

1 RULES

- 1.1 Bowling events shall be governed by the General Rules and Regulations of the National Deaf Games.
- 1.2 In accordance with the rules and regulations of World Bowling (WB), certain modifications on technical rules will be added to comply with the International Committee of Sports for the Deaf (ICSD).

2 ELIGIBILITIES

- 2.1 For more information, please refer to the General Rules & Regulations.

3 COMPETITION FORMAT

3.1 Categories

- Men's Singles
- Women's Singles
- Boys U-18
- Girls U-18
- Men's Master
- Women's Master

3.2 Type of oiling pattern

The oiling pattern for the tournament will be 42ft long oiling.

3.4 Entries

In the case of any event where fewer than 4 entries are received, the event may be cancelled.

3.5 Tournament

3.5.1 Each bowler shall bowl number of games as follows:

Men's Singles	- 6 games
Women's Singles	- 6 games

Boys U-18 - 3 games
Girls U-18 - 3 games

3.5.2 Master's Event

- a) Top 16 from Men's Singles will play on a knockout system.
- b) Top 12 from Women's Singles will play on a knockout system.

3.5.3 All qualification matches in the Master events shall be based best of 3 games.

3.5.4 The winner of each round will advance into final match to decide the winner.

3.5.5 In the event of Final and 3rd/4th place, it shall be used on one game.

3.5.6 All games will be bowled over a pair of lanes with each team attending their assigned pair of lanes.

3.5.6 Projector score or automatic scoring device will be in operation.

3.5.7 Printed score sheets shall be maintained indicating the pinfall on each ball so a frame-by-frame audit may be made.

3.5.8 After the score has been recorded, it cannot be changed unless there is an obvious error in scoring and calculation.

Errors should be corrected immediately by a NDG official upon discovery. The Technical Director will resolve any doubtful errors.

3.5.9 After the bowler's name is submitted to the presiding Tournament Official, no changes, alterations or additions will be permitted in the nominated line-up, even if the bowler is injured.

4 RULES

4.1 Slow Bowling

Bowlers shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery, if a lane immediately adjacent to them on the left and right side is clear.

If a bowler does not observe the above procedure, it may be construed as slow bowling. The Tournament Official shall warn the bowler with a white card for the first offence and a yellow card for the second offence. For the third offence and each succeeding offence

thereafter in a block of games, the bowler shall be shown the red card and shall be given a zero pinfall for the frame.

4.2 Bowling on wrong lanes

When the lead-off bowler bowls on the wrong lane and the error is discovered before another bowler has bowled, a dead ball is declared, and the bowler will be required to re-bowl on the correct lane. When more than 1 bowler has bowled on the wrong lane, the game shall be completed without adjustments and the next game shall be started on the correctly scheduled lane.

4.3 Tiebreaker

In the event of a tie at the end, the highest game will be counted, and this will be repeated until the tie is broken.

4.4 Winner

The highest number of pinfalls in the total number of games will be awarded as 1st place, followed by second and third place.

5 WALKOVERS

5.1 Bowlers shall concede a walkover if he/she fail to register and be present at the scheduled time of play.

5.2 The match will be declared a walkover if any shuttler/pair who fails to report to the umpire at the specified court after a 3-minute grace period (time start once umpire is on court) and all points will be awarded to the opponent.

6 WITHDRAWALS

6.1 Any bowler who withdraws from competition at any point will be removed from the competition and all scores shall be deemed null and void.

7 DISQUALIFICATIONS

7.1 Bowler/s will be disqualified in the event of unruly conduct or cheating.

7.2 The Organiser reserves the right to disqualify bowler/s at its discretion and take further disciplinary action that could be in the form of a term ban in National Deaf Games.

8 EQUIPMENT & ATTIRE

- 8.1 All bowlers must be appropriately attired for the games.
- 8.2 All bowlers must wear special shoes during the Games. If a bowler do not have a special shoe, he/she shall rent a pair of shoes from the counter upon arrival for reporting.

9 HEARING AIDS AND COCHLEAR IMPLANT

- 9.1 Hearing aids, amplification devices, and external cochlear implant parts are not permitted within the restricted zone area.
- 9.2 A restricted zone area is in effect from the moment the athletes enter the badminton court during the warm-up and competition period.

10 PROTESTS

- 10.1 The Organising Committee must be notified in writing of any protests with regard to the rule of play by the end of the match together with the protest fee of SGD50.00. If the protest is dismissed, the fee is forfeited.

11 TECHNICAL RULES AND REGULATIONS

- 11.1 Bowlers are advised to register their attendance at least 30 minutes prior to their scheduled match time.
- 11.2 For Mixed Double event, the pair must register no later than 30 minutes prior to the scheduled match.
- 11.3 Before reporting for games, all players must bring along and produce his/her identification documents.

A valid Employment Pass or Work Permit is required for identification by non-Singapore citizens residing in Singapore.

Failing which, he/she will not be allowed to compete in the match..

- 11.4 As of the date of printing, the Rules and Regulations shown above are current. The Organising Committee reserves the right to add, delete, and/or alter the Rules and Regulations at any time as it sees fit.

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