



## 1. GOVERNING RULES

The Official Special Olympics Sports Rules for Candlepin Bowling shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon The International Candlepin Bowling Association (ICBA) rules for candlepin bowling found at [www.candlepinbowling.com/](http://www.candlepinbowling.com/). ICBA or National Governing Body (NGB) 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://media.specialolympics.org/resources/sports-essentials/general/Sports-RulesArticle-1.pdf>, 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.

## 2. OFFICIAL EVENTS

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.

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

### 2.1 Individual Events

2.1.1 Singles (one bowler)

2.1.2 Ramp Unassisted Bowl (one bowler)

2.1.2.1 Athlete aims ramp into position unassisted

2.1.2.2 Athlete positions ball on the ramp with assistance and pushes ball down ramp toward target.

2.1.2.3 An assistant must have his/her back to the pins at all times.

2.1.2.4 A bowler may be allowed to bowl up to three frames consecutively.

2.1.3 Ramp Assisted Bowl (one bowler)

2.1.3.1 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.

2.1.3.2 A bowler may be allowed to bowl up to three frames consecutively.

### 2.2 Team Bowling

2.2.1 Team (4 bowlers)

2.2.2 Unified Sports (two athletes and two partners)

## 3. EQUIPMENT

### 3.1 Bowling Balls

3.1.1 Must be approved and identifiable as a ball listed in the "Approved Bowling Balls" list.

3.1.2 House balls may be used if on the approved bowling ball list.

### 3.2 Special Equipment to Grip the Ball

3.2.1 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.

3.2.2 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.



3.2.3 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.

### 3.3 Bowling Shoes

3.3.1 Must be worn during bowling for the safety of the athletes.

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

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

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

### 3.4 Bowling Ball Ramps

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

3.4.2 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.

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

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

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

### 3.5 Athlete Uniform

3.5.1 Attire should consist of neat and clean outfits.

3.5.2 The tops are to be short-sleeved and collared.

3.5.3 The rest of the attire may consist of long pants or dress or walking shorts. Women may also wear knee-length skirts.

3.5.4 No athletic-type shorts are to be worn for competition.

3.5.5 All competitors must wear bowling shoes.

3.5.6 Socks are required.

## 4. RULES OF COMPETITION

### 4.1 General Rules

4.1.1 Individual Play (Singles, Ramp Assisted & Ramp Unassisted)

4.1.1.1 Final score determined by the best Game total pin fall of two Games.

4.1.2 Team Play

4.1.2.1 Final score determined by the combination of the best Game total pin fall score of two Games per player.

### 4.2 Tournaments

4.2.1 For tournament level play, Tournament Directors may elect to make the tournament a scratch or a handicap tournament.

4.2.2 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.



## 4.3 Scratch Tournament Rules

4.3.1 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.

### 4.3.2 Averages/Entry Score

4.3.2.1 The scratch average/entry score is used to determine ability for divisioning and will be based on the following sequence.

4.3.2.1.1 Bowlers with established averages will use the highest average from the most recent book with at least 15 games.

## 4.4 Scoring Procedures and Terminology

4.4.1 **GAME (string):** A game shall consist of ten frames (boxes) in each of which three balls shall be rolled, except when a player scores a strike or spare, called marks

4.4.2 **NO MARK:** When three balls are rolled, the bowler receives credit for the total number of pins knocked down in the frame

4.4.3 **STRIKE:** A "strike" occurs when ten pins are downed with the first ball. To score a strike, the bowler receives ten plus the number of pins downed by the next two balls rolled by that bowler.

4.4.4 **SPARE:** A "spare" occurs when ten pins are downed with the first two balls. To score a spare the bowler receives ten plus the number of pins downed by the next ball rolled by that bowler.

4.4.5 **TWO CONSECUTIVE STRIKES:** Scores as follows:

4.4.5.1 Frame in which first strike is made: Score 20 plus the number downed by the first ball rolled in the second following frame.

4.4.5.2 Frame in which second strike is made: Score 10 plus the number downed by the first two balls in the next following frame.

4.4.6 **THREE CONSECUTIVE STRIKES:** Score as follows:

4.4.6.1 Frame in which first strike is made: Score 30

4.4.6.2 Frame in which second strike is made: Score 20 plus the number downed by the first ball rolled in the second following frame

4.4.6.3 Frame in which third strike is made: Score 10 plus the number downed by the first two balls in the next following frame.

4.4.7 **CONSECUTIVE STRIKES OVER THREE:** Score as per explanation in rule 4.2.6 above.

4.4.8 **MARK IN FRAME 10:** A bowler scoring a strike or a spare in the tenth frame shall immediately roll one or two balls, as necessary, to complete that frame. The frame must be completed on the same lane on which the strike or spare is bowled.

4.4.9 **SCORING:** The score sheet, tele-score and / or automatic scorer shall remain visible to all players at all times. No unfair tactics will be tolerated.

### 4.4.10 Scorekeeping

4.4.10.1 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.



- 4.4.10.2 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.
- 4.4.10.3 Errors in Scoring
- 4.4.10.4 Scoring or calculation errors must be corrected by a responsible tournament official immediately upon discovery of such error.
  - 4.4.10.5 Questionable errors shall be decided upon by the designated official.
- 4.4.10.4 Protests
- 4.4.10.4.1 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.
  - 4.4.10.4.2 Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.
- 4.4.10.5 Coaching
- 4.4.10.5.1 Coaching will be allowed as long as the coach remains in the designated coaches' area.
  - 4.4.10.5.2 Only one coach allowed per team (in singles event 2 athletes per coach).
  - 4.4.10.5.3 Athletes may go to their coach, but athletes cannot leave the bowlers' area and no delay of game may occur.

## 4.5 BALL RULES

- 4.5.1 **FAIRLY DELIVERED BALL:** A ball is fairly delivered when in its forward motion and it touches the playing area before the 10ft. lob line. (Playing area also includes approach area). Any ball delivered otherwise is deemed a foul.
- 4.5.2 **FAIR CONTACT:** A ball shall be considered to have made fair contact only when it strikes a standing pin or playable wood before it (the ball) leaves the lane. A ball otherwise shall be considered foul and shall suffer the same penalties as for a GUTTER BALL.
- 4.5.3 **BALL REST ON PLATE:** If a ball for any reason comes to rest on the plate or lane, it must be removed by a designated official or bowling center personnel. If a bowler delivers his/her next ball before a ball at rest on the plate or lane is removed the bowler will score zero (0) for that turn.
- 4.5.3.1 If a ball comes to rest in a gutter and can be removed WITHOUT disturbing the shot, it must be removed. If removing a ball in the gutter will result in causing interference, the ball must be left in play.
- 4.5.4 **REBOUNDING BALLS:**
- 4.5.4.1 Should any ball, after making fair contact, for any reason rebound from any object on the deck or pit area, the pins so downed shall count in the scoring.
  - 4.5.4.2 If the ball did not make fair contact, the pins shall not count in the score.
- 4.5.5 **GUTTER BALL:** If a ball leaves the lane without making fair contact and comes back knocking down pins, the pins downed by that ball shall not count in the scoring. Only pins downed by fair contact shall count.
- 4.5.5.1 If the first ball is foul and comes back to down pins, the pins shall be reset, the bowler shall forfeit that ball and count only the pins downed fairly with the next two balls. (The first ball is considered foul even if no pins are downed by it).



- 4.5.5.2 If the first and second balls are foul and come back to knock down pins, the pins shall be reset after each ball, the bowler forfeits both balls and shall count only the pins downed by the third ball.
- 4.5.5.3 If the first and third balls are foul, but the second is fair. The player will score only the pins fairly downed by the second ball.
- 4.5.5.4 If all three balls are foul. The player will score zero for the frame.
- 4.5.5.5 If the first ball is fair and the second and or third ball(s) is/are foul. The pins shall not be reset. The player will forfeit all pins downed by the foul ball or balls and score only those downed by the balls that were fair. If no pins are left standing by the foul action of the second ball, the player shall score only the pins downed by the first ball.

4.5.5.6 Bonus balls rolled in the gutter on a strike or a spare.

4.5.5.6.1 **On strike**

4.5.5.6.1.1 First ball is foul, reset pins, if necessary the bowler shall forfeit that ball and count only pins downed fairly by the second ball.

4.5.5.6.1.2 Both bonus balls foul, score zero for bonus.

4.5.5.6.2 **On spare**

4.5.5.6.2.1 First ball is foul, bowler scores zero for bonus.

4.4.6 **EXTRA BALLS:** Rolling extra balls in any frame will constitute a foul. Penalty of a zero for frame.

4.4.7 **BOWLERS DROPPING BOWLING BALLS DELIBERATELY** on the approach shall be warned and if a second offense occurs, the bowler shall be penalized under the deliberate foul rule.

## 4.6 PIN & DEADWOOD RULES

- 4.6.1 **DOWNED PINS - DEADWOOD LINE:** All downed pins, called wood, remaining on the lane entirely behind the deadwood line are live and playable. Those touching or forward (toward the bowler) of the deadwood line are not playable and must be removed before the bowler rolls his/her next ball. Wood shall be judged playable or not playable only after it has stopped moving.
- 4.6.2 **QUESTIONABLE DEADWOOD:** Any questionable deadwood shall be removed by a designated official.
- 4.6.3 **PIN - PIT AREA:** A pin that sticks up out of the pit area is not playable.
- 4.6.4 **WOOD - ACROSS PLATE AND GUTTER:** Where wood is partly on the plate or lane and partly in the gutter, the ball must make fair contact with the wood while the ball is still touching the lane for any pins downed to count in the scoring.
- 4.6.5 **BALL HITS DEADWOOD IN GUTTER AND CORNER PIN:** If a ball makes contact with wood in the gutter (deadwood) at the same time as making fair contact with a corner pin or playable wood, the pins downed by such action shall count. NEW 06-2010 The Bowler must make the call "Fair", with no influence or suggestion from anyone else, for the pins felled to count. If an official is present, they can overrule the decision.
- 4.6.6 **DOUBLE DEADWOOD IN THE GUTTER:** When there is a double deadwood in the gutter, it shall remain.
- 4.6.7 **REBOUNTING PINS:** Pins knocked down by pins rebounding from the sidewall, machine, rear cushion or any other object in the deck or pit area shall count as pins down.
- 4.6.8 **PIN DOWNED, THEN STAND UP:** If a downed pin is caused to stand erect again in the playing area, it shall be judged as down and shall remain on the lane to be played as wood.
- 4.6.9 **PINS THAT FALL AFTER THE RESET BUTTON IS PRESSED** or the pinsetter sweep is in motion shall not count.
- 4.6.10 **MOVING WOOD:** A bowler must wait until all wood has halted motion under penalty of foul. (Pins felled by ball shall not count). However, if the wood has apparently stopped rolling and then starts rolling again while the player is in the act of delivering the ball, or while the ball is in motion, there shall be no penalty.



4.6.11 **PINS FALL BEFORE FAIR CONTACT:** If a pin or pins fall after the ball is fairly delivered but before making fair contact, the following shall apply:

4.6.11.1 **ON FIRST BALL:** The bowler resets and is entitled to three balls in the frame.

4.6.11.2 **ON SECOND BALL AND OR THIRD BALL:** Bowler is credited with making fair contact (Example) Bowler knocks down nine pins with the first ball. Second ball is fairly delivered but before making fair contact, pin falls. Bowler is credited with spare.

## 4.7 FOUL RULES

4.7.1 **FOUL LINE RULE:** A player in order to deliver a fairly thrown ball, must NOT let his/her action cause him/her to step on or over the foul line, nor permit any part of their body or clothing to come in contact with the lanes, gutters, ball returns, division boards, walls, uprights or floors which are beyond the foul line, at any time after the ball passes over and beyond the foul line, nor until they have stepped back from the foul line. The third ball is considered fairly thrown after the re-set button is pressed. (See foul line and lob line penalty) (Amended June 2009)

4.7.1.1 Bowlers are not allowed beyond the foul line under any circumstances.

4.7.1.2 When a bowler, while in possession of a ball accidentally fouls while taking a practice slide, the bowler will lose that ball. The penalty is the same as the foot foul rule.

4.7.1.3 Any object which falls from the pocket or person of a bowler shall not constitute a foul.

4.7.2 **LOB LINE RULE:** Bowling is a game of rolling, not throwing the ball. Any ball that does not, in its forward motion, touch the playing area before the lob line, shall be considered a lobbed ball and shall suffer the foul penalty. An Official is the only person who is allowed to call LOBS. (Amended June 2009) See FOUL LINE AND LOB LINE PENALTIES BELOW. Note continuous infractions of this rule will result in disqualification.

4.7.3 **FOUL LINE AND LOB LINE PENALTIES** are the same as for gutter balls.

4.7.4 **CLEARED GUTTERS:** Both gutters must be cleared of any pins or balls before the first ball is delivered in any frame. The penalty is the same as if the first ball is a foul.

4.7.5 **DELIBERATE FOULS:**

4.7.5.1 Any bowler who deliberately commits a foul shall score a zero for the frame in which the infraction occurs. If the bowler is working on a mark and deliberately fouls on bonus balls, the mark will remain but he or she receives a zero on the mark and a zero on the frame which he or she is working.

4.7.5.2 Any bowler who deliberately rolls two balls simultaneously will score a zero for the frame. If a bowler is working on a mark and deliberately fouls on bonus balls, the mark will remain but he or she receives a zero on the mark and a zero on the frame on which he or she is working.

4.7.6 **BOWLER ABUSING THE EQUIPMENT** or premises shall be warned and if a second offense occurs, the bowler shall be penalized under the DELIBERATE FOUL.

4.7.7 **IF DELIBERATE FOUL RULE** infractions keep occurring, the bowler involved will be disqualified.

4.7.8 **PINSETTER IN MOTION:** No ball shall be delivered before the setting machine has completed its cycle. Penalty shall be the same as GUTTER BALL

4.7.9 **FOOT FOULS:** In any case where electric foul lights are not available or become inoperative during a match, a competent foul line judge, seated at the foul line (one for every eight lanes) must be employed for the remainder of the event. (rev. 6-7-2005)

## 4.8 INTERFERENCE RULES

4.8.1 **INTERFERENCE:** If any pins, standing or down move because of outside interference, the pins will be reset and the bowler will bowl the frame over. If the interference occurs after the ball or balls have been delivered on a strike or a spare, it will not affect the scores already established on the strike or spare, but the bowler has the option of taking the pins felled or to bowl over and receive the new pin fall. (rev. 6-7-2005) (rev. 6-14-2011)



- 4.8.2 **BOWLER INTERFERENCE:** All bowlers are expected to exercise the highest standards of sportsmanship in competition. No unfair tactics will be tolerated and in the case of any interference with a bowler, all pins will be reset and the entire frame re-rolled.
- 4.8.3 **RESET BUTTON PRESSED BEFORE FRAME COMPLETED:**
  - 4.8.3.1 **BY THE BOWLER OR TEAMMATE:** If a bowler or anyone on his team pressed the reset button after the first or second balls, except when a strike or spare has been made, the bowler is finished for that frame and scores only the pins downed when the button is pressed.
  - 4.8.3.2 **BY OPPOSING PLAYER OR NEUTRAL:** If the reset button is pressed by an opposing player or neutral person or the pinsetter cycles, the frame shall be bowled over. If the interference occurs after the ball or balls have been delivered on a strike or spare, it will not affect the scores already established on the strike or spare, but the frame will be bowled over to establish the score for that frame.
  - 4.8.3.3 **FOR LANES EQUIPPED WITH A FOOT RESET:** Should a bowler accidentally step on the foot pedal reset button while delivering the first ball the bowler will lose that ball but have two remaining balls after the reset. On the second ball frame is complete.
- 4.8.4 **FOREIGN OBJECT ON LANE:** If a ball, fairly rolled, comes in contact with a foreign substance on the lane before it strikes the pins, it shall be declared dead, the pins shall be reset and the entire frame re-rolled.

## 5 ABSENT OR WITHDRAWAL OF BOWLERS

### 5.5 Absent Bowlers

#### 5.5.1 Doubles Play (2 persons)

5.5.1.1 For a doubles competition, a legal line up is considered to be two players.

5.5.1.2 If a player is unable to attend on the day of competition, the doubles pairing becomes void.

#### 5.5.2 Team Play (4 persons)

5.5.2.1 For a team competition, a legal line up is considered to be four players.

5.5.2.2 If any player is unable to attend on the day of competition, the team becomes void.\* Note – national programs may allow a team of three to compete, but must re-division the team on the sum of the three averages

### 5.6 Withdrawals

5.6.1 Bowlers who complete at least three frames and cannot continue will receive one-tenth of their average per remaining frames toward their event score.

5.6.2 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.