance, holes and surface hardness. If a bowling ball is removed from the place of the tournament, it must be re-checked before bowling in the next event.

7. BOWLING BALL - PRIVATE OWNERSHIP

A bowling ball is considered the property of the owner. A player is prohibited from using another player's ball without the owner's consent.

8. BOWLING BALL - ALTERING SURFACE

Altering the surface of a bowling ball by the use of abrasives or liquids while bowling in a sanctioned competition shall be allowed in accordance to the WB Statutes and Playing Rules Chapter 11. Bowling Balls may be altered before the start of a game or after the completion of the game. Bowling Balls may not be altered during the course of a game.

9. ORDER OF BOWLING

One or more players may be scheduled on a pair of lanes. After a block of games has started, no changes shall be made in the line-up in that block except that substitutions may be made in accordance with the admission of the Tournament Manager.

10. INTERRUPTED GAMES

The tournament officials may authorize the completion of a game and series on another pair of lanes when equipment failure on the starting lanes would delay the normal progression of the series.

11. BOWLING ON WRONG LANE

A dead ball shall be called and the player or players required to re-bowl on the correct lane when:

a) One player bowls on the wrong lane.

b) One player from each team on the pair of lanes bowls on the wrong lane.

i. If more than one player on the same team bowls on the wrong lane in turn, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.

ii. 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 lane, a dead ball shall be called and the other 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.

12. AWARDS

Awards of gold, silver and bronze shall be presented as follows:

- a) Singles - gold, silver and bronze to first, second and third place.
- b) Doubles - gold, silver and bronze to first, second and third place.
- c) Team of Four - gold, silver and bronze to first, second and third place.
- d) All Events - gold, silver and bronze to first, second and third place.
- e) Masters Finals - gold, silver and bronze to first, second and third place.
- f) In addition to the awards for the individual players, an award shall be made to each member city represented.

The medal presentation shall be made in accordance with a predetermined plan established by the Asian Intercity Bowling Council Executive Committee and the host city officials including the selection of dignitaries who shall be accorded the honor of participating in presentation ceremonies.

13. TIE BREAKING PROCEDURES

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

- a) When equal scores (ties) are registered for any of the first three positions in the Team of Four, Doubles and Singles Event, co-championships shall be declared. There shall be no play-off for the tie. (Team or players with equal scores will get the same medals and the next position will get, in case of a tie for the first position, 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 medal of the third position.)
- b) When a tie occurs for the 16th position in the all events total or at the end of the round-robin, a one game roll-off shall be held. In case of a further tie, a 9th and 10th frame sudden death roll-off shall be bowled until the tie is broken.
- c) In case of a tie in the Masters Final before the position round (after 15 games) between places 2-3, 4-5, 6-7 and so on, the player with highest position is the one who in the round robin has:
 - i. The highest total scratch pinfall.
 - ii. Won their match.
 - iii. Won more matches.
 - iv. The least difference between the highest and the lowest game.
 - v. The higher game.

14. SLOW BOWLING

- a) Players preparing to step on the approach and deliver a ball shall have the following rights and obligations:
 - i. 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.
 - ii. They shall yield to a player moving to the approach or preparing to bowl on the lane immediately to their right.
 - iii. Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lanes 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 as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:
 - i. A white card for the first offence (no penalty)
 - ii. A yellow card for the second offence (no penalty)
 - iii. A red card for the third and each succeeding offence in any block of games (six games for singles and doubles, three games for team of four and all games of match play in a day). The penalty shall be zero pinball for the frame.
- c) For interpretation of the enforcement of this rule, the Delegate of the Day shall specifically monitor any player or team that gets more than four frames behind the leader in a singles, doubles or masters event, or more than two frames behind in team of four, not counting the end pairs of the lanes.
- d) Whenever there is any question concerning the enforcement of this rules, or lack thereof, in the Masters Grand Finals, the final decision shall be made by the WB President or his/her designee, notwithstanding the reference to the Delegate of the Day.

15. OFFICIAL SCORE

A tournament is required to have official score keepers to record all games bowled in the tournament or use an approved automatic scoring device. If a full complement of scorekeepers is not available and the bowlers affected cannot be rescheduled, they may be allowed to record their own scores under supervision of tournament management. In match game tournament where the pin count is not carried forward, tournament management may authorize the competing players to keep score.

Each approved tournament and/or match shall maintain a written (printed) score sheet indicating the pin fall on each ball so a frame-by-frame audit may be made. Each individual player or team captain shall receive a copy of the scores bowled and will be required to sign the official copy immediately after bowling to acknowledge his score.

After a score has been recorded, it cannot be changed unless there is an obvious error in scoring or calculation. Obvious errors must be corrected by a tournament official immediately upon discovery. Questionable errors shall be decided by tournament management. Tournament management, by rule, set a time limit for the correction of errors.

A tournament game, or frame(s) within a game, that is irretrievably lost in the scoring process may be re-bowled with approval of tournament management, unless such a procedure is prohibited by the tournament rules.

16. PROTEST - ERRORS IN SCORING

Errors in scoring or errors in calculation must be corrected by a responsible tournament official committee of the tournament.

The time limit for filing protests on scoring errors shall be one hour from the end of the event or block of game for each day tournament, but must be before the prize presentation or the commencement of the next round (in an elimination event), whichever is 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.

17. PROTEST - ELIGIBILITY, FOULS AND GENERAL PLAYING RULE

Protest 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. Protests in World, Zone and Regional Championships shall make according to the specific rules for the championships.

18. SMOKING AND DRINKING

The players must not smoke, eat, 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 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 player's area.

19. APPROACHES MUST NOT BE DEFACED

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. Powder shall not be taken into the player's area.

20. ERRORS IN SCORING

Errors in scoring or errors in calculation in tournament play must be corrected by a responsible tournament official immediately upon discovery of such error. Questionable errors shall be decided upon by the Tournament Manager of the tournament.

The time limit for filing protests on scoring errors shall be one hour from the end of the event or block of game for each day tournament, but must be before the prize presentation or the commencement of the next round (in an elimination event), whichever is sooner.

21. TOURNAMENT MANAGEMENT, TECHNICAL COMMITTEE

- a) Tournament Manager

The host city shall select a manager for the tournament. He/She and his/her designated responsibilities shall supervise and direct the tournament. This shall include responsibility to the Technical Committee, Delegate(s) of the Day, compliance with the WB playing Rules and otherwise with the codes of conduct of the WB.

- b) Technical Committee

The Technical Committee shall consist of:

- i) The Tournament Manager and
- ii) Two Technical Committee members, each from different city.

The members of the Technical Committee, excluding the Tournament Manager, shall be appointed by the President of the Asian Intercity Bowling Council.

22. PROCEDURE OF APPEALS

All appeals from the Technical Committee's decision must be filed in writing with the Asian Intercity Bowling Council. Each appeal must be specific.

Appeal against Asian Intercity Bowling Council's decision shall be directed to the national federation of the country in which the tournament was conducted with a month. It shall be review the case and make a ruling within 30 days. A copy of this decision shall also be filed with Asian Zone.

If further appeal is desired, it shall be directed to the Executive Committee of the Asian Zone wherein the tournament was held, within 30 days for further action. If still further appeal is desired, it shall be directed to the Presidium of the World Bowling within 30 days of the Zone's decision for final action.

23. ADVERTISING ON UNIFORM

In addition to the playing uniform requirements of World Bowling's Statutes and Playing Rules the following conditions shall apply to advertisements in this championship:

The following may appear on the uniform:

- a) Name of Player
- b) Name of city

In addition to the above, all playing uniforms shall include the AIBC logo on the right shirtsleeve. Advertisements may also appear on the uniform provided the size is not more than ½ of the size of the largest text on the player's back and the advertisement does not conflict with the law of the country of the host city and the rules of the IOC.

24. MATTERS NOT PROVIDED FOR

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

Note:

The Asian Intercity Bowling Council Playing Rules and Regulations is revised from its original form on November 18, 2014 to update and conform to the current Playing Rules and Regulations of the World Bowling.

