

## Playing Rules

### 1.1 Game Definitions

**1.1.1** A game of tenpins consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. Every frame must be completed by each player bowling in regular order.

**1.1.2** Except when a strike is scored, the number of pins knocked down by the player'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 player'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 7
30	57	76	85	95	104	124	143	152	179

A strike is made when a full set 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 player's next two deliveries.

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.

Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

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 that frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

When a player 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.

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.

## **1.3 Legal pin fall**

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

Every delivery counts unless a dead ball is declared.

A delivery must be made entirely by manual means.

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

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

Pins following a legal delivery – to be credited to a player, 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 player 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 player 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 player's responsibility to determine if a set up is correct. The player 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
- a) 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.
  - b) A human pinsetter interferes with any standing pins before the ball reaches the pins
  - c) A human pinsetter removes or interferes with any downed pin before it stops rolling
  - d) A player bowls on the wrong lane or out of turn. Or one player from each team on the pair of lanes bowls on the wrong lane
  - e) A player is physically interfered with by another player, spectator or moving object or by the pinsetter as the ball is being delivered and before the delivery is completed. In such case, the player has the option to accept the resulting pin fall or have a dead ball declared
  - f) Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins
  - g) 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 left standing when the dead ball occurred must be re-spotted and the player allowed re-bowling the delivery.

## **1.7 Bowling on the wrong lane**

- 1.7.1** A dead ball shall be called and the player or players required re-bowling on the correct lane when one player bowls on the wrong lane.
- 1.7.2** A dead ball shall be called and the player or players required re-bowling on the correct lane when one player from each team on the pair of lanes bowls on the wrong lane.
- 1.7.3** If more than one player on the same team bowls on the wrong lane in turn, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.

## **1.8 Foul definitions**

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

- 1.8.3** When a player deliberately fouls to benefit by calling of a foul, the player shall be credited with zero pin fall for that delivery and not allowed further deliveries in that frame.
- 1.8.4** When a foul is recorded the delivery counts, but the player is not credited with any pins knocked down by that delivery. Pins knocked down by the ball when the foul occurred must be re-spotted if the player 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
- It is proved that the automatic device is not operating properly
  - There is preponderance of evidence that player did not foul
- 1.8.6** No scores will be recognised by STBA if there is not an automatic or human foul judge used.

## **1.9 Provisional ball**

- 1.9.1** A provisional ball or frame shall be bowled by a player 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 a player's first delivery in a frame, or on the second delivery in the tenth frame after a strike on the first delivery
- If the dispute is over whether the player fouled, the player 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 player 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 player 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 provisional ball shall be bowled at the same setup, which was standing when the disputed ball was bowled.

## **1.10 Bowling ball, altering surface**

- 1.10.1** For events with bowling ball restrictions (e.g. 6-ball limited events) bowling ball surface adjustments by hand are acceptable between blocks provided they are done in the designated area and that the adjustment procedure does not delay the bowler's next turn. Any use of chemicals must be on the 'Acceptable list' as listed on WTBA website; [www.worldtenpinbowling.com](http://www.worldtenpinbowling.com). A full, up to date list of these

products is available at WTBA website which includes anything listed in the 'Acceptable during certified competition' sections. It is not allowed to use anything listed in the 'Products Containing Solids or Abrasives' section or anything listed in the 'Not acceptable at any time' sections. The ball must be wiped clean after any adjustments.

**1.10.2** Altering the surface of the bowling ball, besides what is mentioned in 10.1, is allowed in a designated area only during the official practice session, during the practice session immediately preceding a competition round, and between competition rounds.

### **1.11 Approaches must not be defaced**

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

**1.11.2** This includes, but 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**

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

**1.12.2** 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 the tournament, but must be before the prize presentation or the commencement of the next round (in an elimination event), whichever is the sooner.

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

### **1.13 Bowling Balls**

Bowling balls used in the game and are the private property of the individual bowler and other players may only use these balls if consent is given by the owner.

### **1.14 Averages**

There are two types of averages;

Composite average which is the total pins of all the player's sanctioned leagues added together and divided by the total number of games bowled in all the sanctioned leagues

Highest average which is the highest average from all the leagues' and tournaments which the player has competed in.

When establishing an average a player must bowl with the same hand throughout the season; i.e. a right handed bowler may only bowl with their right hand and vice-versa for left hand bowlers. Bowlers who use both hands in any league cannot count that average.

### **1.15 Penalties and/or Suspension**

Any member of the STBA or any person wishing to become a member of STBA breaks any of the following clauses below, will be liable for loss of games/series or suspension of membership;

- a. Attempting to gain an unfair advantage in a game/series. Loss of game/series where unfair advantage was secured and /or suspension of membership.
- b. Directly or indirectly tampering with any bowling equipment and any part of the lanes. Loss of games/series and/or suspension of membership.
- c. Misrepresenting an average to gain a greater handicap, or to compete in a lower classification in league or tournament. Loss of game/series, or competition scores with no recompense and/or loss of membership.
- d. Placing the game of Tenpin Bowling in disrepute by unfair criticism, disreputable tactics, and illegal bowling balls. Loss of game/series, or competition and /or suspension of membership.
- e. Failing to distribute team prize money between players in accordance with verbal or written agreements. Suspension of membership.
- f. Failing to complete a full season in a sanctioned league, and not paying all prize dues for that league, unless a suitable reason is given to the League Committee. Suspension of membership
- g. By committing an act which will bring the game of Tenpin Bowling into disrepute. Suspension of membership
- h. The use of a suspended or a bowler who has been denied membership shall not bowl or pace in any sanctioned league or tournament.
- i. Any bowler who libels or slanders any member of the STBA through verbal, written, social networking sites or by any other means shall be suspended immediately until an inquiry is held. If found to be in breach of this rule, suspension will be approved and length of time will be decided by STBA.

- j. Any player who bowls under an assumed or other player's name will forfeit any right to bowl in the tournament and will lose all monies paid and therefore may be suspended from holding an STBA card.
- k. When an official of STBA or league embezzles, absconds, and/or misuses any funds entrusted to them, they shall be liable for indefinite suspension.  
(Malfeasance) The Officer liable for the monthly inspection of the books may also be liable for suspension. (Nonfeasance).  
If the National Secretary has been informed of any of the above they shall follow the undernoted actions.
  - 1. Notify the person or persons involved that they are suspended pending an investigation.
  - 2. These notifications must be sent by recorded delivery
  - 3. Notification to be filed with the league or tournament officials.
  - 4. Instigate a committee to deal with the charges.
- l. All persons convicted in a criminal and/or civil court of an offence connected with the Sport of Tenpin Bowling will be deemed unworthy of holding a membership of STBA.
- m. Reinstatement of membership in all cases where a suspension is imposed shall be available only on written application to and approval by the Council of STBA or an appropriate committee of the members authorised to act on such an application for reinstatement of membership.