

2026 IBF World Youth Championships

June 27 - July 7, 2026

Megalanes Sarawak Bowling Centre

Kuching, Sarawak, Malaysia

Bulletin 2



March, 2026

2026 World Youth Championships: Bulletin 2

The INTERNATIONAL BOWLING FEDERATION (IBF), the MALAYSIAN TENPIN BOWLING CONGRESS (MTBC) and the AMATEUR BOWLING ASSOCIATION of SARAWAK (ABAS) proudly present the 2026 World Youth Championships Bulletin No. 2 for IBF member federations.

2026 World Youth Championships will be hosted by the International Bowling Federation, the Malaysian Tenpin Bowling Congress and the Amateur Bowling Association of Sarawak.

This Bulletin includes the following information:

1. Federation Information
2. Official Invitation
3. Preliminary Schedule
4. Official Hotels
5. Format, Rules and Regulations
6. Bowling Centre
7. Visa Information
8. Results Services
9. Transportation
10. Various Fees
11. Flags and Anthem
12. Forms A – F (attached)

Each International Bowling Federation member federation may register a maximum of 4 male and 4 female athletes to participate in 2026 World Youth Championships.

**The official email of 2026 World Youth Championships is 2026wyc@ibf-bowling.org
All communication regarding to the Championships should be made through this email address.**

Sheikh Talal M Al Sabah
President
International Bowling Federation (IBF)

1. Federation Information

MALAYSIAN TENPIN BOWLING CONGRESS

Address: Lot F2.22, Level 1, Sunway Pyramid Shopping Centre, 3 Jalan PJS 11/15,
Bandar Sunway, 46150 Petaling Jaya, Selangor, Malaysia

Phone: 603 7492 3226

Email: administrator@mtbc.org.my

AMATEUR BOWLING ASSOCIATION of SARAWAK

Address: Suites 8.21 & 8.22, Hock Hui Commercial Centre, Jalan Tun Ahmad Zaidi Adruce,
93150 Kuching

Phone: +60 13 8060166

Email: abas.swk86@gmail.com

2. Official Invitation

The official invitation is attached to this bulletin. Also attached is Form A – Intention to Participate. The deadline to submit the intention of participation is on or before **31st March 2026**

We would like to remind all IBF Member Federations that only federations who are currently paid up and qualified members of IBF are allowed to participate in the championships.

Official Delegation

The official delegation shall include:

- a. A maximum of 4 athletes (male or female)
- b. Coaches for athletes
- c. Administrators for athletes
- d. Medical officers including sport psychologist and sport physiotherapist

The official delegation is invited to all official functions including the Opening Ceremony as well as the Victory Banquet.

3. Preliminary Schedule

Preliminary Schedule – 2026 IBF World Youth Championships (subject to change)

DATE	DAY	TIME	EVENT
25 June 2026	Thursday	All Day	Last Day of Arrival
		10:00 - 18:00	Unofficial Practice
26 June 2026	Friday	10:00 - 18:00	Unofficial Practice
		1700 - 1800	Team Managers Meeting
27 June 2026	Saturday	0900 - 1030	Official Practice Squad 1
		1130 - 1300	Official Practice Squad 2
		1400 - 1530	Official Practice Squad 3
		1630 - 1800	Official Practice Squad 4
		1900 - 2100	Opening Ceremony
28 June 2026	Sunday	0900 - 1200	Singles Squad 1
		1300 - 1600	Singles Squad 1
		1700 - 2000	Singles Squad 2
29 June 2026	Monday	0900 - 1200	Singles Squad 2
		1330 - 1600	Singles Matchplay
		1700 - 1930	Singles Matchplay
30 June 2026	Tuesday	0900 - 1200	Doubles Squad 1
		1300 - 1600	Doubles Squad 1
		1700 - 2000	Doubles Squad 2

DATE	DAY	TIME	EVENT
1 July 2026	Wednesday	0900 - 1200	Doubles Squad 2
		1330 - 1600	Doubles Matchplay
		1700 - 1930	Doubles Matchplay
2 July 2026	Thursday	0900 - 1230	Team Qualifying
		1330 - 1630	Team Matchplay
3 July 2026	Friday	0900 - 1230	Team Qualifying
		1330 - 1630	Team Matchplay
4 July 2026	Saturday	0900 - 1230	Mixed Team Qualifying
		1330 - 1630	Mixed Team Matchplay
5 July 2026	Sunday	1000 - 1100	Singles Semi Finals
		1100 - 1200	Singles Semi Finals
		1200 - 1300	Doubles Semi Finals
		1300 - 1400	Doubles Semi Finals
		1400 - 1500	Singles Finals
		1500 - 1600	Singles Finals
6 July 2026	Monday	0900 - 1000	Doubles Finals
		1000 - 1100	Doubles Finals
		1100 - 1200	Team Semi Finals
		1200 - 1300	Team Semi Finals
		1300 - 1400	Mixed Team Semi Finals
		1400 - 1500	Team Finals
		1500 - 1600	Team Finals
		1600 - 1700	Mixed Team Finals
7 July 2026	Tuesday	1900 - 2300	Victory Banquet
		All Day	Departures

4. Official Hotels

1. Sheraton Kuching Hotel

Hotel	Sheraton Kuching Hotel
Distance to the airport	9 kilometers (20min by bus)
Distance to Bowling Centre	10 kilometers (40min by bus)
Address	2, Jalan Padungan. Kuching City Centre, 93100, Sarawak Malaysia
Phone	+6082 221188
Email	qcb3838@yahoo.com
Website	Sheraton Kuching Hotel
Room rates	
Deluxe King/Twin with breakfast	MYR 900.00 (approx. US\$ 220.00)
Premier Deluxe King/Twin with breakfast	MYR 1100.00 (approx. US\$ 270.00)

2. Imperial Hotel Kuching

Hotel	Imperial Hotel Kuching
Distance to the airport	5 kilometers (5min drive)
Distance to Bowling Centre	6.5 kilometers (14min drive)
Address	76, Jalan Datuk Tawi Sli, Taman Seng Goon, 93250 Kuching, Sarawak
Phone	+6082 588 999
Email	qcb3838@yahoo.com
Website	Imperial Hotel Kuching
Room rates	
Superior King/Twin with breakfast	MYR 360.00 (approx. US\$ 85.00)
Deluxe King/Twin with breakfast	MYR 410.00 (approx. US\$ 95.00)
Executive King with breakfast	MYR 450.00 (approx. US\$ 105.00)

***Room rates are exclusive of RM10 Tourism tax charge per room per night. Room rates are inclusive of breakfast and wireless internet free of charge.**

Deadline for reservation is 15th April 2026. Forfeiture of the first night room charge of the rooms booked applied if cancellation is made after the deadline or for no show.

All bookings are on a first-come-first-served basis, reservations made after the deadline will be subject to availability of rooms at the official hotel and room rates may not be the same.

Updated information on room availability in the official hotel will be released periodically for federations' reference and information.

All reservations must be made directly with AMATEUR BOWLING (TENPIN) ASSOCIATION OF SARAWAK (ABAS). (+60 12 858 3838 - Angelo Koay)

5. Format, Rules and Regulations

Eligibility Rule 4.9

4.9.1 To be eligible to enter athletes in IBF championships, federations must be current with their IBF and Zone membership fees.

4.9.2 Any athlete in the IBF championships must be a national of the country of the IBF member federation, which is entering him (subject to the exceptions below).

4.9.3 All disputes relating to the determination of the country which an athlete may represent in the IBF championships shall be resolved by the IBF Executive Committee.

4.9.4 Exceptions

- a) An athlete who is a national of two or more countries at the same time may represent either one of them, as he may elect. However, after having represented one country in the Olympic Games, in world, continental or regional games or in world or regional championships recognized by the IBF, he may not represent another country unless he meets the conditions set forth below that apply to persons who have changed their nationality or acquired a new nationality.
- b) An athlete who has represented one country in the Olympic Games, in world, continental or regional games or in world or regional championships recognized by the IBF, and who has changed his nationality or acquired a new nationality, may participate in the IBF Championships to represent his new country provided that at least three years have passed since the athlete last represented his former country. This period may be reduced or even cancelled by the IBF Executive Board, with the agreement of the athlete's National Olympic Committee and national bowling federation, which takes into account the circumstances of each case.
- c) If an associated state, province or overseas department, a country or colony acquires independence, if a country becomes incorporated within another country by reason of a change of border, if a country merges with another country or if a new member federation is recognized by the IBF, an athlete may continue to represent the country to which he belongs or belonged. However, he may, if he prefers, choose to represent his country or be entered in the IBF Championships by his new IBF member federation if one exists. This particular exception may be made only once.
- d) Furthermore, in all cases in which a competitor would be eligible to participate in World Championships, either by representing another country than his or by having the choice as to the country which such competitor intends to represent, the IBF Executive Board may take all decisions of a general or individual nature with regard to issues resulting from nationality, citizenship, domicile or residence of any competitor, including the duration of any waiting period.

4.9.5 Age Eligibility for World Championships

- a) For WYC the athlete must have reached the age of 13 years on 1 January in the year of the championship

Age limits Rule 6.1.3

- b) The athletes in WYC must not have reached the age of 21 years on 1st January of the year of the championships. Also see 4.9.5 a

Official Delegation

The official delegation shall/can include:

- a. 4 athletes (male and/or female)
- b. Coaches for athletes
- c. Administrators for athletes
- d. Medical officers including sport psychologist and sport physiotherapist.

The official delegation is invited to all official functions including the Opening Ceremony as well as the Victory Banquet.

Lane Assignments and Registration Rule 6.2

6.2.1 In due time before the start of the championships, the Tournament Director will decide the number of squads for each event and the number of lanes in use for each squad.

6.2.2 Lane assignments shall be determined by lot for Singles, Doubles and Team.

6.2.3 For Singles and Doubles, once competition is under way, the number of athletes scheduled on a pair of lanes must be consistent throughout the tournament.

6.2.4 An impartial lane assignment should be performed in due time prior to the Pre-Tournament meeting in order for it to be announced at the meeting.

6.2.5 Verification of the number of athletes from each participating federation and spellings of their names must be done latest in conjunction with the Pre-Tournament meeting. No changes will be permitted thereafter.

Practice Rule 6.3

6.3.1 The athletes of each federation shall be nominated prior to the start of the official practice.

6.3.2 Minimum one day of official practice must be provided immediately prior to the start of the Singles. One hour practice is required for each federation. However, if the competition lanes are not available for unofficial practice immediately prior to the official practice, two days of official practice will be required with two hours for each federation the first day and one hour for each federation the second day.

6.3.3 Each federation will have one session of official practice.

6.3.4 After the lanes have been prepared and the official practice concluded, no play whatsoever by the participants of the championships shall be allowed on the competition lanes during the entire duration, except the championships proper. This will not preclude efforts (e.g. exhibition) to promote bowling before, after or in between events. However, this does not allow any play by participants on the competition lanes after the last event of the day when the bowling centre is available to the public for open bowling. Violators are subject to disqualification.

Athlete's area Rule 6.4

6.4.1 The Tournament Manager, using methods of identification, which are obvious to spectators, shall define the athletes' area.

6.4.2 Only one coach or official from any federation will be permitted in the athletes' area in the immediate vicinity of each pair of lanes on which their athletes are competing.

6.4.3 It is not permissible to bring in or consume food in the athletes' area. This does not include candy bars or fruit.

Events

Singles

Singles Qualification Event

Dual Lane Style

A game shall be played on two lanes (a pair) immediately adjoining each other.

Individual entrants shall successively and in regular order bowl one frame on one lane, and for the next frame alternate and use the other lane until five frames are bowled on each lane of the pair.

Round Robin Format

In the round robin the qualifying format of the event determines the number of athletes who will advance to round robin competition

Each athlete bowls one match against every other athlete

Matches consist of one game matches.

Each athlete will bowl 6 games of qualification. Two players per lane. Change of lane after each game. A detailed lane movement schedule will be presented before the start of the event.

Top 16 athletes qualify for group match play.

Ties to advance to match play will be broken by a one game match between the tied athletes. The tie-breaker match will take place at an appropriate time prior to the start of the round robin round. Additional ties will be broken by a 9th & 10th frame roll-off. Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A & B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Singles Group Match Play

Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 for a tie. The top 2 athletes on points from each of the two groups will advance to semi-finals. Athletes will play on one pair of lanes, one athlete per lane. Lanes are assigned from a predetermined schedule.

Ties in a group to advance in will be broken by a one game match between the tied athletes. The tie-breaker match will take place immediately after last group match have been played. Additional ties will be broken by a 9th & 10th frame roll-off.

If more than two athletes are tied to advance one game will be played by all tied athletes and highest score(s) will advance.

Singles Semi-Finals

Four athletes qualify from group match play. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi-Final 1	Winner group A	vs	Second place group B
Semi-Final 2	Winner group B	vs	Second place group A

Semi-finals will be played on one pair of lanes, one athlete per lane. Highest ranked athlete from group match play will choose the starting lane (left or right) after warm-up. Ties for seeding will be broken by total pinfall in qualification.

Singles Finals

Two athletes qualify from semi-finals. Final will be played over best of three games. In the event of a tie in any game a 9th 10th frame roll off will occur to break the tie.

Athletes will play on one pair of lanes, one athlete per lane. Highest ranked athlete from group match play gets the chose starting lane (left or right) after warm-up. Ties for seeding will be broken by total pinfall in qualification.

Final	Winner SF1	vs	Winner SF2
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Doubles

Style of Play

Single Lane Style

A game shall be played on one lane.

Members of competing doubles teams shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

Round Robin Format

Each team bowls one match against every other team in the group.

Matches consist of one game.

Baker Format

In the Baker format, members of competing doubles successively and in regular order bowl complete and consecutive frames within the same game.

Doubles Team Nomination

All federations are allowed to enter two doubles teams per gender.

Doubles Qualification Event

10 games baker style. Top 16 double teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be broken by a one game match between the tied teams. The tie-breaker match will take place at an appropriate time prior to the start of the round robin round. Additional ties will be broken by a 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 9th game and so forth until tie is broken

The Leaderboard will be split into two groups (A,B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Doubles Group Match Play

16 double teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. The top 2 teams in points from each of the two groups will advance to semi-finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

Ties to advance from each group will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group matches have been played. Additional ties will be broken by a 9th & 10th frame roll-off.

If more than two teams are tied to advance one game will be played by all tied teams and the highest score(s) will advance.

Doubles Semi-Finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi-Final 1	Winner group A	vs	Second place group B
Semi-Final 2	Winner group B	vs	Second place group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Doubles Finals

Two teams qualify from semi-finals. Finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Final	Winner SF1	vs	Winner SF2
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Team

Style of Play

Single Lane Style

A game shall be played on one lane.

Members of competing teams shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

Round Robin Format

Each team bowls one match against every other team in the group.

Matches consist of one game.

Team Championship Baker Format

In the Baker format, members of competing teams successively and in order bowl complete and consecutive frames within the same game

Team Nomination

All federations are allowed to enter one team per gender. A team consists of four athletes.

Team Qualification Event

10 games baker style. Top 16 teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be broken by a one game match between the tied teams. The tie-breaker match will take place at appropriate time prior to the start of the round robin round. Additional ties will be broken by a 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A,B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place immediately after qualification. Additional ties will be broken by a 9th & 10th frame roll-off.

Team Group Match Play

16 teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. From each of the two groups the top 2 teams in points will advance to semi-finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

Ties to advance from each group will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group matches have been played. Additional ties will be broken by a 9th & 10th frame roll-off.

If more than two teams are tied to advance one game will be played by all tied teams and highest score will advance.

Team Semi Finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi-Final 1	Winner group A	vs	Second place group B
Semi-Final 2	Winner group B	vs	Second place group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Team Finals

Two teams qualify from semi-finals. Finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Final	Winner SF1	vs	Winner SF2
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MIXED TEAM

Style of Play

Single Lane Style

A game shall be played on one lane.

Members of competing teams shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

Round Robin Format

Each team bowls one match against every other team in the group.

Matches consist of one game.

Team Championship Baker Format

In the Baker format, members of competing teams successively and in order bowl complete and consecutive frames within the same game

Mixed Team Nomination

All federations are allowed to enter two mixed teams. A team consists of four athletes, two male and two female from the same federation.

Mixed Team Qualification Event

10 games baker style. Top 16 teams qualify for group match play. Change of lane after every game. One team per lane.

Ties to advance to match play will be broken by a one game match between the tied teams. The tie-breaker match will take place at an appropriate time prior to the start of the round robin round. Additional ties will be broken by a 9th & 10th frame roll-off.

Ties for position in groups will be broken by highest last game in qualification. If a tie still exists it is broken by highest 5th game and so forth until tie is broken

The Leaderboard will be split into two groups (A,B) using a snake system. The snake will start with the highest finisher being placed in group A and moves across each group.

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

Ties to advance are broken by a one game match between the tied teams. The tie-breaker match will take place immediately after qualification. Additional ties will be broken by a 9th & 10th frame roll-off.

Mixed Team Group Match Play

16 teams qualify from qualification. 2 groups of 8 teams are created based on position in qualification. Each group will play 7 Round Robin matches. 3 points will be awarded for a win in a match, 1 point to each team for a tie. From each of the two groups the top 2 teams in points will advance to semi-finals.

Teams will play on one pair of lanes, one team per lane. Lanes are assigned from a predetermined schedule.

Ties to advance from each group will be broken by a one game match between the tied teams. The tie-breaker match will take place immediately after last group matches have been played. Additional ties will be broken by a 9th & 10th frame roll-off.

If more than two teams are tied to advance one game will be played by all tied teams and the highest score(s) will advance.

Mixed Team Semi Finals

4 teams qualify from match play groups. Semi-finals will be played over best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie. Winners advance to the final.

Semi-Final 1	Winner group A	vs	Second place group B
Semi-Final 2	Winner group B	vs	Second place group A

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Mixed Team Finals

Two teams qualify from the semi-finals. Finals will be played over the best of three games. In the event of a tie in a game a 9th 10th frame roll off will occur to break the tie.

Teams will play on one pair of lanes, one team per lane. Highest ranked team from group match play gets to choose starting lane (left or right) after warm-up. Teams will change lane after each game. Ties for seeding will be broken by total pinfall in qualification.

Final	Winner SF1	vs	Winner SF2
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Warm-up

Qualification & group match play:

Before every block of games, the athlete or team will get 10 minutes (singles & doubles) or 12 minutes (teams & mixed teams) of warm-up on their starting pair/lane.

Semi-finals and finals.

Before a match, the competing athletes/teams will have 5 minutes (singles & doubles) or 8 minutes (teams & mixed teams) warm-up on their starting pair/lane.

Warm-up lanes will be available for Semi-Finalists and Finalists.

Foul Definitions – Rule 2.8

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 athlete did not foul.

Provisional Ball – Rule 2.9

A provisional ball or frame shall be bowled by an athlete when a protest involving a foul, legal pin fall or a dead ball is made and cannot be resolved by the tournament officials.

When a dispute occurs on an athlete's first delivery in any frame, or on the second delivery in the tenth frame after a strike on the first delivery

a) If the dispute is over whether the athlete fouled, the athlete shall complete the frame and then bowl one provisional ball at a full setup of pins

b) If the dispute involves alleged illegal pin fall, the athlete shall complete the frame and then bowl one provisional ball at the setup that 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 athlete shall complete the frame and then bowl a complete provisional frame.

When a dispute occurs on a 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.

Bowling Ball, altering surface

Altering the surface of the bowling ball within a block of games is not allowed once practice has finished.

Altering the surface of the bowling ball during a game is not allowed.

If the surface is adjusted during a block/game the penalty is zero pinfall in that game

Bowling Ball Procedure

- Only bowling balls manufactured on or after January 1, 1991 that are on the USBC approved ball list latest the day the tournament starts are allowed for use in IBF sanctioned competition.
- The online list may be found at:
<https://bowl.com/approved-ball-list>
and will be available during all world events.
- Acceptance of manufactured balls prior to the inception of the USBC ball list for use in competition shall not be allowed.

Additional Regulation – Urethane Bowling Balls

- Effective immediately, only urethane bowling balls that are manufactured with a **minimum hardness of 78D** and are approved by USBC for use are permitted in IBF events, including World Championships and World Cups.
- Random hardness checks may be carried out during events.
- Any urethane bowling ball that measures below **72D** during inspection will be declared non-compliant and removed from the competition.
- A full list of bowling balls that ***are not eligible*** for use in IBF events is available at:
https://images.bowl.com/bowl/media/assets/usbc/equipment%20specs/usbc_national-tournament-ineligible-ball-list-only-78d-slow-oil-allowed_final.pdf
- Urethane bowling balls that were previously approved and measure below 78D, but remain on the USBC approved ball list, may still be used in tournaments that choose to allow them. However, they are not permitted in IBF events under this regulation.
- Cleaning of the surface of the bowling ball is permissible prior to any delivery during a game. Any dry cloth product that is non-abrasive and contains no chemicals would be acceptable to use. Cleaners, which are products meant to clean the ball surface without changing the surface roughness, may be used only between block of games, and provided they are on the list of approved products. If the ball picks up a foreign substance that cannot be removed by rubbing, an approved liquid cleaner such as rubbing alcohol may be used. However, this action requires approval from the Tournament Technical Committee.
- Adjusting of the surface of the bowling ball by means of scrub sponges, scouring pads, and polish that are on the list of approved products may be done only during any practice session and between any block of games, as well as between semifinals and finals of an event, provided it is done outside of the athletes' area.

- Altering the surface of the bowling ball by means of bonded or coated abrasives may only be done in a designated area and only during any practice session, and between any block of games, as well as between semi-finals and finals of an event.
- The list of approved as well as not acceptable products for cleaning and adjusting of the surface of bowling balls can be found on the website www.bowl.com.

Registration of Bowling Balls

- a) Each athlete will be permitted to register a maximum of 6 bowling balls during the tournament. Prior to the start of the Official Practice the bowling balls to be used during competition shall be registered.
 - A maximum of five gripping holes is allowed in a bowling ball. The athlete must use each hole.
- b) Immediately following Official Practice (no later than one hour after the final practice session), confirmation of the bowling balls to be used during championship events must be completed.
- c) **No replacements or additions will be allowed once the first event has started**
- f) No modifications of a bowling ball shall be permitted apart from the altering of the surface as described above.
- g) In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

Each day during the event, a random inspection of the bowling balls may be performed. The Tournament Technical Committee shall decide on the number of balls and the athletes, which shall be randomly selected. The inspection may include:

 - i. Eligibility of the ball as specified in the list of approved bowling balls published latest the day the tournament starts.
 - ii. Serial number
 - iii. Visual inspection with regard to material, surface, plugs, etc.
 - iv. Hardness inspection where applicable (including urethane ball verification).

Penalties for Violation

- a) Daily random inspection – zero score for the event in which the failed inspection was performed.
- b) Medallists' inspection – disqualification and all scores null and void.
- c) Masters Finals – disqualification and all scores null and void.

Use of Resin and Powder Products

It is not permissible to use resin or powder products outside of a designated area at any IBF event. The Tournament Manager shall designate such an area.

Approaches Must Not Be Defaced – Rule 2.11

The application of any foreign substance on any part of the approach that detracts from the possibility of other athletes 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.

Errors in Scoring – Rule 2.12

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 designated official.

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 the 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 and this rule shall not be construed to cover a previous or similar violation.

Interrupted Game – Rule 4.22

The tournament officials may authorize the completion of a game and block of games on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the block.

Drinking and Smoking – Rule 4.16, 4.17

Drinking alcohol

Athletes must not consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games. The penalty for violation of this rule shall be expulsion from the tournament.

Athletes, coaches or administrators may not consume alcohol while wearing the standard uniform of their national federation in the bowling centre during the period commencing with the start of official practice through the completion of the competition. The penalty for violation of this rule shall be;

- a warning for the first violation
- 100 USD for a second violation (paid by the federation before the next event) and - for any subsequent violation, suspension for the duration of the Championships.

Smoking and using tobacco products

4.17.1 During championships smoking is not permitted in the bowling centre. However, it may be allowed in a closed area, provided it does not affect the environment in the athlete's and spectator's areas.

Athletes and their coach(es) must not smoke, use tobacco products or use any kind of synthetic cigarettes or e-cigarettes while in competition; i.e. during the entire period of a block of games.

The athlete penalty for smoking during a game will be zero pinfall for the game currently being played. The penalty for smoking in between games will be zero pinfall for the succeeding game.

The penalty for

the second offence by the same athlete shall be exclusion from the rest of the championship by the Tournament Technical Committee.

The coach penalty for smoking during a game shall be suspension from the block of games in which he violated the rule. The penalty for a second violation is suspension from the rest of the Championship.

Athletes, coaches or administrators may not smoke, use tobacco products or any kind of synthetic or e-cigarettes while wearing the standard uniform of their national federation during the period commencing with the start of official practice through the completion of the Masters competition.

The penalty for violation of this rule shall be

- a warning for the first violation,
- 100 USD for a second violation (paid by the federation before the next event) and
- for any subsequent violation, suspension for the duration of the Championships.

Slow Bowling / Lane Courtesy

The Championships will be played using one lane courtesy. In addition to that a shot clock will be used in every game played. The shot clock will be strictly enforced during the tournament.

The following time rules apply and will be strictly enforced during the entire event.

- a) First shot in a frame. When your opponent leaves the approach and you have a full set of pins, you have 30 (thirty) seconds to complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- b) Second shot in a frame. After your first ball has returned to the ball return, you have 30 (thirty) seconds to complete your shot. The shot is deemed complete in shot clock terms when the ball is fully released and has passed the foul line.
- c) First offence: A warning for slow bowling is given to the player/team.
- d) Second offence: A warning for slow bowling is given to the player/team.
- e) Third, and continued offence: The pin count of the whole frame where the offence occurred will be nulled.

Bowling on Wrong Lane – Rule 2.7 and 4.24

A ball shall be declared dead, and the athlete or athletes required re-bowling on the correct lane if no more than a total of 4 individual frames have been bowled on a pair of lanes by the athletes for Singles, Doubles, Trios and Team.

If more than four individual frames have been bowled on the wrong lane, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.

Tardy Athletes – Rule 4.25

Any athlete 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.

Penalties for Rule Violations – Rule 4.26

When not specified in any rule, the penalties for rule violations are governed as stated below.

An athlete/team failing to observe a rule(s) shall be warned by an authorized tournament official with a yellow card for first offence (no penalty).

For a second offence in the same tournament, the athlete/team will be disqualified from the tournament and will not be allowed to participate in IBF/Zone approved tournaments and conducted championships for 90 days.

Protests – Rule 4.27

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 pin fall 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 construed to cover a similar or previous violation.

Appeal Procedures – Rule 4.28

All matters, which cannot be settled by the Referees, shall be heard and reviewed by the Tournament Technical Committee. The decision of the Tournament Technical Committee is final unless there is an appeal to the Jury of Appeal within 24 hours after the decision is announced, or before prize presentation, whichever is the sooner.

Protests on eligibility arising after the conclusion of the championships shall be filed directly with the Jury of Appeal within 30 days.

All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Referee or with a member of the Jury of Appeal. Each appeal must be specific and include a fee of USD 100. If the Jury of Appeal does not uphold the appeal, the fee will be forfeited to IBF. The foregoing also applies to protests filed directly with the Jury of Appeal.

The Jury of Appeal shall be empowered to cite before it all papers and persons involved in the appeal at a regularly scheduled meeting or if deemed appropriate, the Jury of Appeal may decide an issue by a mail vote after all material involved in the matter has been studied by each of its members.

Playing Uniforms, Advertising – Rule 4.18.1, 4.18.3 & 4.18.5

Athletes shall wear a standard uniform approved by their national federation. In a team event (Doubles, and Team) athletes of the same Doubles, or Team must wear uniforms of the same colour and type

The name of the country must appear on the back of the uniform. The name of the country may be printed

- In English or in the country's language
- As abbreviation recognized by IOC or ISO2000 if no IOC abbreviation (abbreviations published on website)

The following may appear on the uniform

- a) Name of athlete
- b) Logo of the country or member federation, which the athlete represents
- c) Advertisement: The number of advertisements is decided by each federation.
- d) The back lower 50% is reserved for an IBF or local host sponsor. No later than four months before the start of the championship IBF shall inform all member federations if this right will be used by IBF and provide all federations with an original design for printing.
- e) IBF may require all athletes to wear identification numbers during all competition. The identification shall not contain sponsorship not approved by IBF.

Coaches and officials in the athlete's area should be in the uniform specified by the national federation.

Awards – Rule 5.18

IBF medals of gold, silver and bronze shall be presented to each of the individuals winning those positions in the following events:

- Singles
- Doubles
- Team
- Mixed Team

In addition to the medals for the individual athletes, a medal shall be given to the coach of the medallists and to the national federation the medallists represent.

Matters not provided for

Any matters not provided for or covered in these rules and regulations shall be governed by the World Bowling (WB) Playing Rules (Effective as of September 2019).

6. Bowling Centre (42 lanes)

Megalanes Sarawak Bowling Centre

Address: 2nd Floor, E-Mart Batu Kawa, 4th Mile, Jalan Batu Kawa, 93250 Kuching, Sarawak, Malaysia.

Phone: +60 17-966 7288

Email: megalanes.sarawak@gmail.com

Centre location	
Distance to the airport	9 kilometers
Address	2nd Floor, E-Mart Batu Kawa 4th Mile, Jalan Batu Kawa, Taman Desa Wira, 93250 Kuching, Sarawak
Phone	+6082 685 366
E-mail	megalanes.sarawak@gmail.com
Center specifications	
Number of lanes	42 lanes
Lane approach	Brunswick Pro Lanes (Synthetic)
Lane surface	Brunswick Pro Lanes (Synthetic)
Pin decks	Brunswick Anti-Skid
Pin spotters	AMF 8290XLI
Pins	Winsome Super Leaf Pins
Scoring system	Qubica/AMF Conqueror

7. Visa Information

Please check here:

<https://www.imi.gov.my/index.php/en/main-services/visa/visa-requirement-by-country/>

8. Results Services

The latest technology will be in use both for the press officials and for accumulation and presentation of scores and standings. Scores will be shown in the venue on appropriate display units. Online results will be available as well.

9. Transportation

Participating teams will arrive Airport, which is around 30 minutes driving distance to the Championships venue and hotels.

Airport pick-up service will be provided if participating teams stay in the Official Hotels.

Pick-up will be arranged for all participating teams and registered guests to and from all official hotels to the Bowling Centre.

10. Fees

2026 WYC Entry Fee

The 2026 WYC entry fee per person is **US\$300**.

This fee is payable for all members of each delegation, including athletes, coaches, managers, head of delegations, other officials and supporters in the team. This fee covers accreditation card, transportation, participation in Opening Ceremony and the Victory Banquet.

Prepayment of Fees

Payment Method: Bank Transfer (Preferred)

All payments (entry fees, hotel charges and other official payments, where applicable) may be made via bank transfer to the Organising Committee's official account:

Bank Name: Hong Leong Bank

Account Name: **Persatuan Tenpin Boling Negeri Sarawak** / Amateur Bowling (Tenpin) Association of Sarawak

Account Number: **01600205871**

SWIFT / BIC: HLBBMYKLXXX

(8-character SWIFT/BIC: HLBBMYKL)

Kindly ensure the bank transfer reference includes your Country/Federation Name for identification and reconciliation purposes.

Invoicing and Payment Timeline

The Organising Committee will issue the official invoice(s) once the following forms have been received and verified, as these forms confirm the final payable items (athletes list, rooming list, supporters, etc.):

Form B – Entry Form (With Names)

Form C-1 – Room List with Names

Form D – Bowlers Information (With Names)

Form E – Registered Supporters

Upon receipt of the above forms, the Organising Committee will prepare and issue the invoice(s) accordingly, including the relevant payment instructions and deadlines.

11. Flags and Anthems

All participating federations are reminded to bring along two (2) national flags (size 1 metre x 2 metres) and one (1) CD or MP3 softcopy (320 kbps or higher) of their national anthem. These items must be delivered to the Tournament Office upon arrival. **In addition, federations are also required to email a softcopy (high-resolution) of their national flag in advance, so that the Organising Committee can produce a standardised flag size for official ceremonies and other protocol usage throughout the championship.**

13. Forms and Deadlines

Attached with this bulletin are all the forms related to the WYC 2026.

Please note the following deadlines for WYC 2026.

Latest March 31, 2026

- Form A - advising if the federation will participate or not

Latest April 15, 2026

- Form C – Hotel Form – Imperial Hotel
- Form C – Hotel Form – Sheraton Hotel

Latest April 30, 2026

- Form B – Entry Form
- Form C-1 - Room List with Names
- Form D – Bowlers Information
- Form E - Registered Supporters

Latest May 31, 2024

- Form F - Arrival and Departure Information
- Pay the entry fees to Amateur Bowling Association of Sarawak

Official Invitation

The International Bowling Federation

and

The Malaysian Tenpin Bowling Congress

and

The Organizing Committee of the 2026 IBF World Youth Championships

Cordially Invite

YOUR FEDERATION

To Participate in the IBF World Youth Championships

From June 27 - July, 2026

At the

Megalanes Sarawak Bowling Centre

at

Kuching, Sarawak, Malaysia

RSVP

On or before 31st March 2026

Email: 2026wyc@ibf-bowling.org

Note: We would like to remind all IBF Member Federations that only federations who are currently paid up and qualified members of IBF are allowed to participate in the championships.

Form A: Entry Form

Please return this form even if you do not want to participate in the 2026 WYC.

Country & Federation →	
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Confirmation	
Does your federation want to participate?	(Yes / No)

The delegation		
Number of players in team	MALES	FEMALES
Number of officials in the team	Coaches	Officials

Contact information	
Contact person	
Mobile – please include country code	
E-mail	
Federation Contact (if different from above)	
Federation E-mail	
Federation Phone (include country code)	

The ultimate deadline of submitting this form is 31st March 2026	
Contact information of the 2026 WYC Organizing Committee	
Phone	E-mail address
+60 16 833 1193 - Maradona Chok (MTBC) +6013 806 0166 - Fazreen Fadzuan (ABAS) +60 12 858 3838 - Angelo Koay (ABAS - Accommodation)	2026wyc@ibf-bowling.org