

Ten Pin Bowling Rules

2019

Special Olympics
New Hampshire



These rules shall govern all ten pin bowling competition. Special Olympics New Hampshire 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.worldbowling.org/wp-content/uploads/2014/05/World-Bowling-Statutes-and-Playing-Rules-Revised-2016-03-31.pdf>.

Events Offered

- Singles
- Bumper Singles
- Singles with Support
- Bumper Singles with Support

Registering in Agon

- Each athlete may register for one event.
- Whether or not an athlete will use a ramp must be noted in the level field.
- A qualifying score must be submitted for each athlete. The qualifying score must be the sum of two (bumpers events) or three (all other events) consecutive games.

Divisioning

- The qualifying scores (the sum of two games with bumpers or three games with no bumpers) submitted during registration will be used to place athletes in divisions based on ability (age and gender will not be used to create divisions).

Equipment

- Bowling shoes must be worn.
- Athletes using their own bowling ball, must use an approved ball from the United States Bowling Congress <http://www.bowl.com/approvedballlist/>
- Competitors must wear appropriate bowling attire or like khakis and a polo shirt. Jeans are not permitted.

Competition

GENERAL RULES

- With support: An athlete needs the assistance of another individual and/or uses a ball ramp.
 - Athletes using a ramp must aim the ramp without assistance.
 - An individual may bring the ramp to the lane if the athlete is unable to do so. Opening mouth of ramp must not cross foul lie.
 - Assistance may be used to place the ball onto the ramp.

- Athletes must push the ball down the ramp toward the target without assistance.
 - The assistance from another individual cannot provide forward momentum.
- Three games will be played in competition in all events with one exception. When bumpers are used, two games will be played.
- Final score for competition, without bumpers, is determined by the sum of three games.
- Final score for competition, with bumpers, is determined by the sum of two games.
- One frame is a single turn for a ten pin bowler, constituting one or two rolls, depending on pin fall.
- Players will remain on the same lane throughout the competition.
- No handicapping system will be used.
- Athletes using ramps must aim the ramp without assistance.
 - Athletes must the push the ball down ramp toward the target without assistance.
 - Assistance may be used to place the ball onto the ramp.
- If a bowler bowls in the wrong lane or out of turn, he/she shall complete the frame, and the pins knocked down will be credited to his/her score. Then he/she shall be moved to the correct lane or position.

Disqualification & Protest

- 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 (or event) whichever is sooner.
- Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.