



# Summer Games - Bowling

## MODIFIED EVENTS

Assisted Ramp

## TRADITIONAL EVENTS

Traditional Doubles

## UNIFIED EVENTS

Unified Doubles

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. Special Olympics has created these rules based upon World Tenpin Bowling Association (WTBA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Bowling.

## RULES OF COMPETITION

### UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of Bowling.
2. Players must wear bowling shoes.
3. Shirts with collars that identify the Special Olympics program are preferred.
4. Prohibited apparel includes: cutoffs, tank tops, sleeveless shirts, or anything with advertisements or inappropriate subject matter.
5. The Bowling Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

### GENERAL RULES

1. Bowling Quota
  - a. Due to facility constraints, a quota must be established for the bowling competition. The State Office will distribute bowling quotas based on response to the *Bowling Quota Request Form* (due back to the State Office by March 27, 2017).
2. The Bowling Sport Management Team shall be the final authority for all rule interpretations and appeals during the tournament.
3. All athletes except ramp bowlers will alternate lanes in competition.
4. Ramp bowlers will be placed in separate divisions.
5. Athletes must remain in the bowling area except to use the restroom.
6. NGB foul rules apply.
  - a. Foul on first ball: the bowler receives zero (0) pinfall, the pins are reset for a second ball. The pinfall for the second ball is the score of the frame.
  - b. Foul on the second ball: the bowler receives zero (0) for the second ball. The score for that frame is the score for the first ball.
6. Blind or Vacancy
  - a. If an athlete arrives after the game has completed four (4) frames, or if he misses a game completely, a blind score will be given for that game.
  - b. The blind score is calculated by subtracting 10 pins from the entry score for the tournament.
  - c. For example, if the bowler's entry score is 120, the blind score will be 110 (120 minus 10).
7. Illness or Injury
  - a. If an athlete gets sick or injured once the game has started, the following procedure will be used to determine the score for the game.
    - i. For the remaining frames, the bowler will receive 1/10 of his average per frame.
  - b. Example: If a bowler has an entry score of 100, he will receive 10 pins per frame for the portion of the game that he is unable to bowl.
  - c. If the injury occurs in the first game and he/she is unable to bowl the second or third game, he will receive a blind score for each of those two (2) remaining games.
8. Bowling Etiquette
  - a. If two (2) athletes line up to bowl at the same time on adjacent lanes, the athlete on the right has the priority to bowl first.

### EQUIPMENT

1. Coaches must provide any special equipment for their bowlers (i.e., handle ball, ramp).
2. All special equipment must be approved by the Bowling Sport Management Team.

### GENERAL RULES FOR DOUBLES COMPETITION

1. Doubles teams can be all male, all female, or coed.
2. Age groups will be combined as needed to provide for competition.
3. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
4. The averages of the individual bowlers will be added together to determine the doubles team average.
5. Doubles teams will be placed in divisions by using the team average.
6. The doubles team handicap is based on 100% of the difference in the individual team members' average and 200.
7. Doubles competition will consist of a four (4) game series.
8. Final scores will be determined by adding the actual pinfall and the doubles team handicap.

### GENERAL RULES FOR ASSISTED RAMP COMPETITION

1. County Programs must provide the ramps their athletes will use during the ramp bowling competition.
2. Bowlers in the Assisted Ramp division will bowl a four (4) game series.
3. Bowlers in the Assisted Ramp division will not use the cross-lane method of bowling.
4. Each ramp bowler will bowl frames consecutively. The format for one (1) game is: four (4) frames - four (4) frames - two (2) frames. This rule modification is designed to promote the pace of play.
5. County Programs may provide assistants to ramp bowlers. Assistants must register with the tournament director prior to the tournament. Approved assistants may help ramp bowlers set their equipment on the lane, while allowing the athlete to do as much as physically possible.
  - a. The assistant may help initially line up the ramp.
  - b. The assistant may set the ball on the ramp.
  - c. After the ball is set on the ramp, the assistant must keep their back to the pins. The assistant can adjust the ramp based on the direction (either verbally or by physical cues) from the athlete.
  - d. The assistant may not give forward impetus to the ball. The athlete must provide the force that pushes the ball down the ramp toward the pins.
  - e. The assistant may hold the ramp to steady it while the athlete pushes the ball, if requested.