

Special Olympics New Hampshire Candlepin Bowling Rules

Valid through 2025

Special Olympics
New Hampshire



Special Olympics New Hampshire has created this set of rules based on the International Candlepin Bowling Association (ICBA), the national governing body for Candlepin Bowling, rules.

These rules shall be used to govern all Special Olympics New Hampshire Traditional Candlepin Bowling competition through the end of 2025 when we next review these rules.

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 (bumper 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.
- Competitors should wear appropriate bowling attire like khakis and a polo shirt. Jeans are not recommended.

Competition

GENERAL RULES

- With support: An athlete needs the assistance of another individual and/or uses a ball ramp.
 - An individual may bring the ramp to the lane if the athlete is unable to do so.
 - 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.
- 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.
- 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.

SCORING

- 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.
- 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.
- When three balls are rolled, the bowler receives credit for the total number of pins knocked down in the frame unless a strike or a spare occurs (see next two points for more information).
- 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.
- 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.
 - Two consecutive strikes – Scores as follows:
 - Frame in which first strike is made: Score 20 plus the number downed by the first ball rolled in the second following frame.
 - Frame in which second strike is made: Score 10 plus the number downed by the first two balls in the next following frame.
 - Three consecutive strikes – Score as follows:
 - Frame in which first strike is made: Score 30
 - Frame in which second strike is made: Score 20 plus the number downed by the first ball rolled in the second following frame.
 - Frame in which third strike is made: Score 10 plus the number downed by the first two balls in the next following frame.
 - Consecutive strikes over three – Score as per explanation in “three consecutive strikes” above.
- The score sheet, tele-score and/or automatic scorer shall remain visible to all players at all times.

BALL RULES

- 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 suffer the same

penalties as for a gutter ball.

- If a ball for any reason comes to rest on the plate, it must be removed by authorized personnel designated by the bowling establishment.
- Rebounding balls:
 - 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.
 - If the ball did not make fair contact, the pins shall not count in the score.
- 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.
 - 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).
 - 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.
 - 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.
 - If all three balls are foul. The player will score zero for the frame.
 - 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.
 - Bonus balls rolled in the gutter on a strike or a spare.
 - On strike
 - First ball is foul, reset pins, if necessary the bowler shall forfeit that ball and count only pins downed fairly by the second ball.
 - Both bonus balls foul, score zero for bonus.
 - On spare
 - First ball is foul, bowler scores zero for bonus.
- Rolling extra balls in any frame will constitute a foul. Penalty of a zero for frame.
- 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.

PIN & DEADWOOD RULES

- 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 dead and shall be removed. Wood shall be judged live or dead only after it has stopped moving.
- Any questionable deadwood shall be removed by a designated official.
- A pin that sticks up out of the pit area is not playable.
- 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.
- 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.

- When there is a double deadwood in the gutter, it shall remain.
- 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.
- 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.
- Pins that fall after the reset button is pressed or the pinsetter sweep is in motion shall not count.
- 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.
- If a pin or pins fall after the ball is fairly delivered but before making fair contact, the following shall apply:
 - On the first ball, the bowler resets and is entitled to three balls in the frame.
 - On second 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.

FOUL RULES

- 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.
- 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.
- Deliberate Fouls:
 - 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.
 - 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.
- Bowler abusing the equipment or premises shall be warned and if a second offense occurs, the bowler shall be penalized under the Deliberate Foul.
- No ball shall be delivered before the setting machine has completed its cycle. Penalty shall be the same as gutter balls.

INTERFERENCE RULES

- 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.
- 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.

- Reset button pressed before frame is completed:
 - 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.
 - 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.
 - 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.
- 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.