

GENERAL RULES OF INTER-SCHOOL TENPIN BOWLING COMPETITION

1. Unless otherwise stated, the rules of the Hong Kong, China Tenpin Bowling Congress shall be applied.
2. **SYSTEM OF COMPETITION**
 - 2.1 **Individual Event**
 - 2.1.1 Each player will play 3 games in assigned lanes, the total scores will determine the top 8 positions.
 - 2.1.2 In case of a tie on the top 8 position, the tie will be broken by the player with the highest game;
 - 2.1.3 Should the tie persists, the second highest game will be taken to break the tie;
 - 2.1.4 Should the tie persists, co-winner will be declared.
 - 2.2 **Team Event**
 - 2.2.1 Each player will play 3 games according to the line-up in the assigned pairs of lanes. The total pinfalls of 9 games will determine the top 4 Team position.
 - 2.2.2 In case of tie on total pinfalls, the team having the highest game of 3 players added together will be used to break the tie;
 - 2.2.3 Should the tie persists, the second high game of 3 players added together will be used to break the tie;
 - 2.2.4 Should the tie persists, co-winner will be declared.
3. **HANDICAP**

10 pins per game will be deducted from bowler who is a member of the National Youth Team of Hong Kong, China Tenpin Bowling Congress.
4. **TEAMS**
 - 4.1 **Individual Event**
 - 4.1.1 Boys Open Grade and Girls Open Grade.
 - 4.1.2 Schools may enroll 1 to 5 players in each event
 - 4.2 **Team Event**
 - 4.2.1 Boys Open Grade and Girls Open Grade.
 - 4.2.2 Schools may enroll 1 team with 3 members and 2 reserves in each event.
 - 4.3 Only players listed on the application form can participate in the Competition.
5. **UNIFORM**
 - 5.1 Players have exemption from the uniform requirement in General Rules of Sports Competition 7.4, i.e. it is not necessary for all players to dress in identical uniform with same colour and same style.
 - 5.2 Players must be properly dressed in polo shirt or crew neck T-shirt sports wear.
 - 5.3 Players in singlet, sleeveless T-shirt, shorts, and jeans will not be allowed to take part in the competition.
 - 5.4 Player must wear appropriate bowling shoes.
6. **TEAM MANAGER**

School Staff or non-full-time staff member authorized by Head of School must accompany their

team throughout the competition. Appointed non-full-time staff member must submit Team Manager (non-staff member) Registration Form' to the Federation Office 4 working days before assume duty.

7. REPORTING

- 7.1 Check in time will be arranged in accordance to the number of participants, and will be released on HKSSF website at least 7 days in advance. Lane assignment will be released on the competition day.
- 7.2 All school team manager must report ON TIME, players will be disqualified for schools that failed to report. Players' race number and pins will be distributed during reporting.
- 7.3 Registration cards MUST be produced to the Convenor before the start of the competition. Players without registration card are not allowed to take part in the competition.
- 7.4 Uniform inspection will be carried out during the collection of registration cards.

8. SUBSTITUTION PROCEDURE (TEAM EVENT)

- 8.1 For any Substitution (including reserve player) team manager should complete the substitution form and return to Registratin Counter before check in time.
- 8.2 In the event of substitution have been made with the reserve player, and further substitution is still required, the team manager should complete the substitution form, return to Registration Counter before check in time and doctor's certificate must be provided for further replacement, the player who is replaced will be prohibited to participate in any event on the same day.

9. SCORE CONFIRMATION

Players should check the score and sign on the score sheet after competition. The score will still stand even without player's signature.

10. PRIZES

- 10.1 Medals will be awarded to top 8 players in the Individual Event.
- 10.2 The top 4 teams shall receive a trophy and 3 medals in the Team Event.
- 10.3 High Game Award
 - 10.3.1 The player with the highest one game pinfall either in Individual or Team Competition will be awarded;
 - 10.3.2 In case of tie, co-winner will be declared.
 - 10.3.3 A trophy will be awarded to the high game scorer.

11. PROTEST

- 11.1 All protest must be launched by the team manager before Prize Giving.
- 11.2 The Organizing Committee will entertain the protest based on facts available. Decision of the Organizing Committee is final.

校際保齡球比賽章則

1. 除特別聲明外，所有比賽均依照中國香港保齡球總會所訂之比賽規則舉行。
2. **比賽制度**
 - 2.1 **個人項目**
 - 2.1.1 每名運動員於指定球道上各自連續進行三局比賽，以三局總績分釐定個人賽首八名名次。
 - 2.1.2 如遇總積分相同時，則比較相同運動員最佳一局成績，成績較佳者排先；
 - 2.1.3 如再相同，則比較有關運動員次佳一局成績，成績較佳者排先；
 - 2.1.4 如仍然相同，則有關運動員名次並列。
 - 2.2 **隊際項目**
 - 2.2.1 每隊三名運動員依據報名的比賽次序於指定球道上各自連續進行三局比賽，以每隊三人九局總績分釐定隊際冠、亞、季及殿軍。
 - 2.2.2 如遇總積分相同時，則比較有關隊伍每名運動員最佳一局成績的總和，成績較佳者排先；
 - 2.2.3 如再相同，則比較有關隊伍每名運動員次佳一局成績的總和，成績較佳者排先；
 - 2.2.4 如仍然相同，則有關隊伍名次並列。
3. **讓分制度**

香港保齡球青少年代表隊成員須每局扣除 10 分讓分。
4. **比賽隊伍**
 - 4.1 **個人項目**
 - 4.1.1 設男子公開組、女子公開組。
 - 4.1.2 每校可於各組派出一至五名運動員。
 - 4.2 **隊際項目**
 - 4.2.1 設男子公開組、女子公開組。
 - 4.2.2 每校可於各組派出代表一隊，每隊三人及兩名後備。
 - 4.3 當日參賽運動員須與報名表上所列的運動員姓名相同。
5. **運動員服裝**
 - 5.1 參加保齡球比賽之運動員可豁免本會所訂之比賽通則第 7.4 項之服裝要求，即全隊運動員並不需要穿著同色同款比賽衣。
 - 5.2 運動員必須穿著圓領或有領 T 恤款式之運動上衣。
 - 5.3 運動員不得穿著背心、無袖上衣、短褲及牛仔褲，違例者將被取消參賽資格。
 - 5.4 運動員必須穿著適當的保齡球鞋。

6. 領隊

參賽運動員需由學校全職職員或校長向中國香港學界體育聯會申請所授權的非學校教職員領隊帶領出賽，直至比賽完結。非本校教職員領隊需於執行領隊工作四個工作天之前透過學體會網上提交申請。

7. 報到

7.1 報到時間需根據參賽人數作出編配，並將於比賽日期七天前於學體會網頁公佈。球道編排將於比賽當日公佈。

7.2 各校領隊必須親自於報到時段內報到，逾時者該校之參賽資格將會被取消。屆時大會將派發運動員號碼布及扣針予各校領隊。

7.3 運動員須於比賽前出示其運動員註冊證予大會核對，未能出示其運動員註冊證者，一律不得作賽。

7.4 大會將於核對運動員註冊證期間同時檢查各參賽者之服裝。

8. 替補程序（隊際賽）

8.1 如已填報之後補運動員需作出替補，領隊必須填寫替補表格及於報到時間前交到報到處。

8.2 如後備運動員進行替補後仍有運動員於比賽當日生病或受傷，必須提供註冊醫生證明及填寫替補表格，並於報到時間前交到報到處，方可向大會申請替補，該被替補之運動員將不能參加當天的任何比賽。

9. 記分證明

各參賽球員有責任在比賽後在記分紙上抄錄分數及簽署確實所得分數，如記分紙上沒有參賽球員之簽名，分數亦會被列作確實分數，參賽者亦不得異議。

10. 獎項

10.1 個人項目首八名運動員可各獲獎牌乙面。

10.2 隊際項目各組設冠、亞、季、殿軍，可獲獎盃乙座及獎牌 3 枚。如某組參賽學校少於 9 間，只設冠、亞及季軍。

10.3 個人一局最高積分獎

10.3.1 於個人賽及隊際賽中擊出一局最高積分的運動員，可獲一局最高積分獎；

10.3.2 如有同分者獲相同獎項。

10.3.3 最高積分的運動員可獲獎盃乙座。

11. 上訴

11.1 任何投訴或抗議須由該校領隊於頒獎禮前以書面通知賽會。

11.2 賽會擁有一切投訴事項之最終判權；一經決定，恕不更改。