



Sonic Bowl Titanium Strike Challenge 2022 Rules and Regulations

1. Format of play

1.1 Participants will bowl a 3 game qualifying series. The top 8 will qualify for the Strike Challenge. All 8 players will go into a 1 shot roll off. In the event of a tie, the players will keep rolling off until the top 8 positions are determined. The player with the highest pinfall will move on to throw the next shot until there is only one man left standing who will be then crowned the Sonic Bowl Titanium Strike Challenge Champion!

The Sonic Bowl Titanium Strike Challenge is a part of Sonic Bowl's \$15,000 perfect game prize.

The following handicap system will be in place in the 3 Game Qualifying Series:

Category	Handicap
Females	10 pins

Qualifying:

22 October 2022, Sonic Bowl @ Our Tampines Hub, 1000Hrs

Strike Challenge:

22 October 2022, Sonic Bowl @ Our Tampines Hub, (immediately after qualifying)

2. Registration of Entries

There will be a One Time Entry Fee of \$100 for both Qualifying Blocks and Strike Challenge.

2.1 The tournament will be opened only to Sonic Bowlers' Club Members and Sonic Bowl Staff.

2.2 Slots will be given on a first come, first served basis. In the event that all spots are taken, a waiting list will be established.

3. Tie-Breaker

3.1 When a tie is registered after Qualifying, the player with the highest game (with handicap, if any), in the respective qualifying series, shall be the winner. If this still ends in a tie, the next high game will be counted, and / or repeated until the tie is broken. If this still ends in a tie, a 9-10th frame roll off will determine the winner.

3.2 In the event of a tie in the Strike Challenge, the 1 shot roll off will continue until the tie is broken.

4. Lane Play

All 3 games of qualifying are to be played cross-lane.

5. Check-in Procedures for Qualifying

5.1 All participants must CHECK-IN PERSONALLY AT THE TOURNAMENT DESK AT LEAST 30 MINUTES BEFORE THE SCHEDULED TIME FOR THE MASTERS EVENT, failing which he/she will be disqualified and the respective bowlers on the waiting list will be called.

Calls will be made as follows:

1st Call: 3 minutes prior to Check-in time

2nd Call: 2 minutes prior to Check-in time

3rd Call: 1 minute prior to Check-in time

***The clock in the bowling center will be the official timepiece**

6. Bowling Balls

6.1 It is the bowler's responsibility to ensure that all bowling balls used during the tournament are conforming to World Bowling Rules and Regulations. The tournament/Technical Committee reserves the right to examine the balls used by the participants. Use of an illegal ball is grounds for disqualification and forfeiture of all games, prizes and standing aside from any other penalties that may be imposed.

6.2 Altering the surface of the bowling ball is **ONLY ALLOWED BEFORE COMMENCEMENT/AFTER COMPLETION OF EACH GAME**, provided they are made at the designated area and it must not delay the bowlers and the progress of the game.

7. Slow Bowling

7.1 Slow Bowling is strictly not allowed and bowlers must bowl when it is their turn to do so.

7.2 Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery if the lanes immediately adjacent to them on both the right and left are clear.

8. Verification of Scores

It is the bowler's responsibility to ensure that the correct score for each game bowled is recorded and signed on the official score sheet, which will be used as the official score record. Once signed, the scores shall stand unless otherwise decided by the Tournament Director. If the official score sheet is not signed for any reason, the Tournament Director reserves the right to refuse acceptance of the score sheet.

9. Interrupted Game(s)

9.1 The Tournament Director may authorize the completion of a game and series on another pair of lanes when equipment failure on the lanes would delay the normal progress of the series. An interrupted game and series that cannot be completed must resume from the point of interruption.

9.2 In the event the score of any game is lost and/or erased and cannot be recalled and/or traced due to power or equipment failure, the bowler concerned will be required to re-bowl a new game when the power supply resumes or equipment is repaired. However, all scores of completed games that have been recorded in the official score sheet shall remain unchanged.

9.3 Lane Breakdown If a pair of lanes becomes unusable or unplayable before or during the squad games as determined by the Tournament Director or its assigned official, any available pair of lanes provided by the bowling centre shall be assigned to affected participant(s) or shall wait for the next available squad. In case of machine breakdown during the Masters, vacant lanes shall be assigned to affected finalists. Any interrupted game(s) or series must resume from the point (frame) of interruption. No practice throw(s) shall be allowed. In the event that a next available squad is offered in place, participants will be given the same amount of practice time as accorded to the rest of the squad.

10. Protest

Protest involving eligibility or general playing rules must be submitted in writing to the Technical Committee not later than 24 hours after the game in which the infraction occurred or before prize presentation, whichever is sooner. If no written protest is filed prior to the expiration period as stated above, the game or games shall stand as bowled. Each protest under this rule shall not be construed to cover a similar or previous violation.

11. Matters Not Provided For

The Tournament Committee whose decision shall be governed by World Bowling General Rules & Regulations, shall decide on any matter arising, which is not covered in these Rules & Regulations. Such a decision shall be final, subject only to an appeal to be made in writing to Sonic Bowl within 24 hours of the decision of the Tournament Committee.

12. Safe Management Measures

Due to the ever changing Covid-19 measures, Sonic Bowl reserves the rights to change the rules according to any update to the Covid-19 safe management measures.

13. Cash Prizes

All cash prizes will be given out in cash at the end of the tournament.

CASH PRIZE	
1st	\$1,500
2nd	\$800
3rd	\$500
4th	\$100
5th	\$100
6th	\$100
7th	\$100
8th	\$100

