



## Bowling Local Rules & Modifications

Official 2022 Special Olympics Bowling Sports Rules: [HERE](#)

The official Special Olympics Bowling Coaching guide can be found [HERE](#).

**NOTE:** It is the responsibility of the coach, team manager, and Program Coordinator to have read the official rules that govern each sport. Protests or rule inquiries during game play or a tournament MUST be made by a certified head Coach.

## Competition Format

- 1) Special Olympics Washington participates in a handicap tournament format for competition. In a handicap tournament, the final score is the total pin fall after the required number of games has been completed plus the bowlers handicap added together.
  - a. At local / regional events, participants will play two (2) games to determine their final score.
- 2) Handicap Tournament Rules:
  - a. Handicapping is a means of placing bowlers and teams with varying degrees of skill levels on as equitable basis as possible for their competition against each other. In Special Olympics the handicap is normally based on 100 percent of the difference of the bowler's average and 200.
    - i) Example: Player 1's average is 150 and Player 2's average is 100, Player 2 would receive a handicap of 100 i.e. 100 pins per game handicap to be added to their score. Player 1's handicap would be 50 i.e. 50 pins per game handicap to be added to their score. Athletes can then be grouped for competition.
- 3) Submitting Average / Entry Score
  - a. Bowlers will use a fifteen (15) game average that was established in practice or non-league play
  - b. Bowlers with established averages will use the highest average from the most recent book with at least 15 games
- 4) Coaching
  - a. Coaching will be allowed if the coach remains outside of the designated athlete / participant area.
  - b. Athlete may go to their coach, but athletes cannot leave the bowlers' area and no delay of game may occur.



## **Bowling Local Rules & Modifications**

### **Competition Attire & Equipment**

1. Uniforms
  - a. Attire should consist of neat and clean outfit, Jersey or T-shirt (short sleeve, collared desired)
  - b. Long pants or dress or walking shorts. Women may also wear knee-length skirt.
    - i. No Denim jeans or pants allowed
  - c. All competitors **MUST** wear bowling shoes
  - d. Socks are required.
2. Equipment
  - a. Bowling balls must be approved and identifiable as a ball listed in the "approved bowling balls" list. FIQ (WB) chapter 11 page 65 advises to check on the <http://www.bowl.com/> web site for approved bowling balls.
  - b. Bowling Ball Ramps: The stand is a minimum height of 24 inches and maximum height of 28 inches. The stand width is twenty-four (24) to twenty-five inches across. Sloped piece: from connecting point to stand to first bend is 16 inches and from first bend to bottom of sloped piece is 54 inches.
  - c. Use of special equipment to grip the ball
    - i. A player may, if granted permission, use one or either hand, and/or use special equipment to aid in grasping the ball.

### **Points of Emphasis**

1. Fouls and Infractions
  - a. A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment, or building during or after delivery.
  - b. When bowling out of turn, a dead ball should be called, and the player or players required shall re-bowl in the correct order.
  - c. When bowling on the wrong lane, a dead ball shall be called, and the player or players required shall re-bowl on the correct lane when one player bowls on the wrong lane.
2. Absent bowlers / Withdrawals
  - a. Absent Bowlers
    - i. If a team member (doubles or teams) is absent from competition, the remaining bowlers will be allowed the opportunity to compete. The missing bowler will receive a score of zero (0) when calculating the results.
  - b. Withdrawals
    - i. Bowlers who complete at least three (3) frames for each game and cannot continue will be awarded based on the sum of completed frames.
    - ii. Bowlers who do not start or bowlers who do not complete three (3) frames receive a zero for their score and will not be awarded.
  - c. Late arrivals
    - i. Participants who arrive late or 'no-show' will be given until the completion of the third (3<sup>rd</sup>) frame to report to their assigned lane. Athletes arriving after the third (3<sup>rd</sup>) frame will be scratched from the competition and will not receive an award.