# Candlepin Bowling Rules

Special Olympics New Hampshire

The Official Special Olympics Candlepin Sports Rules shall govern all Special Olympics competitions. As an international sports program, Special Olympics New Hampshire has created these rules based on the International Candlepin Bowling Association (ICBA) rules found at: <u>http://www.candlepinbowling.com/rules.</u> These rules shall be employed except when they are in conflict with the rules listed in this document. In such cases, the rules in this document shall apply.

#### **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 score (the sum of three games) 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 <u>http://www.bowl.com/approvedballlist/</u>
- Competitors must wear appropriate bowling attire 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, where 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.
- Candlepin bowlers will bowl two frames per turn.
- One frame is a single turn for a bowler, constituting up to three 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.