



ABU DHABI FILIPINO BOWLING CLUB

KHALIFA INTERNATIONAL BOWLING CENTER
Zayed Sports City, Abu Dhabi, United Arab Emirates
Email Address: adfbc.2012@gmail.com



ALL MEMBERS BOWLING LEAGUE (AMBL) 2013

A MIXED NATIONALITIES 'HANDICAPPING' BOWLING LEAGUE

RULES & REGULATIONS

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1. ELIGIBILITY:

1.1. This league is open to all REGISTERED MEMBERS of the Abu Dhabi Filipino Bowling Club (ADFBC).

1.2. DEFINITION OF MEMBERS/PLAYERS:

- 1.2.1. Registered (with active/renewed membership) members of ADFBC shall be allowed to play in this league.
- 1.2.2. REGISTERED MEMBER/S who is not a regular member of any participating team shall be listed / included at a SUBSTITUTE POOL.
- 1.2.3. A REPLACEMENT and / or SUBSTITUTE player must be from a SUBSTITUTE POOL only.
- 1.2.4. In case NO player available at the substitute pool, a team can take any replacement / substitute player provided he/she is not an IMPORT player. The membership registration along with the other requirements as mentioned in other applicable sections must be completed before joining the game, otherwise, the result will be considered null and void.
- 1.2.5. PACER LANE/s will be provided during the games EXCLUSIVELY for the REGISTERED MEMBERS only.

2. PLAYING FORMAT:

- 2.1. This league shall be played weekly with handicap over a three (3) game series. Two opposing teams shall bowl on a pair of lanes drawn and scheduled prior to start of the league.
- 2.2. Each team shall have a playing strength of four (4) bowlers with a minimum of one (1) female bowler.
- 2.3. The entirety of the league shall be divided into three (3) rounds as follows:

2.3.1. ELIMINATION ROUND:

- 2.3.1.1. Top twelve (12) teams with the highest points after a single round robin plus one (1) wild card team shall play in semi-finals and stepladder finals rounds.
- 2.3.1.2. Team's slots shall be determined by their respective points earned during the elimination round. In case of a tie, the team who earned the highest pin falls with handicap will be considered for the respective slot.
- 2.3.1.3. WILD CARD (WC) Team will be determined from the eliminated teams in positions 13th to 15th during the Elimination Round.
- 2.3.1.4. WILD CARD TEAM'S ELIGIBILITY:
 - a. Must complete the elimination round with NO DEFAULT GAME
 - b. NO record of blind score
 - c. NO pending fee/s
 - d. In case NO team or all teams meet the above requirements, the team with the highest pin-falls plus handicap shall be selected as the WC team
- 2.3.1.5. Team on slot #3 will automatically qualify for the semi-finals round and teams at Slots No. 1 & 2 will automatically qualify for the stepladder finals round.

2.3.2. SEMI-FINALS ROUND:**1ST ROUND (2 GAMES SERIES):**

- Teams at positions 4 to 12 plus the WC team will play a two (2) game series.
- Lane assignments shall be determined by lane draw.
- Each team can field seven (7) bowlers.
 - Five (5) bowlers from each team will compete on a pair of lanes. The other two (2) bowlers will play at pacer lanes.
 - Only one (1) bowler among the five (5) official bowlers can be replaced by the score of pacer bowler who earned high score (plus handicap).
 - Only one (1) pacer bowler's score (*the highest score among the 2*) is allowed to replace an official bowler's score in each game.
 - The official female bowler's score cannot be replaced during these games even if one of the pacer bowlers is female.
- In the event of a tie in Top 2&3 positions, the team with the highest single game shall qualify for the next round.
- Top two (2) teams shall move to the next round.

2ND ROUND (KNOCK-OUT GAME):

- Top two (2) teams from the 1st round shall play a knock-out game. Only 5 bowlers (4 males and 1 female) from each team are allowed to play.
- The winner will move to the next round.

3RD ROUND (KNOCK-OUT GAME):

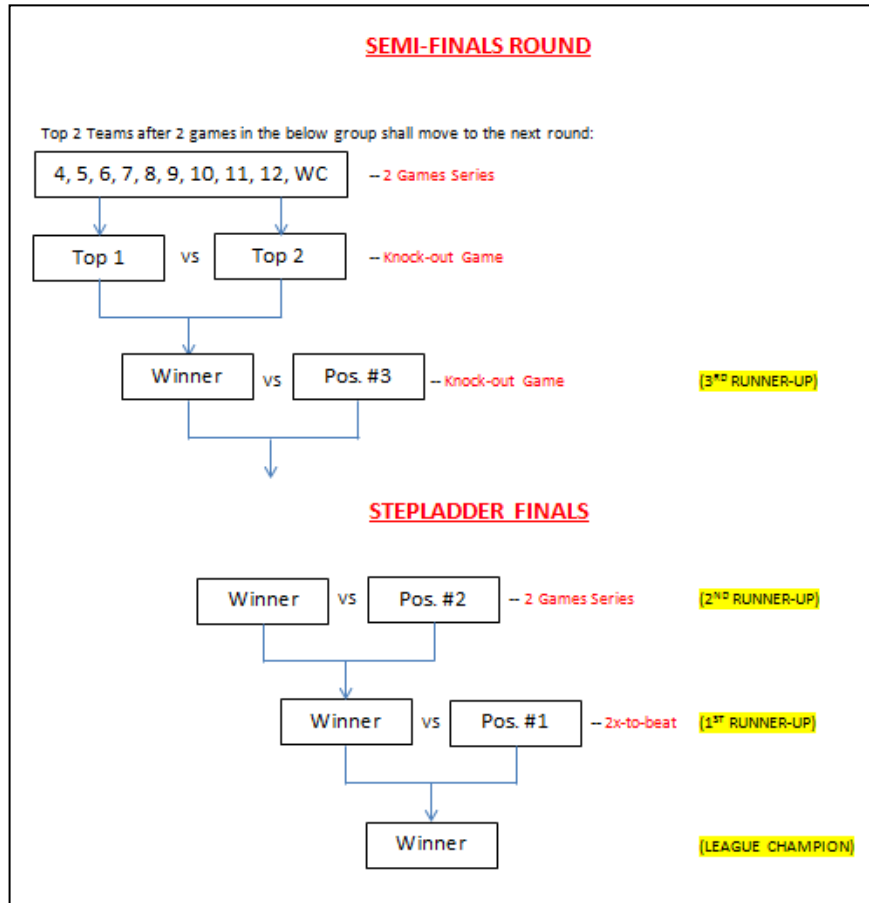
- 2nd round winner will play a knock-out game against the team in position #3.
- The winner of this game will move to the stepladder finals round. Non-winning team will get the **3rd runner-up** position.

2.3.3. STEPLADDER FINALS ROUND:**1ST ROUND (2 GAMES SERIES):**

- Winner from the semi-finals round will play two (2) games series against the team in Position #2.
- Each team will be composed of five (5) bowlers with at least one (1) female to compete on a pair of lanes. NO PACER BOWLER in this round.
- In the event of a tie, the team with the highest single game (scratch) shall be the winner.
- Winner will move to the next round. Loser will get the **2ND RUNNER-UP** position.

2ND ROUND (CHAMPIONSHIP GAMES):

- Only five bowlers (with at least 1 female) are allowed to play in this round.
- 1st round winner will play against the team at Position #1.
- Position #1 will have a twice (2x) to beat advantage.
- In case of a tie in the 1st game, the team at Position #1 shall be the winner.
- The winner will be declared the LEAGUE CHAMPION. Loser team will get the 1ST RUNNER-UP position.



3. MANAGEMENT:

3.1. A Tournament Committee headed by the Tournament Director and composed of the Team Captains will be designated to manage and regulate the games. Any violation of the rules or other complaints whatsoever regarding the league will be addressed to the Tournament Director. All matters decided by the committee will be considered final.

4. LEAGUE SCHEDULE:

- 4.1. The league shall commence on the date specified on the entry forms or as announced by the current ADFBC tournament committee and shall be played every **TUESDAY of the week at 7:00 P.M.** sharp.
- 4.2. In case the commencement date is not feasible, a new date shall be determined and all the Team Captains of the participating teams will be advised.
- 4.3. A make-up game will be played on the selected days as maybe required during the progress of the league. This will be announced in advance before the playing date.
- 4.4. Postponement of game(s) is not allowed except for the acts of KIBC management, official public holidays, and observance of religious obligations, natural calamities or civil disturbance.

5. TEAM ROSTERS:

- 5.1. A team roster shall be composed of maximum SEVEN (7) regular players with at least one (1) regular female member.
- 5.2. Each team has the option to include maximum of two (2) non-Filipino bowlers as his/her team regular member/s. These non-Filipino bowlers should not be an active member of a national team in their home country.
- 5.3. The team roster must be submitted prior to the start of the league.
- 5.4. No alterations shall be made without the consent/approval of the Tournament Director.
- 5.5. No additional bowler/s can be added or replaced in the team roster after the THIRD playing week.

- 5.6. A team will be eligible to change/replace its regular player after the THIRD playing week in case of the following:
- 5.5.1 A player was terminated or relocated from his/her job outside U.A.E.
 - 5.5.2 A player is suffering from any medical condition or illness/injury and could not continue playing.
 - 5.5.3 A PROOF along with the REVISED LINE-UP must be submitted to the League Management for review, approval and record.

6. HANDICAP / AVERAGE:

6.1. BOWLERS & TEAM STARTING AVERAGE:

- 6.1.1. MALE average to beat is 160.
 - 6.1.2. FEMALE average to beat is 140.
 - 6.1.3. TEAM average to beat is 620.
- 6.2. Individual Average will be calculated and updated after completing three (3) games / one (1) playing week.
- 6.3. Handicaps will be calculated based on 190 ceiling after completing his/her first three (3) games.
- 6.4. Eighty percent (80%) of the difference on a bowler's average (scratch) from a basis of one hundred ninety (190) for both male and female shall be used for determining bowler's handicap i.e. 190 minus Actual Average = difference X 0.80 = HANDICAP. Bowler/s with an Average of 190 and above will have a ZERO (0) handicap.
- 6.5. Maximum bowler's handicap: Male = 30; Female = 50
- 6.6. TEAM AVERAGE will be calculated based on the FOUR (4) REGULAR PLAYERS who played on a particular week.

7. POINTS SYSTEM:

- 7.1. A Team can earn a total of EIGHTEEN (19) POINTS per week and will be determined as follows:
- 7.1.1. Two (2) points for each game won.
 - 7.1.2. Two (2) points for a team who gets the higher pin-falls with handicap on the total of the three (3) games played.
 - 7.1.3. One (1) point in case of a tie.
 - 7.1.4. A bonus of one (1) point per game for a team with REGULAR LINE-UP that beats their Team average (scratch). TEAM/S WITH SUBSTITUTE PLAYER/S IS NOT ENTITLED FOR THIS POINT.
 - 7.1.5. A bonus of one (1) point for a bowler who has completed 3 games and beats his/her current average (scratch).
 - 7.1.6. Additional one (1) point bonus per game for a team with a series of eight hundred (800) pin-falls with handicap. BLIND SCORE WILL NOT BE COUNTED.
 - 7.1.7. Bowler/s to earn bonus points during his/her first playing week must beat an entering average of 160 for male and 140 for female.
 - 7.1.8. Substitute bowler is not entitled for any of the bonus points mentioned above.
 - 7.1.9. Point system for PLAYING AGAINST PACER (refer to SECION 13.9).
 - 7.1.10. Point system for PLAYING AGAINST DEFAULT TEAM (refer to SECION 13.10).

8. LEGAL LINE-UP:

- 8.1. REGULAR LINE-UP consists of FOUR (5) REGULAR MEMBERS with a minimum of one (1) female member.
- 8.2. During the playing week, Team/s that consists of two (2) or three (3) Regular Team Member shall be considered INCOMPLETE but LEGAL LINE-UP.
- 8.3. Team/s having INCOMPLETE LINE-UP has the option to apply BLIND SCORE or to utilize maximum of two (2) substitute bowlers with at least one (1) female bowler.
 - 8.3.1. A substitute for female bowler must be a female bowler from the SUBSTITUTE POOL. In the event that there is no female substitute available at that time, a team has the option to utilize SECTION 1.2.8.

- 8.4. Team/s with incomplete line up who opted to use a blind score/s or a substitute player/s is not entitled for TEAM AVERAGE bonus point. (refer to SECTION 7.1.4).
- 8.5. Replacing regular-to-regular player on the succeeding set of game/s is allowed, but none of those players are entitled for a bonus point for the INDIVIDUAL AVERAGE (refer to SECTION 7.1.5).
- 8.6. Bowlers' positioning can be changed for the succeeding games ONLY before the start of each game.

9. BLIND SCORE:

- 9.1. A BLIND SCORE is ONE HUNDRED THIRTY (130) and is applicable to both male and female bowlers, meeting the applicable condition/s.

10. LATE/TARDY BOWLERS:

- 10.1. A bowler who arrives late shall be permitted to bowl on the first game, provided that he/she arrives on or before the 10 minutes grace period (after the shadow bowling). Frames missed by the tardy bowler shall be marked nine (9) pins per frame.
- 10.2. Bowler(s) who arrive late on the 1st game and wish to play on the 2nd and / or 3rd games must arrive before the start of each game. A blind score of 130 on missed game/s shall be applied.
- 10.3. Bowler/s who played less than three games in a playing week, his/her previous average will remain unchanged.

11. SUBSTITUTE BOWLER:

- 11.1. Substitute player must start on the first game. No substitute will be allowed in the succeeding games i.e. 2nd and 3rd games.
- 11.2. No Substitute/s will be allowed to play in the last three (3) weeks of the elimination round and during the semi-finals and stepladder finals rounds.
- 11.3. Substitute/s player must be a legal ADFBC member with valid membership.

12. LEAGUE FEES:

- 12.1. 2013 All Members Bowling League (AMBL) is composed of _____ participating teams and the elimination round shall be played for _____ weeks. Total League Fee per Team is AED _____. A Team has the option to pay in full or by installment, as follows:

- Entry Fee = AED 500.00 (refer to SECTION 12.2)
- Game Fee per week = AED 210.00 (refer to SECTION 12.3)

- 12.2. ENTRY FEE must be PAID IN FULL on or before the start of the 4TH PLAYING WEEK games.
- 12.3. GAME FEE must be settled before the start of each playing week.
- 12.4. Team/s who did not comply SECTION 12.2 and 12.3 as specified, shall be considered DEFAULT and SECTION 13.10 for the calculation of point/s for the opposing Team shall be applied. SECTION 13.2.1.2 & 13.2.1.3 shall be applied.
- 12.5. League Management shall make a last call for the Team/s to settle the required fee/s before the game start. Team/s who did not comply and to be considered default shall be announced.
- 12.6. A penalty will be charged to a bowler (according to classification: Class A = AED 3, Class B = AED 2 & Class C = AED 1) for every OPEN (3, 6, & 9) frames of each game. It is the responsibility of the Team Captains to record in the score sheets and collection of the fee/s for the open frame/s for accounting and auditing purpose.
- 12.7. Other fee/s whether compulsory or voluntary may be collected if deemed necessary. The decision and the value shall be determined by the appropriate committee.
- 12.8. After the elimination round, a team or team/s with PENDING FEE/S will be automatically disqualified for the semi-finals / finals rounds, regardless of ranking/position. PENDING FEE/S by the disqualified team/s will still remain payable to the Club.
- 12.9. In case of disqualification, teams positioning will be adjusted to fill the vacated position/s and the Cash Prizes will be revised accordingly.

13. TECHNICALITIES:

13.1. ADVANCE GAMES:

- 13.1.1. No bowler/s can advance his/her play on every scheduled game.
- 13.1.2. No team/s can advance their play on every scheduled game.
- 13.1.3. In the event of a machine breakdown while the game is still in progress, the Team Captain/s with a prior consent/approval of the Tournament Director has the option to transfer to another lane DESIGNATED by the Tournament Director.

13.2. DEFAULT:

- 13.2.1. Team/s who failed to meet either SECTION 12.4 or a minimum LEGAL LINE-UP, the Team shall be declared DEFAULT and the game shall be played as follows:
 - 13.2.1.1. The opposing team shall bowl as if the game is actually contested and shall complete a team frame before moving the next frame on the adjoining lane.
 - 13.2.1.2. Players of the default team shall be allowed to bowl for the purpose of establishing their averages and to vie for the individual awards.
 - 13.2.1.3. Team/s who has committed its FIRST DEFAULT on the league, the team will be given a FINAL WARNING addressed to the Team Captain by the Tournament Committee. If ever a similar offense is committed, automatically the team will be charged of a penalty as predetermined in SECTION 13.4.1.

13.2. INJURY:

- 13.2.1. When a bowler gets injured during the game, actual score or blind score shall be applied whichever is higher. Subsequent (2nd or 3rd) game(s) after the injury, a blind score will be applied or the injured bowler can be replaced.

13.3. WALKOUT:

- 13.3.1. A fine of Five Hundred Dirham (AED 500.00) shall be charged to the team that will walkout or discontinue its participation while the league is in progress, and will pay the full amount of the remaining games of the entire league. All of its member will be barred from playing in any ADFBC ongoing tournaments and fun games. The said restriction will be only lifted after completion of one league season suspension and the settlement of the above mentioned fine.
- 13.3.2. A fine of Three Hundred Dirham (AED 300.00) shall be charged to a bowler who walks out while the game is in progress, blind score shall be in effect. The bowler(s) will be barred from playing in any ADFBC tournaments and fun games. This restriction shall be lifted only after conclusion of the on-going league and the settlement of the above mentioned fine.

13.4. PROTEST:

- 13.4.1. The protesting team through their team captain should resolve amicably any dispute. If the dispute cannot be resolved amicably, this will be elevated to the Tournament Committee to resolve during or before the end of the game.
- 13.4.2. If the dispute and / or protest happened after the game, the concerned team should file/submit their protest to the Tournament Committee within seven (7) days after the game. Detailed information and other proof/references (if available) must be provided to Tournament Committee for review.
- 13.4.3. Protest will not be entertained if raised after the given period of seven (7) days has elapsed.
- 13.4.4. Any points/s (plus or minus) resulting from the protest and as a result of the Tournament Committee decision shall be added/deducted to/from the team/s concerned.

13.5. FOUL LINE:

- 13.5.1. A bowler who goes beyond the FOUL LINE OF ANY LANE with his/her BALL BEING RELEASED shall be considered foul.
- 13.5.2. Whenever possible, automatic foul scanner shall be activated during the league.
- 13.5.3. Intentionally stepping on the foul line on the FIRST BALL shall be awarded a DOUBLE ZERO score for that particular frame.
- 13.5.4. Others shall be as per current WTBA Rules.

13.6. BOWLING ON WRONG LANE:

- 13.6.1. When a bowler(s) bowls on a wrong lane, a dead ball shall be called and the bowler(s) is required to bowl on the correct lane.

13.7. MISSING PIN:

- 13.7.1. In cases of missing pin(s), whatever the machine registers or declares shall be considered final.

13.8. PLAYING AGAINST PACER:

- 13.8.1. In order to obtain two (2) points for each game won, a team should beat their team average; One (1) point shall be awarded if the team fails to beat their team average.
- 13.8.2. In order to obtain two (2) points for the series played, the team should beat their team average for each game played; one (1) point shall be awarded if the team fails to beat their team average per game.
- 13.8.3. A bonus of one (1) point per game for a team who beats their team average (scratch).
- 13.8.4. A bonus of one (1) point for a bowler who beats his/her current average (scratch).
- 13.8.5. Bonus points for 1,000 series (including HCP) will also be awarded, whenever applicable.

13.9. PLAYING AGAINST DEFAULT TEAM:

- 13.9.1. When playing against a default team, the rules in playing against pacer teams shall be in effect. See section 13.9.1; 13.9.3; 13.9.4 and 13.9.5 above.
- 13.9.2. SECTION 13.9.2 is not applicable. Two (2) points for the series shall be automatically awarded to the team playing against default team(s).

14. UNIFORMS:

- 14.2. Uniforms must be worn from the **Fourth (4th) playing week** throughout the entire duration of the league.
- 14.3. A Team has the option to use their own team uniform other than the club uniform. All team uniforms must bear the OFFICIAL ADFBC LOGO. Absence of ADFBC logo is not considered as a team league uniform.
- 14.4. In case a team chooses to use the club uniform, the latest issued uniform shall be used.
- 14.5. Substitutes are not required to wear uniforms.
- 14.6. A team who wishes to change its official uniform within the duration of the league must inform the Tournament Director ahead of time. In case of team having two (2) or more uniforms, same uniform should be worn by all bowler of the team at the same time.
- 14.7. A deduction of ten (10) pins in every game shall be applied to the team's total series if ever a regular bowler is not in uniform during the game. This is applicable only to win over the other points but not on the team average points.
- 14.8. Dimension of ADFBC logo used as buttons or pins must not be less than 8 CM diameter and not more than 10 cm diameter.

15. AWARDS:**15.2. MAJOR AWARDS & PRIZES:**

15.2.2. Major or Team Awards and Prizes shall be given as follows:

- Champion = AED _____ Cash + Team Trophy + Individual Trophies
- 1st Runner-up = AED _____ Cash + Team Trophy + Individual Trophies
- 2nd Runner-up = AED _____ Cash + Team Trophy + Individual Trophies
- 3rd Runner-up = AED _____ Cash + Team Trophy only

15.3. INDIVIDUAL AWARDS:

15.3.2. Individual awards shall be given on the following categories (both male and female bowler).

- High Average Game = AED ___ Cash + Individual Trophy/medal
- High Series Game (scratch) = AED ___ Cash + Individual Trophy/medal
- High Series Game (handicap) = AED ___ Cash + Individual Trophy/medal
- High Game (scratch) = AED ___ Cash + Individual Trophy/medal
- High Game (handicap) = AED ___ Cash + Individual Trophy/medal

15.3.3. In case a player qualifies in more than one category, only the higher award shall be given to him or her in the order listed above.

15.3.4. The succeeding awards will be given to bowlers in the order listed above.

15.3.5. The succeeding awards will be given to the next qualified bowler.

15.3.6. For the High Average Award, a bowler must have played at least sixty percent (50%) of the total number of games of the league.

15.3.7. Substitutes are not qualified to win any of the awards listed above.

15.4. BOWLER OF THE WEEK (BOW):

15.4.2. A bowler who rolls the highest series of three (3) games plus his/her handicap shall be entitled with the "Bowler of the Week" award. BOW will be awarded an individual trophy/medal.

15.4.3. A bowler can win up to three (3) "Bowler of the Week" awards during the entire season.

15.4.4. A Bowler (regular or substitute) are eligible to win this award.

15.4.5. There will be one (1) Male & one (1) Female BOWs in each playing week.

15.5. STRIKES-IN-A-ROW:

15.5.2. Any male bowler who gets a minimum of nine (9) strikes in a row will be awarded an individual trophy/medal.

15.5.3. Any female bowler who gets a minimum of seven (7) strikes in a row will be awarded an individual trophy/medal. **FOR REVIEW?**

15.6. ELITE BOWLERS:

15.6.2. Elite bowler qualifiers will be determined after the last playing week of the league. A total of 32 male bowlers (with the highest average and must have completed 40% of the total games during the tournament) and 16 female bowlers are qualified to enter the said competition.

15.6.3. A specified entry fee will be collected from the qualifiers prior to the start of the Elite Bowler's competition. The champions from both male and female divisions will receive an individual trophy/medal and a cash prize for this event. **FOR REVIEW?**

15.7. PERFECT GAME (PERFECT 300 SCORE):

15.7.2. A bowler who bowls a perfect game (300) during the LEAGUE GAMES will be awarded a cash prize of One Thousand Dirham (AED 1,000.00) and a trophy/plaque/medal or certificate. However, if two (2) or more bowlers bowled a perfect score, the cash prize will be equally divided. Bowler/s playing at the PACER LANES not included. BOM, BOY, FUN GAMES and other events not included.

15.7.3. If more than five (5) bowlers bowled a perfect game, the cash prize shall be divided equally within the first 5 bowlers only. Others shall be given a trophy, plaque, medal or certificate as recognition. **FOR REVIEW / DEPENDING ON BUDGET?**

16. RESPONSIBILITIES OF THE TEAM CAPTAIN:

- 16.2. To represent the team during the committee meeting and disseminate information to all his/her members.
- 16.3. The Team Captain shall be made responsible to settle all the requirements including membership, fees and dues of his team, etc.
- 16.4. To assign and designate a deputy who shall automatically assume the responsibilities of a team captain during his/her absence. Decision(s) or representation made by the designated person shall be binding.
- 16.5. The Team Captains shall be made responsible for the conduct and discipline of his/her team.
- 16.6. The Team Captain shall coordinate and resolve with the Tournament Director of any dispute such as:
 - Foul Lines
 - Missing Pins
 - Pins touched by the machine
 - Other disputes that may arise during the game
- 16.7. The Team Captain shall be made responsible for the submission of duly signed and filled-up scores sheets at the end of the league.

17. INTERPRETATION CLAUSE:

- 17.2. OTHER MATTERS OR DISPUTES that may arise, which is NOT COVERED in this league Rules and Regulations shall be REFERRED to the Rules and Regulations of reputable Bowling Association i.e. WTBA, FIQ, etc.
- 17.3. The decision of the Tournament Committee is FINAL.

18. AGREED AND CONCURRED BY THE TEAM CAPTAINS LISTED BELOW:

S/N	TEAM NAME	TEAM CAPTAIN	SIGNATURE
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18.2. TEAM CAPTAINS' signatures are duly AFFIXED as a proof that he/she has read and fully understood the content of this Rules and Regulations.