



Bowling

MODIFIED EVENTS

Assisted Ramp Competition (Singles)

TRADITIONAL EVENTS

Individual (Singles) Competition

UNIFIED EVENTS

Unified 4-person Team

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. Special Olympics has created these rules based upon World Bowling (WB) 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:
 - a. Cutoffs, tank tops, sleeveless shirts, hats, 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. The Bowling Sport Management Team shall be the final authority for all rule interpretations and appeals during the tournament.
2. Athletes will bowl the cross-lane method (exception - Assisted Ramp).
3. Ramp bowlers will be placed in separate divisions.
4. Bumpers of any type shall NOT be used during competition at the County, Area or State Tournament.
5. Bowlers will be penalized for stepping over the foul line in all events.
 - a. Foul on the first ball: Reset the pins. The pin fall for the second ball is the score for that frame.
 - b. Foul on the second ball: The bowler receives zero (0) pin fall for the second ball. The score for that frame is the pin fall for the first ball.
5. 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 and he/she will begin bowling at the start of the next game.
 - b. The blind score is calculated by subtracting 10 pins from the entry score for the tournament.
For example, if the bowler's entry score is 120, the blind score will be 110 (120 minus 10).
6. 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.
 - ii. 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.
 - b. 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.
7. 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.
 - b. Due to time constraints at the State Tournament, a time limit will be imposed on the slower divisions.
 - i. All morning session bowlers must complete their second game before 11:30 a.m. or they will be stopped after the second game.
 - ii. For afternoon session bowlers, they must complete their second game before 4:00 p.m. or they will be stopped.
 - iii. Similar time constraints may be used at the Area Tournament.
8. An athlete may only compete in one (1) event (Ramp, Singles, or Unified Team).
9. Athletes using a ramp may not compete in Unified Team competition.

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.

Bowling



INDIVIDUAL (SINGLES) COMPETITION

1. Bowlers will be divisioned by age and ability. Competition will be coed.
2. Age groups will be:
 - a. 8-11;
 - b. 12-21;
 - c. 22 & older
3. Older age groups may be combined if space is limited.
4. Bowlers will be divisioned by the bowler's reported average, handicaps not included.
5. Singles bowling handicaps will be based on 100% of the difference between the bowler's average and 200.
6. Bowlers in the 8-11 age group will bowl a two (2) -game series at the Area and State Tournament.
7. Bowlers in the 12 years and older age groups will bowl a three (3) - game series.
8. Final series scores will be determined by adding the established series handicap to the total pin fall.

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 two (2) game series.
3. Bowlers in the Assisted Ramp division will not use the cross-lane method of bowling.
4. Each ramp bowler will bowl five (5) frames consecutively.
 - a. The format for one (1) game is five (5) frames / five (5) frames.
 - b. This rule modification is designed to promote the pace of play and minimize equipment movement.
5. County Programs may provide assistants to ramp bowlers.
 - a. Assistants must register with the Tournament Director prior to the tournament.
6. 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.

UNIFIED SPORTS® FOUR-PERSON TEAM COMPETITION

1. Each team shall have four (4) members, two (2) athletes and two (2) Unified partners.
 - a. The team may be all male, all female, or coed.
 - b. A ramp bowler may not participate on a Unified team.
 - c. No substitutions will be allowed on the day of the Area or State Tournament.
 - d. A blind score will be given to bowlers not in attendance.
2. The age groups for the State Tournament will be 8-21 and 22 & over.
 - a. Age groups may be combined based on the number of teams and/or lane limitations.
3. The averages of each of the four (4) bowlers will be added together to determine the team's average.
 - a. Teams will be placed in divisions using the sum of the team members' average.
4. The team handicap is based on 100% of the difference between each individual team members' average and 200.
5. Teams will bowl a three (3) game series in the Area and State Tournament.
6. Final series scores will be determined by adding the team's total pin fall and their team handicap.