

Bowling ball registrations

Every athlete is allowed to register a maximum of six (6) bowling balls for use in the championship. Change of one registered bowling ball is allowed during the championship. Change of a registered ball must be done between a block of games. First ball registration must be filed no later than one hour after end of official practice on Nov 5th.

It is not allowed to alter the surface of a ball after the end of warm-up until the block of games are finished.

Warm-up

Qualification to quarter-finals: Before every block of games, the athlete or team will get 10 minutes (singles, doubles & trios) or 12 minutes (teams & mixed teams) of warm-up on their starting lane.

Semi-final and final: Before the first semi-final of the day all teams/athletes competing in the finals will get 15 minutes of practice on the championship lanes. Before a match, the competing teams will have one frame per athlete of warm-up on their starting lane.

Ball specifications

Introduction

- In this chapter only basic specifications are given. For detailed specifications and testing procedures is made to the USBC Specifications Manual.
- Only bowling balls manufactured on or after January 1, 1991 that are on the USBC approved ball list latest the day the tournament starts are allowed for use in sanctioned IBF competition.

Surface

- The surface of the ball shall be free of all depressions or grooves of specific pattern, except for holes or indentations used for gripping the ball, identification lettering and numbers, and incidental chipping or marking caused by wear.
- Engraved pictures are not considered grooves of specific pattern.

Altering surfaces

While bowling in an IBF Sanctioned event, a bowling ball **cannot**:

- Have the surface altered by the use of any abrasive.
- Be cleaned with any liquid substance or cleaning agent.
- Have any foreign material on it including, but not limited to, powder, rosin, marker or paint.
- All bowling balls so altered or cleaned must be removed from the competition and penalized with zero pinfall in that game.
- Note: Should a foreign substance appear on the outer surface of a bowling ball which cannot be removed with a dry towel, an approved cleaner may be used with consent from a tournament officer.

Weight and size

- The weight of the ball shall not exceed 16.00 pounds (7.25 kg). There is no minimum weight.
- A bowling ball shall not have a circumference of more than 27.002 inches (685.8 mm) nor less than 26.704 inches (678.3 mm). The corresponding diameters are 8.595 inches (218.3 mm) and 8.500 inches (215.9 mm) respectively.

Hardness

- The surface hardness of bowling balls shall not be less than 73 duro meter D at room temperature (20 - 25 degrees C).
- The use of chemicals, solvents or other methods to change the hardness of the surface of the ball after it is manufactured is prohibited.

Drilling specifications

- The following limitations, as specified, shall govern the drilling of holes in the ball.
- Holes or indentations for gripping purposes shall not exceed five and shall be limited to one for each finger and one for the thumb, all for the same hand.
- The athlete must be able to demonstrate, with the same hand, that each gripping hole can be simultaneously used for gripping purposes.
- The athlete must use each hole. Any hole, which is not used, is considered a balance hole, which are not allowed.

- Any thumb hole that is not used for gripping purposes during the delivery would be classified as a balance hole, which is not allowed.

Balance

- The following tolerances shall be permissible in the balance of a bowling ball used in sanctioned competition.
- Weight more than 10 pounds (4.53 kg) a) Not more than 3 ounces (85 grams) difference between the top half of the ball (gripping holes side) and the bottom half of the ball (side opposite the gripping holes).
- For balls without a balance hole not more than 3 ounces (85 grams) between any two halves of the ball. A ball used without any gripping holes or indentations may not have more than 3 ounces (85 grams) of difference between any two halves of the ball.

Frequently asked questions:

- When does competition start?
 - Answer: Competition starts once any bowler throws a ball for score in a tournament squad.
- Can I clean my ball with an approved cleaner during practice?
 - Answer: You can clean your ball with an approved cleaner during practice.
- Can I clean my ball with an approved cleaner between games in a squad?
 - Answer: No. You cannot clean your ball between games in a squad.
- Can I clean my ball with an approved cleaner between tournament squads?
 - Answer: You can clean your ball with an approved cleaner between squads.
- What type of towels are approved for use during the event?
 - Answer: Any dry towel or cloth that does not alter the surface of the bowling ball is allowed. This includes the use of dry shammys.
- If I used a towel with a liquid cleaner on it to clean my ball prior to the start of the competition, can I use that same towel to clean the ball during the competition?

- Answer: No, another towel should be used. That same towel can only be used during the competition once the towel is dry.

- If I take a ball out of my bag that I have not bowled with, can I clean it with an approved cleaner?
 - Answer: No, approved cleaners cannot be used once competition has begun. This rule applies to balls from a bowler's bowling bag, locker or car, etc. We suggest you clean all your bowling balls prior to the start of competition.

- What happens if a bowler uses a cleaner, abrasive, or puts a foreign substance on the ball?
 - Answer: A ball cannot be cleaned, patted with rosin or powder or use an abrasive, the ball must be removed from competition and the games are subject to forfeiture.

- Can I pat my ball with rosin or powder if I wipe the ball before it is delivered?
 - Answer: No. Wiping the ball with a towel does not make the ball compliant to the rule. Patting a ball with a product is adding a foreign substance to the ball and cannot be done during competition. A product can only be applied to a bowler's hand and not leave residue on the surface of the ball.

- If my ball comes back with residue on it and I cannot clean it with my dry towel, rag or shammy, can I use an approved cleaner?
 - Answer: Yes, provided you get permission from a senior tournament official. If you clean your ball without prior permission, you may be asked to remove the ball from competition, and/or the games may be subject to forfeiture.

- When I have permission to clean my ball, may I clean the entire ball?
 - Answer: Yes, you may clean the entire surface of a bowling ball.

Chapter 1 Universal Playing Rules

1.1 Game definitions

- 1.1.1** A game of tenpins consists of ten frames. An athlete delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, an athlete delivers three balls if a strike or spare is scored. Every frame must be completed by each athlete bowling regular order.
- 1.1.2** Except when a strike is scored, the number of pins knocked down by the athlete's first delivery is to be marked in the small square in the upper left-hand corner of that frame, and the number of pins knocked down by the athlete's second delivery is to be marked in the upper right-hand corner. If none of the standing pins are knocked down by the second delivery in the frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

1	2	3	4	5	6	7	8	9	10
X	X	X	7 2	(8) /	F 9	X	7 /	9 -	X X 8
30	57	76	85	95	104	124	143	152	180

- 1.1.3** **A strike** is made when a full setup of pins is knocked down with the first delivery in a frame. It is marked by an (X) in the small square in the upper left-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the athlete's next two deliveries.
- 1.1.4** Two consecutive strikes is **a double**. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.
- 1.1.5** Three successive strikes is **a triple**. The count for the first strike is 30. To bowl the maximum score of 300, the athlete must bowl 12 strikes in succession.
- 1.1.6** **A spare** is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the athlete's next delivery.
- 1.1.7** When an athlete fails to bowl down all ten pins after two deliveries in a frame, unless the pins left standing after the first delivery constitute a split, it is called **an open** frame.
- 1.1.8** **A split** (normally marked with an O around the number of pins) is a setup of pins left, standing after the first delivery, provided the head pin is down and:

- At least one pin is down between two or more standing pins; i.e. 7-9 or 3-10
- At least one pin is down immediately ahead of two or more standing pins; 5-6

1.2 Style of play

1.2.1 Dual lane style

- a. A game shall be played on two lanes (a pair) immediately adjoining each other.
- b. Members of competing teams, trios, doubles and individual entrants shall successively and in regular order bowl one frame on one lane, and for the next frame alternate and use the other lane until five frames are bowled on each lane of the pair

1.2.2 Single lane style

- a. A game shall be played on one lane.
- b. Members of competing teams; trios, doubles and individual entrants shall successively and in regular order bowl one frame on one lane until 10 frames are bowled on the lane.

The rules for each specific tournament shall specify which style of play that applies.

1.2.3 Match play style

- a. In the match play style each athlete bowls two frames at a time.
- b. However, the athlete starting on the left (odd numbered) lane bowls one frame only.
- c. Thereafter both athletes bowl first on the right lane, then immediately bowl another frame on the left lane.
- d. The athlete who bowled first will finish his game by bowling the tenth frame on the right lane.
- e. When match play consists of more than one game, in succeeding games athletes alternate in starting on the left lane.

1.2.4 Baker format

- a. In the Baker format, members of competing teams, trios and doubles successively and in regular order bowl complete and consecutive frames within the same game.
- b. They shall alternate lanes within the pair after each game.

1.2.5 Group Match Play format

- a. In the group match play the qualifying format of the event determines the number of athletes who will advance to group match play competition

- b. Each athlete bowls one match against every other athlete
- c. Matches may consist of one or more games
- d. A final position match may be added. In a position match pairings are determined by the position in which an athlete finished the initial matches
- e. In case of a tie before the position match between places 2-3, 4-5, 6-7 and so on, the athlete with the higher position is the one who in the group match play has
 - The higher total scratch pin fall
 - Won their match
 - Won more matches
 - The least difference between the highest and the lowest game
 - The higher game

1.2.6 Order of bowling

- a. One or more athletes may be scheduled on a pair of lanes
- b. After a block of games has started, no changes shall be made in the line-up in that block except that substitutions may be made in accordance with the rules for each specific championship

1.3 Legal pin fall

1.3.1 A legal delivery is made when the ball leaves the athlete's possession and crossed the foul line into playing territory.

1.3.2 Every delivery counts unless a dead ball is declared.

1.3.3 A delivery must be made entirely by manual means.

1.3.4 No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery.

1.3.5 An athlete may use special equipment to aid in grasping and delivering the ball if it is in place of a hand or major portion thereof lost by amputation or otherwise.

1.3.6 Pins following a legal delivery - to be credited to an athlete, to be termed dead wood and to be removed before the next delivery - shall include :

- Pins knocked down or off the pin deck by the ball or another pin
- Pins knocked down or off the pin deck by a pin rebounding from a side partition or rear cushion

- Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck
- Pins that lean and touch the kickback or side partition

1.4 Illegal pin fall

1.4.1 When any of the following occur the delivery counts but the resulting pin fall does not:

- a. A ball leaves the lane before reaching the pins
- b. A ball rebounds from the rear cushion
- c. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter
- d. A pin is touched by mechanical pin setting equipment
- e. Any pin knocked down when dead wood is being removed
- f. Any pin knocked down by a human pinsetter
- g. The athlete commits a foul
- h. A delivery is made with dead wood on the lane or in the gutter and the ball contacts such dead wood before leaving the lane surface.

1.4.2 If illegal pin fall occurs and the athlete is entitled to additional deliveries in the frame, the pin or pins illegally knocked down must be re-spotted where they originally stood.

1.5 Other pin actions

1.5.1 When bowling at a full setup or to make a spare, if it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pin fall counts. It is each athlete's responsibility to determine if a setup is correct. The athlete shall insist that any pin or pins incorrectly set be re-spotted before delivering the ball, otherwise the setup is deemed to be acceptable.

1.5.2 No change can be made in the position of any pins left standing after a delivery. That is, pins that are moved or misplaced by a mechanical pinsetter shall remain in the moved or misplaced position and shall not be corrected manually.

1.5.3 Pins that rebound and stand on the lane must be counted as standing pins.

1.5.4 No pins may be conceded and only those actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.

1.5.5 Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The tournament officials shall determine whether pins shall be replaced.

1.6 Dead ball

1.6.1 A ball shall be declared dead if any of the following occur:

- After a delivery (and before the next delivery on the same lane), attention is immediately called to the fact that one or more pins were missing from the setup.
- A human pinsetter interferes with any standing pin before the ball reaches the pins
- A human pinsetter removes or interferes with any downed pin before it stops rolling
- An athlete bowls on the wrong lane or out of turn. Or one athlete from each team on the pair of lanes bowls on the wrong lane
- An athlete is physically interfered with by another athlete, spectator or moving object or by the pinsetter as the ball is being delivered and before delivery is completed. In such case, the athlete has the option to accept the resulting pin fall or have a dead ball declared
- Any pin is moved or knocked down as an athlete delivers the ball but before the ball reaches the pins
- A delivered ball comes in contact with a foreign obstacle.

1.6.2 When a dead ball is called, the delivery does not count. The pins standing when the dead ball occurred must be re-spotted and the athlete allowed re-bowling the delivery.

1.7 Bowling on wrong lane

1.7.1 A ball shall be declared dead and the athlete or athletes required re-bowling on the correct lane if no more than a total of 4 individual frames have been bowled on a pair of lanes by the athletes for Singles, Doubles, Trios and Team.

1.7.2 If more than four individual frames have been bowled on the wrong lane, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.

1.7.3 In singles match play competition, where an athlete bowls two frames each time it is the athlete's turn to bowl, and the other athletes bowls on the wrong lane, a dead ball shall be called and the athlete required re-bowling on the correct lanes, providing the error was discovered before the opposing athlete has made

a delivery. Otherwise, the score stands a bowled, with all subsequent frames in the game bowled on the correct lanes.

1.8 Foul definitions

A foul occurs when a part of the athlete's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery.

1.8.2 A ball is in play after a delivery until the same or another athlete is on the approach in position to make a succeeding delivery.

1.8.3 When an athlete deliberately fouls to benefit by the calling of a foul, the athlete shall be credited with zero pin fall for that delivery and not allowed further deliveries in that frame.

1.8.4 When a foul recorded the delivery counts but the athlete is not credited with any pins knocked down by that delivery. Pins knocked down by the ball when the foul occurred must be respotted if the athlete who fouled is entitled to additional deliveries in the frame.

1.8.5 A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to:

- Both team captains or one or more of the opposing athletes
- The official score keepers
- A tournament official

1.8.6 No appeal shall be allowed when a foul is called unless

- It is proved that the automatic device is not operating properly
- There is preponderance of evidence the athlete did not foul

1.9 Provisional ball

1.9.1 A provisional ball or frame shall be bowled by an athlete when a protest involving a foul, legal pin fall or a dead ball is made and cannot be resolved by the tournament officials.

1.9.2 When a dispute occurs on an athlete's first delivery in any frame, or on the second delivery in the tenth frame after a strike on the first delivery

- If the dispute is over whether the athlete fouled, the athlete shall complete the frame and then bowl one provisional ball at a full setup of pins

- If the dispute involves alleged illegal pin fall, the athlete shall complete the frame and then bowl one provisional ball at the setup that would have remained standing had the disputed pin(s) not fallen
- If the dispute is over whether a dead ball should have been declared, the athlete shall complete the frame and then bowl a complete provisional frame.

1.9.3 When a dispute occurs on a spare attempt, or on the third delivery in the tenth frame, no provisional ball is necessary unless the dispute is over whether a dead ball should have

been declared. In that case a provisional ball shall be bowled at the same setup, which was standing when the disputed ball was bowled.

1.10. Use of Resin/powder

1.10.1 It is not permissible to use resin/powder products anywhere outside of designated area in any IBF event. The tournament manager shall/will designate such area.

1.11 Approaches must not be defaced

The application of any foreign substance on any part of the approach that detracts from the possibility of other athletes having normal conditions is prohibited.

This includes, but is not limited to, such substances as talcum powder, pumice and resin on shoes; also soft rubber soles or heels that rub off on the approach are prohibited.

1.12 Errors in scoring

Errors in scoring or errors in calculation must be corrected by a responsible tournament official immediately upon discovery of such error. Questionable errors shall be decided upon by the designated official.

The time limit for filing protests on scoring errors shall be one hour from the end of the event or block of games for each day of tournament, but must be before the prize presentation or the commencement of the next round (in an elimination event), whichever is the sooner.

Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.