BOWLING

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale des Quilleurs (FIQ) Rules as well as World Tenpin Bowling Association (WTBA) Rules for bowling found at http://www.worldtenpinbowling.com/. FIQ, WTBA or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Bowling or Article I. In such cases, the Official Special Olympics Sports Rules for Bowling shall apply.

Refer to Article 1, http://resources.specialolympics.org/article1.aspx for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition and Unified Sports.

SECTION A — OFFICIAL EVENTS

The following is a list of official events available in Special Olympics.

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

1. Individual
   a. Singles (one bowler)
   b. Ramp Unassisted Bowl (one bowler)
      1) Athlete aims ramp into position unassisted
      2) Athlete positions ball on the ramp with assistance and pushes ball down ramp toward target. An assistant must have his/her back to the pins at all times.
      3) A bowler may be allowed to bowl up to three frames consecutively
   c. Ramp Assisted Bowl (one bowler)
      1) An assistant may aim the ramp toward the pins, but must at all times have his/her back to the pins and aim based on direction (either verbally or by physical cues) from the athlete.
      2) A bowler may be allowed to bowl up to three frames consecutively.
2. Doubles
   a. Male (two Male bowlers)
   b. Female (two Female bowlers)
   c. Mixed (one Male bowler and one Female bowler)
   d. Unified Sports® Male (one Male athlete and one Male partner)
   e. Unified Sports Female (one Female athlete and one Female partner)
   f. Unified Sports Mixed (one Male/Female athlete and one Male/Female partner)
3. Team Bowling
   a. Male (four Male bowlers)
   b. Female (four Female bowlers)
   c. Mixed (two Male bowlers and two Female bowlers)
   d. Unified Sports Male (two Male athletes and two Male partners)
   e. Unified Sports Female (two Female athletes and two Female partners)
   f. Unified Sports Mixed (two Male/Female athletes and two Male/Female partners)

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SECTION B — RULES OF COMPETITION

1. General Rules
   a. For tournament level play, Tournament Directors may elect to make the tournament a scratch or a handicap tournament. In either case, uniform standards (rules) must be followed under FIQ (WTBA) regulations.
   b. In a scratch tournament the final score is the total pin fall after the required number of games has been completed. The number of games played in each event is determined by the Tournament Director.
   c. In a handicap tournament the final score is the total pin fall plus the bowler's handicap added together.
2. Scratch Tournament
   a. In a scratch tournament athletes are assigned divisions based on their entered average. An athlete's bowling average/entry score is determined by dividing the total number of pins knocked down by the number of games bowled. Example: Total pins knock down 1264 divide by 21 games bowled = 60 (drop all fractions) average/entry score.
   b. If athletes do not compete in a league where they would have an established average, their average/entry score can be determined in training sessions with a minimum of the most recent 15 games played.
3. Averages/Entry Score
   a. The scratch average/entry score is used to determine ability for divisioning and will be based on the following sequence.
      1) Bowlers with established averages will use the highest average from the most recent book with at least 15 games.
      2) Bowlers with more than 15 games in an established league and no book average will use the league average.
      3) Bowlers without a book or league averages will use a 15 game average that was established in practice or non league play
4. Handicap Tournament
   a. Handicapping is a means of placing bowlers and teams with varying degrees of skill levels on as equitable basis as possible for their competition against each other. In Special Olympics the handicap is normally based on 100% of the difference of the bowler's average and 200.

      Example: Player 1's average is 150 and Player 2's average is 100, Player 2 would receive a handicap of 100 i.e.100 pins per game handicap to be added to their score. Player 1's handicap would be 50 i.e. 50 pins per game handicap to be added to their score. Athletes can then be grouped for competition.
5. Equipment:
   a. Bowling Balls
      1) Must be approved and identifiable as a ball listed in the "Approved Bowling Balls" list. FIQ (WTBA) chapter 11 page 65 advises to check list on the http://www.bowl.com/ web site for approved bowling balls.
      2) If the serial number can no longer be identified, it must be replaced by engraving another serial number, provided the ball's original product name and manufacturer's name are still visible for the ball to be used in competition.
      3) House balls may be used if on the approved bowling ball list.
   b. Special Equipment to Grip the Ball
      1) A player may use special equipment to aid in grasping and delivering the ball if it is in place of a hand, or major portion thereof, lost by amputation or otherwise.

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2) A player may, if granted permission by Special Olympics and each league or tournament in which the player participates, use one or either hand and/ or use special equipment to aid in grasping and delivering the ball.

3) The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball unless permission is granted by Special Olympics and tournament officials.

c. Bowling Shoes

1) Must be worn during bowling for the safety of the athletes.

2) Bowling shoes are made with special soles so the bowler can slide right before the release of the ball.

3) The bottom of the bowling shoes needs to stay clean and dry so the bowler does not stick on the approach.

4) Bowling shoes provided by the bowling center may also be worn.

d. Bowling Ball Ramps

1) Are used when an athlete does not have the physical ability to roll a ball with their hand or hands.

2) Ramps are a two piece metal unit, one stand and one sloped piece. The stand is a minimum height of 24 inches and maximum height of 28 inches. The stand width is 24 to 25 inches across. Sloped piece – from connecting point to stand to first bend is 16 inches and from first bend to bottom of sloped piece is 54 inches.

3) Bowling ramps and other assistance devices may be used with the approval of the Competition Committee.

4) Athletes using ramps may be placed in separate divisions from other bowlers only for singles competition.

5) All other tournament rules shall apply to athletes in the ramp divisions.

6. The Game

a. Definition

1) A game of tenpin consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or a spare is scored. Every frame must be completed by each player bowling in regular order.

2) A game may be played on two lanes (a pair) immediately adjoining each other. Members of competing teams, doubles and single 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.

b. Foul Definitions

1) 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.

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

3) 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 re-spotted if the player who fouled is entitled to additional deliveries in the frame.

4) 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:

a) Both captains or one or more of the opposing players.

b) The official score keepers

c) A tournament official

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5) A foul judge shall be appointed by the tournament director when needed.

c. 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 setup of the pins.

2) 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.

3) Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.

4) A delivered ball comes in contact with a foreign obstacle.

d. Bowling on the Wrong Lane

1) A dead ball shall be called and the players or players required shall re-bowl on the correct lane when one player bowls on the wrong lane.

2) A dead ball shall be called and the player or players required shall re-bowl on the correct lane when one player from each team on the pair of lanes bowls on the wrong lane.

3) 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 correct scheduled lane.

e. Illegal Pinfall

When any of the following occurs 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

f. Scoring and Terms

All games bowled in a tournament shall be recorded, either manually or by means of an approved automatic scoring device. The score sheets shall indicate the pin fall on each ball so that if necessary a frame-by- frame audit can be made.

1) Scoring – except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked in the small square in the upper left-hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked in the upper right-hand corner. If none of the standing pins are knocked down by the second delivery in the frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

2) Strike – a strike is made when a full up of ten pins is knocked down with the first delivery in a frame. It is marked by an (X) in the small square in the upper left-hand corner of the frame where the strike was made. The count for one strike is ten plus the number of pins knocked down on the player's next two deliveries.

3) Double – two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

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4) Triple or Turkey – Three successive strikes is a triple/turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

5) Spare – a spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of that frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

6) Open – when a player fails to bowl down all 10 pins after two deliveries in a frame, unless the pins left standing after the first delivery constitute a split, it is called an open frame.

7) Split – normally marked with an 0 around the number of pins is a setup of pins left, standing after the first delivery, provided the head pin is down and:

   a) at least one pin is down between two or more standing pins: i.e. 7-9 or 3-10

   b) at least one pin is down immediately ahead of two or more standing pins: 5-6

8) 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.

9) 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 (or event) whichever is sooner.

10) Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.

SECTION C — COACHING

1. Coaching will be allowed as long as the coach remains in the designated coaches' area.
2. Only one coach allowed per team (in singles event 2 athletes per coach).
3. Athletes may go to their coach but, athletes cannot leave the bowlers' area and no delay of game may occur.

SECTION D — ABSENT OR WITHDRAWL OF BOWLERS

1. Doubles Play (2 persons) – for a doubles competition a legal line up is considered to be two players. If a player is unable to attend on the day of competition, the doubles pairing becomes void.
2. Team Play (4 persons) – for a team competition a legal line up is considered to be four players. If any player is unable to attend on the day of competition, the team becomes void.* Note – national programs may allow a team of 3 to compete but must re-division the team on the sum of the three averages.
3. Bowlers who complete at least three frames and cannot continue will receive one-tenth of their average per remaining frames toward their event score.
4. Bowlers who do not start or bowlers who do not complete three frames receive a zero score toward their event score and are not eligible for an award.

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