



League By-Laws

2008 Season

Revision 0



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1. League Leadership Duties and Responsibilities

1.1. The league's governing body is its Sports Director and Technical Committee duly sworn and appointed by the president.

1.2. The governing body shall:

Adopt league rules and prize list, unless league rules allow league full members to do so.

Decide salaries, if any, to be paid to the league tabulators and marshals.

Decide all protest involving DFBC or League Rules

Decide all questionable scoring and calculation errors, and questions not covered by the rules.

Handles all disputes concerning prize money.

Shall endeavor to have a balanced schedule of lane assignments seeing to it that all teams are evenly rotated among the different lanes.

The governing body decisions are final, except when appeals are made to chief executive.

The president is the league's chief executive.

The vice president shall lead in the president's absence, and assist the president as requested.

The secretary/League governing body is responsible for;

- Keeping minutes of all league meetings. Minutes should include the meeting's date, time and location, names of those attending, and details of the decisions made.
- Distributing a copy of the league rules, and approved prize list to each team captain, Sports Director and Technical Committee member
- Posting or providing a copy of the league schedule for each captain.
- Passing out individual DFBC membership applications to each league member as they join and collecting completed applications and membership dues.
- Forwarding the completed membership applications, membership dues and DFBC league application to DFBC association treasurer within 30 days of the start of the season. Membership card applications and applicable fees for additional members shall also be forwarded to the DFBC association treasurer within 30 days of receipt.
- Keeping a list of league bowlers and substitutes.
- Posting or providing a current standing sheet.
- Reporting and submitting applications for awards as required by DFBC rules.
- Notifying league members of league and association meetings; and notifying the association of any changes in officers, schedules or bowling centres.
- Turning in season-ending averages to the appropriate DFBC incoming officers.
- Providing the final league standings to the league treasurer.
- Maintaining, writing and filing all league correspondence.

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- Furnishing the next league secretary with all records and materials

1.3. The Treasurer is responsible for all league receipts and disbursement.

The Treasurer/League Official is responsible for:

- Working with the president to open an account in the league's name at an insured and recognized bank, credit union or in-house banking service, with at least two league officers' signatures required for all withdrawals.
 - Depositing funds in the league's account within seven (7) days of receipt.
 - Working with the league president to verify the league's account balance at least once per month.
 - Collecting league fees each session and paying the bowling center.
 - Issuing a check or money order made payable to the association to cover membership dues and to local and foreign vendors..
 - Advising the league president and secretary if any league members are delinquent in paying league fees.
 - Providing each team with a detailed financial statement when the prize fund is distributed; including receipts, disbursements and transactions, and prize recipients' names and earnings.
 - Distributing the prize fund within 21 days after the league schedule ends, unless the board or DFBC OFFICES decides otherwise.
 - Giving financial reports on request by the league president or board.
 - Turning over all league books, papers and monies to the next league treasurer. All financial records — regardless if in the possession of the former or current treasurer — must be retained for 120 days after the league schedule ends.
- 1.4. Team Captains if full or league members who may organize and enter teams, the represent their team and ,unless they designate another, serve on the league's requirements.

Team Captains are responsible for:

- Collecting DFBC membership dues from team members, and forwarding them to the league secretary.
- Collecting league fees from team members and forwarding them to the league treasurer.
- Ensuring the team and its members are eligible to compete under DFBC and league rules.
- The teams conduct and attendance.
- Entering the team members' names in the lineup before the league series begins.
- Computing the scores, signing the score book and securing the opposing team captain's signature.
- Distributing the prize fund to team members within 15 days of receipt.

2. Team Composition

2.1. Eligibility

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- 2.1.1. All men and women who are registered member of Dubai Filipino Bowling Club in regardless of membership status. *(see Article 14 DFBC Constitution)*
- 2.1.2. Each team shall be composed of a minimum of five (5) and a maximum of ten (10) men and women players including team captain and assistant team captain.
- 2.1.3. Each team shall have a team captain who shall be the team's representative in all matters related to behavior, eligibility, line-up, penalties, league fees, and compliance with all the league rules and regulations. The team captain shall be responsible to the governing body for the conduct of its team members during the entire league. (refer to 1.8)
- 2.1.4. A bowler who is currently playing or played with any team in the ongoing league shall not be allowed to play in another team.
- 2.1.5. However, the governing body may waive this rule upon receiving a written petition from the bowler in subject. The bowler must file the petition within seven (7) days, from the formal withdrawal of his/her team from the league. Failure to file petition, shall constitute a waiver to continue with the league, thereafter the bowler may not be allowed to play.
- 2.1.6. In deciding the petition, the governing body shall take into consideration the nature and reason for the team's withdrawal from the league and the petitioner/bowler's individual standing and circumstances.
- 2.1.7. The deadline for submission of additional and changes or replacement of players shall be half way through the league.
- 2.1.8. Replacement of any player after the deadline but not within the last 5 weeks, shall be allowed, limited to, the player has sustained injury or illness that would render the player physically unfit to continue the league, permanently leaving the country, being reassigned beyond the 100 mile radius of Dubai for a prolonged period of time, Federal, Local, legal and civil related matters.

3. Mechanics

- 3.1. Only five (5) players in each team may play in a game. It shall be a 5-aside team competition with a minimum of one (1) female bowler required in the line up.
- 3.2. Substitution of any player shall not be allowed during any particular game in progress.
- 3.3. Pacers can only play upon the discretion of the opposing playing team.
- 3.4. Limitation for fielding of players must be defined in the League rules and communicated in any form of media to all members. In the even no such rules were established, fielding of players shall be unlimited maintaining one female bowler. *(clause 3.1 mechanics)*
- 3.5. Should there be any oversight or failure in complying with the league rules, the score of the bowler with the lowest current average in the line-up shall be awarded with a blind score of one hundred thirty (130) pinfalls without handicap.
- 3.6. A team shall have a minimum of three (3) players to form a legal line-up and proceed with the match, otherwise, it shall be considered in default and shall be allowed to play as pacer *(subjected to clause 3.3 mechanics)*

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- 3.7. Each team shall play three (3) games in every league match.
- 3.8. In the event a player cannot continue its game due to injury, illness, disability, and other causes that require the player to discontinue his/her game, the unfinished frames shall be credited with nine (9) pinfalls per frame. Full handicap shall apply. If this is due to an emergency or force majeure, the same nine pinfalls shall be awarded for the unfinished frames except that the handicap shall be prorated.
- 3.9. It shall be the responsibility of the bowler's team captain to report the incident to the governing body or any of the marshals with no delay.
- 3.10. A bowler is given a maximum grace period of ten (10) minutes reckoned from the time of injury or to rest for a period equivalent to two (2) frames whichever is shorter. During the rest period of 2 frames, both teams shall play at their normal pace with no attempt to delay. Bowler shall be allowed to play the remaining frames
- 3.11. Win Points
 - 3.11.1. Win points of two (2) for each game won shall be awarded to the winning team. Win points shall be divided between opponent teams in case of tie.
 - 3.11.2. Win points of two (2) shall be awarded to the team who made the most number of pin falls in one league match.
 - 3.11.3. One (1) bonus point per game shall be awarded to a team who breaks its total scratch average of fielded players (current average) +51 pin falls, two (2) bonus points per game for breaking total scratch average of fielded players (current average) +101 pin falls.
 - 3.11.4. One (1) win point per game shall be awarded to a team in case the opposing team is considered default. Should the playing team breaks its total scratch average of fielded players (current average) plus one (1) pinfall, less 10 pinfalls per player, another one (1) win point will be earned. Bonus points will be earned as per clause 3.11.3.
 - 3.11.5. The scoring system for the entire conference from game one of the preliminary round up to and including the final round shall be cumulative and shall determine the final standings of all teams (champion, 1st runner-up, etc). In case of tie, the total pin falls with handicap shall be the basis to break the tie.

4. Entering Average, Handicap, and Classification

4.1. Entering average

- 4.1.1. The fixed entering average for an active bowler shall be based on his/her final average from the latest league conference or new entering average after the reclassification and shall be the basis of the drop-of-5 rule throughout the league. Bowlers with no established averages in DFBC, then his or her established average during the immediate previous season or ongoing season from other recognized bowling leagues should be used.
- 4.1.2. The assigned entering average for a **new bowlers** and **inactive bowlers** (in case average is not available) shall be fixed at one hundred eighty (180) for men and one hundred seventy (170) for women and shall be applicable for the first

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three (3) games only, and shall be calculated on a floating basis until completion of 9 games.

- 4.1.3. The fixed entering and bonus average for new and inactive (in case average is not available) bowlers shall be determined after completing nine (9) games and shall be the basis of computing the drop-of-5 rule throughout the league. Prior to completing the required nine (9) games, rule 4.1.2 shall apply in determining his/her bonus average.
- 4.1.4. The fixed entering average for an active bowler who did not participate in the last concluded league will be his current average, and shall be the basis for computing his entering handicap and the drop-of-5 rule throughout the league.
- 4.1.5. A bowler who does not complete the initial nine (9) games to establish a fixed entering average either during the previous league or throughout his DFBC bowling career shall be considered as new bowler and Section 4.1.2 above shall apply.
- 4.1.6. For the purpose of establishing a fixed entering average, a bowler who periodically (2 successive conferences) misses to complete the initial nine (9) games shall be assigned a fixed entering average by governing body based on the bowlers actual average based on 2 conferences. This fixed entering average shall be used for calculating the team's bonus average.

4.2. Handicap

- 4.2.1. The initial handicap for active/inactive bowlers shall be based on his/her final established average, and shall be applicable for the first three (3) games only.
- 4.2.2. The initial handicap for a new bowler shall be fixed at 18 pins for men and 30 pins for women, and shall be applicable for the first three (3) games only. (NOTE: An initial handicap of zero (0), a classification of 'O or A' and an entering average of 195 will be given to male or female bowlers who are known to be capable of achieving an average equal to or greater than 195. This will be determined by the governing body and the said player will be informed accordingly).
- 4.2.3. The computation of handicap shall start only after completing the required three (3) games, and shall be done weekly on a floating basis with limitation on maximum drop of five (5) only in the entering average.
- 4.2.4. For individual performance award, individual handicap shall be computed at 200 base minus the current effective average multiplied by either ninety percent (90%) for men or one hundred percent (100%) for women. Decimal places shall be dropped with no rounding off.
- 4.2.5. Maximum applicable handicap for men is 45 and for women is 55.

5. Promotion & demotion in Bowlers Classification

5.1. New Bowler

- 5.1.1. A New Bowler is a bowler with no known and verifiable history of having previously played in the official leagues of the DFBC, Sharjah Filipino Bowling club, Abu Dhabi Filipino Bowling club, Ajman Filipino Bowling club, Ras Al Khaimah

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Bowling Club, Al Ruwais Filipino Bowling club and/or any other club known to DFBC from the year 2000 onwards. As a special provision, Section 4 shall apply.

5.1.2. Within the context of this definition, "other" leagues within the UAE where the bowler may have played are not included.

5.1.3. The provisions on handicap (Sections 4.2) and classification (5.3.3) shall apply

5.2. Inactive Bowlers

5.2.1. Inactive bowler is a bowler with known and verifiable history of having previously played in the official leagues of the DFBC prior to the 2004 1st Conference, but has ceased to play in any of these leagues from the year 2004 onwards.

5.2.2. The bowler shall be allowed to rejoin the league with the last known & verifiable class and average.

5.2.3. Bowler shall be required to play a minimum of twenty-one (21) games and shall renew his/her DFBC membership in case of lapse.

5.2.4. The team captain together with the inactive bowler/s shall inform in writing the governing body at least three (3) days prior to play date including his or her commitment that the bowler/s will complete the required minimum number of games for the current league.

5.2.5. Inactive Bowler/s who fails to complete the minimum number of games shall be given a classification one rank lower. For inactive bowler/s who completes the minimum number of games, the succeeding provisions shall apply.

5.2.6. The inactive bowler's average shall be compared to the minimum requirement for the class. This will be done after the completion of the current league.

5.2.7. If the average obtained is within the declared class, the bowler's class shall be maintained.

5.2.8. If the average obtained is above the declared class, the bowler's class shall be maintained.

5.2.9. If the average is below the declared class, the bowler's class shall be demoted by one rank lower.

5.3. Active Bowlers

5.3.1. Active bowler is a bowler who is currently playing in the official leagues of the DFBC.

5.3.2. Active bowlers shall be re-classified once every after one (1) year or after two conferences and averages shall be calculated based on his/her final combined conference averages. Reclassification of bowlers shall be effective from the start of the 1st Conference of the current league year.

5.3.3. Classification of **new bowlers** shall be applied after twenty (21) games based on the following average brackets:

Classifications	Male	Female
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Class O	195 – Above	
Class A	185 -194	175 Above
Class B	175 - 184	156 – 174
Class C	174 Below	155 Below

6. League Procedures

- 6.1. A team shall be given a grace period to proceed with the game from the official roll-off time provided that the opposing team has not completed their third frame, to complete its line-up before being declared in default for any particular game in progress.
- 6.2. The team present shall play its regular game as though the game is being contested and shall be awarded win points provided the team beat their scratch average less ten (10) pin falls each player (also refer to clause 3.11.4).
- 6.3. For the missed frames by the late player, it shall be credited with nine (9) pin falls.
- 6.4. Late bowler(s), one or the entire team, shall be allowed to play in an on-going game, provided that the anchor bowler (the fifth bowler in the line-up) of the opposing team has not completed its turn on the third frame.
- 6.5. Any player whose team has been declared in default may be allowed to play as a pacer for purposes of achieving individual awards, but the score shall not be credited as a team output. Clause 6.1.2 shall apply for missed frames.
- 6.6. No practice ball shall be allowed for any late bowler(s).
- 6.7. Any team who fails to play in three (3) consecutive scheduled matches shall not be allowed to continue the conference. Paid fees shall not be refunded and any outstanding accounts shall remain collectible.
- 6.8. Uniform
 - 6.8.1. Official team uniforms shall be of the same color and design. No mixed color and design of uniforms shall be allowed. No walking shorts allowed for male bowler. No sleeveless shirts or undershirts allowed for male & female bowlers. Penalties as per clause 6.2.2 shall apply and no warnings will be given.
 - 6.8.2. Official team uniform shall be required on all bowlers playing in any scheduled match from week five (5) until the end of the season
 - 6.8.3. Penalty of 20 pinfalls per player per game shall be deducted from the team's pinfalls should a bowler plays in any scheduled game without official uniform. To strictly implement this rule, a Marshall will be assigned to check every team prior to start of every game. Score sheet of team with player/s not in uniform will be marked "Less 20" and signed by Marshall.
 - 6.8.4. There shall be a parade of uniforms on the fifth (5th) week to judge the best in uniform award.

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6.8.5. The entry for the nomination of the best in uniform shall come from the participating teams, selected non-DFBC members and sponsors. The criteria for the winner/s in the Best in Uniform shall be announced prior to the start of the parade of uniforms.

6.9. Finance

6.9.1. There shall be a penalty of UAE Dhs 1.00 per frame for any bowler who does not make any mark (spare or strike) in the 3rd, 6th & 9th frames of each game.

6.9.2. It shall be the responsibility of the team captain to ensure that the penalties are collected and turned over to the treasurer right after the last game. **Team/s that did not settle last games due will not be allowed to play further. All fees the team and the members already paid will be forfeited.**

6.9.3. All teams shall pay a non-refundable registration fee minimum of UAE Dhs 1,300/- . For non-sponsored teams, lane fees shall be paid by the team captain directly to the DIBC cashier after every league games for the duration of the tournament.

6.9.4. Then governing body shall inform all participating members on the final payment of entry fees, not to exceed half of the scheduled current league.

6.9.5. Any team not complying with the above shall be served with notice of non-payments and potentially be disallowed to continue the league.

6.9.6. It shall be the responsibility of the team captain to ensure that the abovementioned fees are settled on time.

6.9.7. Any team not complying with the above shall be served with notice of non-payments and potentially be disallowed to continue the league.

6.9.8. Members of a team that were disallowed due to non payment of entry fee shall bear the cost divided equally and shall be responsible to settle his/her share of unpaid entry fee.

6.9.9. Any Member failed to settle his/her established share on the unpaid entry fee shall not be allowed to participate to any DFBC leagues until such unpaid share is settled.

6.10. Team's captain meeting

6.10.1. There shall be a joint meeting between the governing body and team captains one week prior to the start of the league games to review and adopt these league rules & regulations.

6.10.2. A special meeting prior to the team captain's meeting may be called by the governing body as it may deem proper and necessary.

6.10.3. Governing body will proceed with the scheduled timing of the meeting and consider it has a quorum if fifty percent (50%) +1 of the confirmed participating teams are represented

7. Special Awards

7.1. Team of the Week

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The team with the highest pinfalls (scratch + handicap) in a three game series shall be declared as team of the week. Winners shall be limited to two (2) wins only (optional depending on availability of sponsors).

7.2. Bowlers of the Week

7.2.1. Male and female bowlers with the highest pin falls (scratch + handicap) in a game shall be declared as bowler of the week. Winners shall be limited to two (2) wins only. (optional depending on availability of sponsors).

7.2.2. Male and female bowlers with the highest pin falls series (scratch + handicap) in three (3) games shall be declared as bowler high series of the week. Winners shall be limited to two (2) wins only (optional depending on availability of sponsors).

7.3. Bowler of the Month

7.3.1. Bowler of the month shall be separated into male and female categories.

7.3.2. Bowler of the Month: Men's Division.

7.3.3. Qualifying for male bowler of the month shall be based on their current classification.

7.3.4. Qualifying format shall be three games series (scratch + handicap) based on scheduled league games. Player should be part of the official playing line-up.

7.3.5. Cut-off time of qualifying entries will be up to the 3rd frame after roll-off. No entry will be accepted after the 3rd frame has been completed.

7.3.6. Multiple qualifying entries are allowed for each month with a qualifying and stepladder matches to be scheduled by the governing body.

7.3.7. Top 3 qualifiers according to their classification shall advance in a stepladder match. No applicable handicap is allowed. Top qualifiers of each class shall be twice-to-beat. In case of a tie, there will be a 1 game roll-off.

7.3.8. Bowlers can only play in their current classification.

7.3.9. Bowlers can play in the next classification (1 rank higher) provided they have already won BOM in his/her current classification.

7.3.10. New and unclassified bowlers must have played a minimum of 21 games prior to joining the Bowler of the Month.

7.3.11. Bowler of the Month: Women's Division

7.3.12. There shall be no classification limitations until such there is a sufficient number of bowlers to make up separate classifications.

7.3.13. Qualifying format shall be three games series (scratch + handicap) based on scheduled league games.

7.3.14. Multiple qualifying entries are allowed for each month with a qualifying and step-ladder matches to be scheduled the governing body.

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- 7.3.15. Top-3 qualifiers shall advance in a stepladder match. Current handicaps apply only when there are no classification limitations. In the event of separate classifications, the stepladder matches shall be on a scratch format. Top qualifier shall be twice-to-beat. In case of a tie, there will be a 1 game roll-off.
- 7.3.16. Winner shall be limited to one win only.
- 7.3.17. Bowlers are not allowed to qualify below their current classification (in case of separate classification only).

7.4. Bowler of the Year

- 7.4.1. The bowler of the year shall be awarded in four (4) different classes for Male division and three (3) different classes in female division provided sufficient number is available. (A-14, B-19, C-36).
- 7.4.2. The bowler of the year shall be played for one schedule. The format shall be 8-game scratch series for mens division and 8 game series with handicap division female. The top-3 qualifiers from each class and division shall advance in a stepladder match. The top-qualifier on each class and division shall be twice to beat. The registration fee shall be fixed at UAE Dhs 100.00 unless otherwise stipulated in league rules
- 7.4.3. The following handicap for female division shall be if there is an insufficient number of bowlers male/female.

CLASS	HANDICAP
A	0
B	5
C	10

- 7.4.4. Only bowlers of the month champions of each class are allowed to play. Bowlers who have been champion one-rank or two-ranks above their classification shall play in the highest rank that they have achieved.

7.5. Elite Bowlers

- 7.5.1. The elite bowlers are classified as top-32 men and top-16 women bowlers with the highest average. In the event of absence of top 32 male and top 16 female, succeeding bowlers in the order of averages shall be allowed to play with Zero handicap.
- 7.5.2. To qualify, the bowler must have played a **minimum of forty percent (40%)** of total league games. Games played on the last playing day of the current league shall not count.
- 7.5.3. The showdown shall be played for one schedule. The format shall be 10-game sudden-death game scratch series. No handicap is allowed.
- 7.5.4. The showdown shall be played on the day prior to the final league games, or as scheduled by the governing body.
- 7.5.5. The registration fee is UAE Dhs 100.00.

7.6. Best in Uniform

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7.6.1. There shall be a parade of uniforms on the fifth (5th) week of the league to judge the best in uniform award

7.6.2. Subject to availability of funds or sponsors, best in uniform shall be awarded.

7.7. Accumulator Award

7.7.1. A bowler who scores a scratch game of 280 for men Class O, 279 for men Class A and 260 for women Class A during the preliminary round shall receive a cash prize award equivalent to UAE Dhs 5.00 x no. of teams x no. of weeks, at the time the score was recorded. The same procedure continues until the end of the league

7.7.2. The accumulator scores for Class B bowlers only are 270 for men & 250 for women.

7.7.3. The accumulator scores for Class C bowlers only are 260 for men & 240 for women.

7.7.4. In case there is more than one winner during a week's 3-game schedule, the prize shall be divided equally among all winners.

7.7.5. The accumulator award for the first week only is set at UAE Dhs 150.00 minimum in case the amount carried forward from previous league is less.

7.7.6. In the event the entire accumulator award or any portion thereof remains at the end of the current league, the amount equivalent to ten (10%) percent from the accrual shall be carried forward to the succeeding league.

Accumulator:

Class	Male	Female
O	280	--
A	279	260
B	270	250
C	260	240

7.8. Perfect Game

Any bowler who scores a perfect 300 game during the league shall receive a DFBC-customized gold ring award or cash award of UAE Dhs 1,000.00 and a Plaque. The cash prize for perfect score is capped at DH3,000.00 per conference.

7.9. Most Improved Player Award

Awarded to both male and female Class B & C bowlers who have made the greatest improvement from the previous season/entering average. Average difference will be calculated by deducting the bowler's previous ending average and his/her final average. Other award criteria to be considered by the governing body are individual awards garnered by bowlers.

7.10. Most Valuable Player Award

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This shall be awarded to both male and female bowlers who have garnered the most individual award points after two conferences. The point system for MVP shall be calculated as follows:

Award	Points	1 st Place	2 nd Place	3 rd Place
300 Perfect Game (M/F)	15			
800 Series, 3-Game Scratch (M/F)	14			
High Average Awardee (A/B/C – M/F)		13	9	5
750 Series, 3-Game Scratch (M/F)	12			
700 Series, 3-Game Scratch (M/F)	11			
Accumulator	10			
Bowler of the Year Awardee (A/B/C/O)		9	6	3
Elite Bowler Challenge Awardee (M/F)		8	5	2
Top 3 Teams (player)		7	5	3
650 Series, 3-Game Scratch (M/F)	6			
High Series Awardee (Scratch/Handicap)		5	3	2
High Game Awardee (Scratch/Handicap)		4	2	1
Bowler of the Month (A/B/C/O)	3			
Bowler of the Week	2			

7.11. Rookie of the Year Award

Awarded to one male and one female new bowler (refer to definition of bowlers) who have bowled at least 50% of the total league games for two (2) conferences and have made the greatest improvement in terms of average difference and other awards. Average difference will be calculated by deducting the bowler's starting average (calculated after 9 games of first conference) and his/her current ending average (end of second conference). Other award criteria to be considered by the GOVERNING BODY are individual awards garnered by bowlers.

7.12. Ties

In case of a tie for any award, the following rules shall determine the winners:

High Average (male or female):

- a. Two decimal places
- b. Most number of games
- c. Three games roll-off (scratch)

High Series Scratch (male or female):

- a. Three games roll-off (scratch)

High Game Scratch (male or female):

- a. One game roll-off (scratch)

High Series Handicap (male or female):

- a. Three games roll-off (scratch + handicap)

Handicap to be used will be based on the current average

High Game Handicap (male or female):

- a. One game roll-off (scratch + handicap)

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Handicap to be used will be based on the current average

Failure to comply in any of the above required tiebreaker requirements should result in the forfeiture of the award in contention

8. TEAM PRIZES AND AWARDS

8.1. Major Awards

Team prizes

<input type="checkbox"/> Champion team	Cash Prize + team trophy + individual trophy
<input type="checkbox"/> 1 st runner-up	Cash Prize + team trophy + individual trophy
<input type="checkbox"/> 2 nd runner-up	Cash Prize + team trophy + individual trophy
<input type="checkbox"/> 3 rd runner-up	Cash Prize + team trophy + individual trophy
<input type="checkbox"/> 4 th runner up	Cash Prize
<input type="checkbox"/> 5 th runner up	Cash Prize
<input type="checkbox"/> 6 th runner up	Cash Prize
<input type="checkbox"/> 7 th runner up	Cash Prize
<input type="checkbox"/> 8 th runner up	Cash Prize
<input type="checkbox"/> 9 th runner up	Cash Prize

Note: Team Trophy is an addendum onto the cash prize i.e. cash prize is viewed as a 100% team entitlement. Individual Trophy on the other hand, being team member prerogative is separate and distinct from cash & team trophy respectively and the cost of which should be borne by a team member.

8.2. Individual Awards

To qualify for the following individual awards, the bowler shall play a minimum of one-half (1/2) the total number of games except High game scratch and High game handicap:

<input type="checkbox"/> Highest average	Cash Prize (male & female)
<input type="checkbox"/> The Elite Bowler	Cash Prize (male & female)
<input type="checkbox"/> High series scratch	Cash Prize (male & female)
<input type="checkbox"/> High series with handicap	Cash Prize (male & female)
<input type="checkbox"/> High game scratch	Cash Prize (male & female)
<input type="checkbox"/> High game with handicap	Cash Prize (male & female)
<input type="checkbox"/> Bowler of the year	Cash Prize (male & female)
<input type="checkbox"/> Most improved bowler	Cash Prize + Trophy (male & female)
<input type="checkbox"/> Most valuable player	Cash Prize + Trophy (male & female)

8.3. Team Awards

<input type="checkbox"/> High series scratch	Trophy
<input type="checkbox"/> High series with handicap	Trophy
<input type="checkbox"/> High game scratch	Trophy
<input type="checkbox"/> High game with handicap	Trophy
<input type="checkbox"/> Best in uniform	Trophy

8.4. Weekly Special Awards

<input type="checkbox"/> High series w/ handicap of the week	optional (male & female)
<input type="checkbox"/> Bowler of the week	optional (male & female)

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- Team of the week

8.5. The order of priority for individual and/or team awards shall be as follows:

- High average
- High series
- High game

8.6. Any individual or team who wins more than one award shall be awarded only the highest award, except for the individual high average. Priority should be governed by Section 1.2.

8.7. All awards shall be on the basis of "recognition to where recognition is due."

9. Supplementary Rules

9.1. Scoring & Score Sheets

- 9.1.1. Scoring on official score sheets shall be done by the team assigned on odd number of lanes during the first two (2) games, while teams assigned on even number of lanes shall score during the 3rd game.
- 9.1.2. Teams assigned to odd number lanes shall be the first to list the line-up of players.
- 9.1.3. Score sheets shall be duly signed by either team captains (or representative) before submitting to GOVERNING BODY. The opposing team captain shall duly initial erasures.
- 9.1.4. Missing calculation may be done by the GOVERNING BODY and the team captain shall be informed accordingly.
- 9.1.5. Questions regarding the score sheets shall be presented to the GOVERNING BODY within three (3) days after the game in question has been played. No protest shall be entertained thereafter.
- 9.1.6. Any individual or team proven to have deliberately tampered with the score sheet shall not be allowed to continue the conference, and shall forfeit all fees, team and/or individual awards.
- 9.1.7. League game(s) or frame(s) within a game that is irretrievably lost in the scoring process is invalid. The game(s) or frame(s) must be re-bowled unless the GOVERNING BODY rules otherwise. If all scores on a pair of lanes can be documented, the game shall be continued from the point of interruption.

9.2. Un-Sportsmanlike Conduct

The GOVERNING BODY may give a warning to any player displaying unsportsmanlike conduct. Unsportsmanlike conduct shall be assessed as follows:

- 9.2.1. Boisterous cheering, uttering annoying remarks and/or producing any loud distracting sound or nuisance while a player is on the approach to deliver a ball.
- 9.2.2. Running tirades, continuous criticism or griping, cursing or blaspheming an official, member or bowler, and other excessive misconduct shall be sufficient to eject a bowler from the game.

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- 9.2.3. Taunting
 - 9.2.4. Physically contacting a GOVERNING BODY or other members or bowlers.
 - 9.2.5. Violators of Sections 9.2.1 – 9.2.4 shall be penalized as follows:
 - 9.2.5.1. First Offence (i.e. white card): Warning & reprimand with no penalty.
 - 9.2.5.2. Second Offence: (i.e. yellow card): Deduction of twenty (20) pin falls from violator's total pin count in the league plus a fine of Dhs 20.00. Failure to comply with penalty shall result in a 3-game suspension.
 - 9.2.5.3. Third Offence: (i.e. red card): Deduction of thirty (30) pin falls from the violator's total pin count in the league, fine of Dhs 30.00 plus 3-game suspension. Failure to comply shall result in additional 3-game suspension.
 - 9.2.6. Violation of Section 9.2.4 shall be penalized with deduction of fifty (50) pin falls from the violator's total pin count in the league, fine of Dhs 50.00, 3-game suspension plus forfeiture of any individual award. Failure to comply shall result in suspension for a minimum of twenty (20) games which shall be carried forward to the next league in the event the present league cannot carry out the penalty.
 - 9.2.7. Penalties (i.e. deduction in pin count) incurred shall not affect the match results or standing of the violator's team.
- 9.3. Marshals
- 9.3.1. Each team shall designate a player to be assigned as marshal. The team captain shall designate its marshal.
 - 9.3.2. The GOVERNING BODY shall prepare a roster which shall list marshals assigned for each play day.
 - 9.3.3. While on duty the marshal shall be assigned specific tasks by the GOVERNING BODY. These tasks shall be discussed as part of the induction.

10. REGISTRATION & ENTRY FEES AND SCHEDULE OF PAYMENT

- 10.1. The registration fee for the DFBC Friday League is UAE Dhs. 1,300/-.
- 10.2. Mode of payment shall be according to the table below.
- 10.3. Payment of lane fees (Dhs 150/- per team: Dhs 10 x 3 games x 5 bowlers) in full regardless of full line-up or otherwise (blind) is mandatory from week 1 up to the final week of the league conference for sponsored teams. Payments have to be made directly to Dubai Bowling Center after every league games for non-sponsored teams.
- 10.4. Registration fee of UAE Dhs. 1,300/- must be paid as follows:
 - AED 300.00 on or before the 2nd week
 - AED 500.00 on or before the 5th week
 - AED 500.00 on or before the 10th week

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- 10.5. Team captains shall be responsible for the collection of payments
- 10.6. A team with a sponsor shall pay the fees as per the above schedule of payment while awaiting for the sponsorship fund. Once the team receives the sponsorship fund, it shall immediately pay the DFBC with no further delay.
- 10.7. DFBC shall return any amount paid in full prior to the receipt of the sponsorship fund.
- 10.8. Only current dated "cash" cheque shall be accepted as guarantee in lieu of cash payment.
- 10.9. Cheques issued by sponsors shall be made payable to the bowling center's name (i.e. Dubai International Bowling Center).
- 10.10. Penalties for non-compliance with the payment schedule:
 - The team shall not be allowed to play any succeeding games.

11. DECISION, PROTEST & APPEAL

11.1. Interpretation of the Rules

- 11.1.1. GOVERNING BODY shall decide protests brought before it in the following order of precedence in the interpretation & application of rules:
- 11.1.2. Specific rule within the league rule and FIQ rules. In case of conflict within this level, the FIQ rule shall prevail.
- 11.1.3. General rule within the league rule and/or FIQ rules. In case of conflict within this level, the FIQ rule shall prevail.
- 11.1.4. In the absence of the above conditions, the decision shall be based on past decision, tradition, practice, understanding and/or convention, provided that this does not violate any of the above.
- 11.1.5. In case of conflicts within this level, past decisions shall have the precedence over other factors.
- 11.1.6. In case of conflicts within previous decisions, the most recent decision shall be given more weight, but it is not necessary to follow the same if it is less suitable or effective.
- 11.1.7. If none of the above conditions apply, the GOVERNING BODY shall make a precedent decision that becomes part of the current league rules with the same force & effect as any other rule.
- 11.1.8. In the succeeding league, the GOVERNING BODY shall endeavor to amend the league rules to include new rule(s) resulting from its precedent decision.

11.2. GOVERNING BODY Decisions

- 11.2.1. For the purpose of preventing the league operation from being paralyzed, the decision of the GOVERNING BODY shall be considered as final and executable for the majority of protests.

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- 11.2.2. Protests shall be filed in writing with the GOVERNING BODY by the complainant party within two (2) days from the incident.
- 11.2.3. GOVERNING BODY shall decide on the protest within three (3) days after complaint is filed.
- 11.2.4. While any protest is pending, the results of the game shall be binding and shall be used for the purpose of calculating the results of the games. Provisional ball as per FIQ Rule 126 shall be allowed.
- 11.2.5. 12.4 GOVERNING BODY shall deliberate on protests filed for decision. Members whose team is a party to the dispute shall abstain from the deliberation. A minimum of three (3) members must be present to constitute a quorum and render decision.
- 11.2.6. In the event the quorum is not met, the corps of officers may appoint additional interim members to resolve the dispute.
- 11.2.7. The operation of Section 11.2.1 shall not apply under the following condition:
 - 11.2.7.1. The adverse decision of the GOVERNING BODY shall result in the complainant team to lose the 3-game match. For this provision to apply, the complainant team must clearly demonstrate their loss because of the GOVERNING BODY's decision favoring the opponent team. If the decision affects only one (1) game and the complainant team wins two (2) out of three (3) games, the provision does not apply.
 - 11.2.7.2. The complainant team has the right to a single and final appeal against the GOVERNING BODY's decision.
 - 11.2.7.3. The complainant team shall file its appeal within three (3) calendar days from receipt of the decision. Failure to comply shall mean the waiver to the right to appeal.
 - 11.2.7.4. The appeal shall be decided and disposed of within three (3) days upon receipt.
 - 11.2.7.5. While any appeal is pending, the previous decision of the GOVERNING BODY shall be binding and shall be used for the purpose of calculating the results of the games.
 - 11.2.7.6. GOVERNING BODY shall deliberate on an appeal filed for decision. Members whose team is a party to the dispute shall abstain from the deliberation. A minimum of five (5) and a maximum of seven (7) members must be present to constitute a quorum and render decision.
 - 11.2.7.7. The corps of officers shall appoint additional interim members to satisfy the minimum requirement to constitute a quorum.

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12. PROTEST & APPEAL FORM

(Triplicate copies)

Instructions: Triplicate form to be distributed as follows: 1 copy to DFBC upon submission of protest, 1 copy to opposing team and last copy is retained by petitioner team.

Team		Petitioner	
Date of Filing		Team Captain	

Background Information:

Main Issue(s):

Applicable League and/or FIQ Rule(s):

Requested Action(s) To Be Taken:

Signatures:

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13. SUPPLEMENTAL FIQ BOWLING RULES

WORLD TENPIN BOWLING ASSOCIATION (W T B A) FEDERATION INTERNATIONALE DES QUILLEURS (F I Q)

The Federation Internationale Des Quilleurs (FIQ) was founded in 1952 to foster worldwide interest in amateur tenpin and ninepin bowling and international friendship through world and zone tournaments and bowling competition between bowlers of different countries.

The following playing rules and specifications have been adopted by the World Tenpin Bowling Association for its tournaments, and are offered as a guide towards uniformity in the game.

Part I: General Playing Rules

Rule 112. Legal Pin fall

Pins to be credited to a player following legal delivery shall include:

1. Pins knocked down or off the pin deck by the ball or another pin.
2. Pins knocked down or off the pin deck by a pin rebounding from a side partition or rear cushion.
3. Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.
4. Pins that lean and touch the kickback or side partition.

All such pins are termed dead wood and must be removed before the next delivery.

Rule 113. Illegal Pin fall

When any of the following occur the delivery counts but the resulting pin fall does not:

1. A ball leaves the lane before reaching the pins.
2. A ball rebounds from the rear cushion.
3. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
4. A pin is touched by mechanical pin setting equipment.
5. Any pin knocked down when dead wood is being removed.
6. Any pin knocked down by a human pinsetter.
7. The player commits a foul.
8. A delivery is made with dead wood on the lane or in the gutter and the ball contacts such dead wood before leaving the lane surface.

If illegal pin fall occurs and the player is entitled to additional deliveries in the frame, the pin or pins illegally knocked down must be re-spotted where they originally stood.

Rule 114. Pins - Improperly set

When bowling at a full setup or to make a spare, if it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pin fall counts. It is each player's responsibility to determine if a setup is correct. The player shall insist that any pin or pins incorrectly set be re-spotted before delivering the ball, otherwise the setup is deemed to be acceptable.

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No change can be made in the position of any pins left standing after a delivery. That is, pins which are moved or misplaced by a mechanical pinsetter shall remain in the moved or misplaced position and shall not be corrected manually.

Rule 115. Pins - Rebounding

Pins that rebound and stand on the lane must be counted as standing pins.

Rule 116. Pins - May Not Be Conceded

No pins may be conceded and only those actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.

Rule 117. Pins - Replacement

Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The tournament officials shall determine whether pins shall be replaced.

Rule 118. Dead Ball

A ball shall be declared dead if any of the following occur:

1. After a delivery (and before the next delivery on the same lane), attention is immediately called to the fact that one or more pins were missing from the setup.
2. A human pinsetter interferes with any standing pin before the ball reaches the pins.
3. A human pinsetter removes or interferes with any downed pin before it stops rolling.
4. A player bowls on the wrong lane or out of turn. Or one player from each team on the pair of lanes bowls on the wrong lane.
5. A player is physically interfered with by another player, spectator, or moving object or by the pinsetter as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball declared.
6. Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
7. A delivered ball comes in contact with a foreign obstacle.

When a dead ball is called, the delivery does not count. The pins standing when the dead ball occurred must be re-spotted and the player allowed to re-bowl the delivery.

Rule 119. Bowling on Wrong Lane

As stated in Rule 118, a dead ball shall be called and the player or players required to rebowl on the correct lane when:

1. One player bowls on the wrong lane.
2. One player from each team on the pair of lanes bowls on the wrong lane.
 - a. 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.
 - b. In singles match play competition, where a player bowls two frames each time it is player's turn to bowl, and the player bowls on the wrong lanes, a dead ball shall be called and the player required to rebowl on the correct lanes, providing the error was discovered before the opposing player has made a delivery.

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Otherwise, these score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

Rule 120. Definition of a Foul

A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment, or building during or after a delivery.

A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.

Rule 121. Deliberate Foul

When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pinfall for that delivery and not allowed further deliveries in that frame.

Rule 122. Foul Counts as Ball Delivered

When a foul is recorded the delivery counts but the player is not credited with any pins knocked down by that delivery. Pins knocked down by the ball when the foul occurred must be respotted if the player who fouled is entitled to additional deliveries in the frame.

Rule 123. Foul Detection

Tournament officials may adopt and use any automatic foul-detecting device approved by WTBA. When none is available, a foul judge must be stationed in a position to have an unobstructed view of the foul line. Should a foul detecting device become temporarily inoperative, the tournament officials shall assign a foul judge or authorize the official scorers to call fouls.

Rule 124. Apparent Foul

A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to:

1. Both captains or one or more members of each of the opposing teams.
2. The official scorer.
3. A tournament official.

Rule 125. Foul - Appeal

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

1. It is proved that the automatic device is not operating properly.
2. There is preponderance of evidence the player did not foul.

Rule 126. Provisional Ball

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.

1. If the dispute occurs on a player's first delivery in any frame, or on the second delivery in the tenth:
 - a. 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.

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- b. 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.
 - c. 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.
2. If the dispute occurs on 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.

Rule 127. 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.

Rule 128. Bowling Ball - Altering Surface

Altering the surface of a bowling ball by the use of abrasives while bowling in a sanctioned competition is prohibited. All bowling balls so altered must be removed from the competition.

NOTE: If it shown that the player had prior knowledge that his/her actions would be in violation of this rule, the game(s) in which the violation occurred is subject to forfeiture. In addition, the player is subject to removal from the event in progress.

Rule 129. 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 player's area.

Rule 130. Protest - Errors in Scoring

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 managing 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 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.

Rule 131. Protests - Eligibility - Fouls - General Playing Rules

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 so construed to cover a similar or

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previous violation. Protests in World, Zone and Regional Championships shall be made according to Rule 312, A.3, and Rule 312, B.

Chapter II: Tournament Rules

Rule 203. Official Score

A tournament is required to have official scorers to record all games bowled in the tournament or use an approved automatic scoring device. If a full complement of scorers 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 tournaments 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 pinfall 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 may, 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.

Rule 204. Lane Assignment - Tardy Players

If the tournament is scheduled on several lanes at the time, lane assignment shall be made by lot. 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.

For singles and doubles events, once competition are under way, the number of players scheduled on a pair of lanes must be consistent throughout the tournament.

Rule 205. Playing Uniforms

Participants in international tournaments shall wear a standard uniform approved by their national federation. Individual variations to that are not permitted. Men must wear slacks. A women's team must be uniformed in slacks or in skirts and not a combination of both.

Rule 209. Slow Bowling

Bowlers preparing to step on to 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.

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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.

If a player does not observe the procedures outlined in 1, 2 and 3 it may be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:

- a. With a white card for the first offense (no penalty). With a yellow card for the second offense (no penalty).
- b. For the third offense, and each succeeding offense thereafter in a block of games, the player shall be shown a red card and shall receive zero (0) pinfall for the frame.

NOTE: Blocks of games are defined in the rules as the six games each for singles and doubles, and three games for trios and five-person teams. The eight games of match play round robin in a day and all games in the Grand Finals, when applicable, shall be considered separate blocks.

Rule 210. Penalties For Rule Violations

Penalties for rule violations, when the rule does not specify a penalty, are governed as follows:

1. A player failing to observe a rule(s) shall be warned by an authorized tournament official with a yellow card for first offense (no penalty).
2. For a second offense in the same tournament, the player will be disqualified from the tournament, and will not be allowed to participate in WTBA/Zone sanctioned/conducted tournaments for 90 days.
3. If a player receives warnings in three different tournaments within 12 months, he will not be allowed to participate in WTBA/Zone sanctioned/conducted tournaments for 90 days.
4. All offenses shall immediately be reported by the tournament secretary to the General Secretary of the WTBA, who will report to all member federations.

Rule 211. Tie Breaking Procedures

All tournaments sanctioned by the WTBA may declare co-champions or arrange for the breaking procedures as follows:

1. One game roll-off, or
2. 9th and 10th frame roll off, but the Tournament Committee shall state options clearly in the tournament rules.

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14. Lane Conditioning Requirements

The following lane conditioning requirements shall apply to all tournaments conducted or sanctioned by the WTBA.

The general goal for all WTBA conducted and sanctioned tournaments shall be to achieve a fair and equitable scoring condition which places a premium on bowler accuracy and consistency. The WTBA Technical Delegate, in consultation with the Tournament Technical Committee, shall attempt to assure a procedure which provides consistent ball reaction characteristics across the entire width and length of the lanes for the duration of the competition. The specific dressing (oiling) and stripping (cleaning) procedures shall meet the following requirements:

Following any application, in the dressed portion of the lane (including any buffed portion), there shall be a minimum of 5 units of dressing at all points on the lane surface. The minimum and maximum dressing distances, including the buffed portion, shall not be less than 28 or more than 45 feet.

The full length of all lanes shall be stripped (dry) at least daily during the tournament. The same procedure shall apply for at least the preceding 3 days. In the event the Tournament Technical Committee decides there is a need of oiling more than once a day, the full length of all lanes shall again be stripped before doing so.

Graphs shall be taken on a daily basis before bowling and made available for inspection upon request.

The WTBA Technical Committee is authorized to publish additional detailed guidelines to assist Technical Delegates in performing their duties.