

2011 Special Olympics Oregon Fall Regional Games

Bowling Rules and Guidelines

The official Special Olympics Oregon Sports Rules shall govern all Special Olympics Oregon bowling competitions. These rules are based upon the United States Bowling Congress (USBC) rules for bowling (www.bowl.com). USBC rules shall be employed except when they are in conflict with the official Special Olympics Oregon Sports Rules. In such cases, the official Special Olympics Oregon Sports Rules shall apply.

SECTION A - OFFICIAL EVENTS

- 1) Singles bowling
- 2) Ramp unassisted bowling
- 3) Ramp assisted bowling

SECTION B – REGISTRATION AND RULES REMINDERS

- 1) Athletes may enter only one event for competition.

SECTION C – UNIFORMS AND EQUIPMENT

- 1) Special Olympics Oregon recommends a team shirt or a polo shirt.
- 2) Bowlers must wear bowling shoes.
- 3) No denim pants or denim shorts of any color are permitted for competition.

Note: Athletes should consider bringing their own shoes and bowling ball. All bowling centers do provide bowling shoes and bowling balls; however, the availability of lighter weight balls is often limited.

SECTION D – COACHES AND THEIR RESPONSIBILITIES

- 1) Coaches will not be allowed to give assistance to the athletes on the bowling lanes (and must stay off the lanes), unless the athlete is entered as a ramp assisted bowler, or requires one-to-one supervision.
 - a) If an athlete needs one-to-one supervision please note this on the bowling registration form for approval by the competition director.
- 2) Coaches are responsible for their athlete having the correct size shoes and appropriate weight ball.
- 3) Coaches are responsible for knowing and understanding the rules of the game, not only the modified rules in this manual, but also the National Governing Body rules of the game.

SECTION E – DIVISIONING

- 1) Athletes will compete in one of three age groups:
 - a) Youth: ages 15 and under (May be split 8-11 and 12-15)
 - b) Adult: ages 16 and older
 - c) Open age group: reserved for combining age groups to meet the required minimum number of competitors or teams (3 or more) in a division, or to ensure quality competition.
- 2) The scratch entry score to determine ability divisions within age groups will be based on an athlete's score from the most recent Special Olympics Oregon competition (2010 regional) or the average of the best 3 training scores – whichever is higher.
 - a) Exceptions will only be made with a note of explanation from the coach explaining why an entry score is lower than the previous year.

SECTION F – RULES OF COMPETITION

- 1) Modifications
 - a) In all Special Olympics Oregon singles competition, league format will be utilized (cross over lanes).
 - b) In all Special Olympics Oregon ramp competitions, bowlers will bowl in the same lane. Cross-lane bowling will not be utilized.
 - c) Non-ramp bowlers with physical disabilities or special physical needs may utilize special approved equipment to aid in grasping and delivering the ball with the approval of the Special Olympics Oregon Bowling Competition Committee.
 - d) Bowlers may alternate delivery styles during competition.
 - e) Ramp bowling
 - i) Athletes using ramps shall be placed in separate divisions from other bowlers for singles competition. Within the ramp bowling division, there shall be two classifications an athlete may enter. For consistency, athletes should bring their own ramp to competition whenever possible.

- ii) Coach packets will have a special name tag for each ramp bowling assistant. This name tag will identify the person who will be allowed into the competition area with each ramp bowler.
- iii) The athlete's head coach cannot be their assistant.
- iv) In ramp competition, a bowler will bowl three frames consecutively.
- v) Ramp unassisted bowling
 - (1) Athlete aims ramp into position without assistance.
 - (2) Athlete positions ball on the ramp with or without assistance.
 - (3) Athlete pushes ball down ramp towards target without assistance.
 - (4) A volunteer may hold the ramp in place if needed, but must have their back to the target at all times.
 - (5) Note: If an athlete is able to carry the ball to the ramp, place it on the ramp and push it down the ramp, he/she should be strongly considered for singles bowling competition.
- vi) Ramp assisted bowling
 - (1) An assistant may aim the ramp toward the pins, BUT MUST AT ALL TIMES have his/her back to the pins. The athlete should assist by directing the assistant through verbal or physical cues.
 - (2) Athlete positions ball on the ramp with assistance.
 - (3) Athlete pushes ball down ramp towards target without assistance.
 - (4) A volunteer may hold the ramp in place if needed, but must have their back to the target at all times.

2) Scoring

- a) The final score for an athlete competing in singles is the sum of the competitor's score for 2 games.
 - b) Foul lights will be on during competition. See Section G, #5a-3 for definition.
 - c) Bowlers must complete 2 games within the tournament-designated time frame. If bowlers have not completed 2 games by the time cut-off, tournament officials may declare those games completed and their score at that point will stand as their official score.
- 3) Tardy players and players unable to complete a series
- a) A bowler may arrive late to the bowling competition and still compete up until the end of the 3rd frame of the first game. He/she will receive no pins for any missed frames up to that point. After the 3rd frame is completed, he/she is scratched from the competition.
 - b) If a bowler in Singles competition cannot complete his/her 2 games due to injury, illness, or physical ability they will receive no pins in all frames that are not completed. The bowler is still eligible for awards based on their total score.
 - c) If a bowler is disqualified during competition for behavioral reasons or other reasons (i.e., wearing denim), they will not be eligible for awards.

SECTION G – USBC PLAYING RULES (Non-relevant rules have been omitted.)

1) Leagues and tournaments

- a) Leagues and tournaments must be organized and bowled in accordance with the USBC rules and regulations. These events must be scheduled on lanes that are currently USBC certified and only USBC approved equipment may be used.

2) Game definition

- a) A game of American tenpins 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 spare is scored. Every frame must be completed by each player bowling in regular order.

3) How scored

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

1	2	3	4	5	6	7	8	9	10
X	X	X 7 2	7 2	9 9	F 9	X 7	9 9	9 9	X X 2
30	57	76	85	95	104	124	143	152	180

- b) Strike
 - i) A strike is made when the full setup of 10 pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.
- c) Double
 - i) 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.
- d) Triple or turkey
 - i) Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.
- e) Spare
 - i) 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 the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.
- f) Open
 - i) An open is made when the player fails to bowl down all ten pins after two deliveries in a frame.
- g) Split
 - i) A split is a setup of pins left standing after the first delivery, provided the head pin is down and at least one pin is down:
 - (1) Between two or more standing pins; i.e., 7-9 or 3-10.
 - (2) Immediately ahead of two or more standing pins; i.e. 5-6.
- 4) Legal delivery
 - a) A delivery is made when the ball leaves the player's possession and crosses the foul line into playing territory. Every delivery counts unless a dead ball is declared. A delivery must be made entirely by manual means. No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery except as provided in rules 4b and 4c.
 - b) Special equipment to grip the ball
 - i) With approval from the competition committee, 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.
 - c) Mechanical aids to grip the ball – alternating delivery
 - i) A player may, if granted permission by the tournament committee in which the player participates, alternate right/left handed delivery and/or use special equipment to aid in the grasping and delivering the ball. The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball unless the person cannot impart such force due to a physical disability. These individuals must provide a description of the device and evidence that the use of the particular device is necessary to participate.
- 5) Definition of a foul
 - a) A foul occurs when a part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.
 - b) When a foul is recorded the delivery counts but the player is not credited with any pins knocked down by that delivery.
 - c) NOTE: The foul line is of infinite length including walls, flooring, posts and ball returns. (Footwear and clothing are considered part of the body.) A foul is not committed when foreign objects such as pens, jewelry, coins, etc., drop from a bowler's pocket or fall from a person's body or clothing. A player should request permission to cross the foul line to retrieve any items that have fallen beyond the foul line.
 - d) Foul detection
 - i) A USBC approved automatic foul detecting device must be used if available. When not available, a foul judge must be stationed in a position to have an unobstructed view of the foul line.
 - ii) Should a foul detecting device become temporarily inoperative, competition management shall assign a foul judge or have the official scorers call fouls.
 - iii) Failure to provide for the calling of fouls as specified shall disqualify scores bowled for USBC high score award consideration.
 - e) Apparent foul
 - i) 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:
 - (1) both captains or one or more members of each of the opposing teams,
 - (2) the official scorer, or
 - (3) a tournament official.

- ii) If there is a dispute, refer to Rule 10, Provisional ball.
- 6) Legal pinfall
- a) Pins to be credited to a player following a legal delivery shall include:
 - i) Pins knocked down or off the lane surface by the ball or another pin.
 - ii) Pins knocked down or off the lane surface by a pin rebounding from a side partition or rear cushion.
 - iii) Pins knocked down or off the lane surface by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.
 - iv) Pins that lean and touch the kickback or side partition.
 - b) All such pins are termed dead wood and must be removed before the next delivery.
 - c) No pins may be conceded and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.
 - d) Illegal pinfall
 - i) When any of the following occur the delivery counts but the resulting pinfall 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 pinsetting 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.
 - ii) If illegal pinfall occurs and the player is entitled to additional deliveries in the frame, the pin(s) illegally knocked down must be respotted where they originally stood before delivery of the ball.
- 7) Pins – improperly set
- a) It is each player's responsibility to determine if a setup is correct. The player or coach shall insist that any pin(s) incorrectly set be respotted before delivering the ball, otherwise the setup is deemed to be acceptable.
 - b) When bowling at a full setup or to make a spare, if it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pinfall count.
 - c) No change can be made in the position of any pins left standing after a delivery, unless the pinsetter moved or misplaced any pin after the first delivery.
 - d) Pins – rebounding
 - i) Pins that rebound and stand on the lane must be counted as standing pins.
 - e) Pins – replacement
 - i) Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The league or tournament officials shall determine whether pins shall be replaced. A broken pin does not change the score made by the bowler. The pins knocked down are counted, after which the broken pin is replaced.
- 8) Dead ball
- a) When a dead ball is called, the delivery does not count and the correct pins must be respotted. The player is allowed to rebowl that delivery.
 - b) A ball shall be declared dead if any of the following occur
 - i) After a delivery, attention is immediately called to the fact that one or more pins were missing from the setup.
 - ii) A human pinsetter interferes with any standing pin before the ball reaches the pins.
 - iii) A human pinsetter removes or interferes with any downed pin before it stops rolling.
 - iv) 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.
 - v) A player is interfered with by the pinsetter, another player, spectator, or moving object as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball called.
 - vi) Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
 - vii) A delivered ball comes in contact with a foreign obstacle.
- 9) Bowling on wrong lane
- a) In normal league or tournament play, a dead ball shall be called and the player or players required to rebowl on the correct lane when a player bowls in the wrong lane.

10) Provisional ball

- a) A provisional ball or frame shall be bowled when a protest involving a foul, legal pinfall or a dead ball is made and cannot be resolved by the two team captains or a tournament official. The following procedures apply when a dispute occurs:
 - i) For the first ball of any frame, or after the second ball in the tenth frame if the first ball was a strike:
 - (1) Foul: The player shall complete the frame and then bowl one provisional ball at a full setup of pins.
 - (2) Illegal pinfall: The player shall complete the frame and then bowl one provisional ball at the same setup which would have remained standing had the disputed pin(s) not have fallen.
 - (3) Dead ball: The player shall complete the frame and then bowl a complete provisional frame.
 - ii) On a spare attempt or the third ball of the tenth frame:
 - (1) Foul and illegal pinfall: No provisional ball is necessary.
 - (2) Dead ball: A provisional ball shall be bowled at the same setup which was standing when the disputed ball was bowled.
- b) The scoresheet and a record of both scores for the frame which the provisional delivery was made shall be kept. The protest must be referred to the competition director for a decision.

11) Forfeit – delay of game

- a) No unreasonable delay in the progress of any game is permitted. If a player or team in a league or tournament refuses to proceed with a game after being directed to do so by a league or tournament official, the game or series shall be declared forfeited.

12) Approaches must not be defaced

- a) The application of any foreign substance on any part of the approach that detracts from the possibility of other players 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.