

World Bowling Universal Playing Rules

(extracted from WB Rules effective September 2019)

Section A

2. Universal playing rules

2.1 Game definitions

- 2.1.1 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. In the tenth frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.
- 2.1.2 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 &
30	57	76	85	95	104	124	143	152	180

- 2.1.3 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 player's next two deliveries.
- 2.1.4 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.
- 2.1.5 Three successive strikes is a triple. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.
- 2.1.6 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 player's next delivery.

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2.1.7 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.

2.1.8 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:

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

2.2 Style of play

2.2.1 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.

2.2.2 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.

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

2.3 Legal pin fall

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

2.3.2 Every delivery counts unless a dead ball is declared.

2.3.3 A delivery must be made entirely by manual means.

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- 2.3.4 No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery.
- 2.3.5 A player 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.
- 2.3.6 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
- a) Pins knocked down or off the pin deck by the ball or another pin
 - b) Pins knocked down or off the pin deck by a pin rebounding from a side partition or rear cushion
 - c) 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
 - d) Pins that lean and touch the kickback or side partition

2.4 Illegal pin fall

- 2.4.1 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
- 2.4.2 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.

2.5 Other pin actions

- 2.5.1 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 setup is correct. The player shall insist that any pin or pins

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incorrectly set be re-spotted before delivering the ball, otherwise the setup is deemed to be acceptable.

- 2.5.2 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.
- 2.5.3 Pins that rebound and stand on the lane must be counted as standing pins.
- 2.5.4 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.
- 2.5.5 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.

2.6 Dead ball

- 2.6.1 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 pin 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 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
- 2.6.2 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 player allowed re-bowling the delivery.

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2.7 Bowling on wrong lane

- 2.7.1 A ball shall be declared dead and the player or players 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 players for Singles, Doubles, Trios and Team.
- 2.7.2 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.

2.8 Foul definitions

- 2.8.1 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.
- 2.8.2 A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.
- 2.8.3 When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pin fall for that delivery and not allowed further deliveries in that frame.
- 2.8.4 When a foul 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.
- 2.8.5 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
 - a) Both team captains or one or more of the opposing players
 - b) The official score keepers
 - c) A tournament official
- 2.8.6 No appeal shall be allowed when a foul is called unless
 - a) It is proved that the automatic device is not operating properly
 - b) There is preponderance of evidence the player did not foul.

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2.9 Provisional ball

- 2.9.1 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.
- 2.9.2 When a dispute occurs on a player's first delivery in any frame, or on the second delivery in the tenth frame after a strike on the first delivery
- a) 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
 - b) 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
 - c) 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.
- 2.9.3 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.

2.10 Bowling ball, altering surface

- 2.10.1 Any use of chemicals must be on the "Acceptable list" as listed on World Bowling website; www.worldbowling.org. A full, up to date list of these products is available at World Bowling website 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 nor anything listed in the "Not acceptable at any time" sections. The ball must be wiped clean after any cleaning.

2.11 Approaches must not be defaced

- 2.11.1 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.
- 2.11.2 This includes, but is not limited to, such substances as talcum powder, pumice and resin on shoes, soft rubber soles or heels that rub off on the approach are prohibited.

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2.12 Errors in scoring

- 2.12.1 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.
- 2.12.2 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 tournament, but must be before the prize presentation or the commencement of the next round (in an elimination event), whichever is the sooner.
- 2.12.3 Each protest under this rule must be specific in itself and this rule shall not be construed to cover a previous or similar violation.

2.13 Additional tournament information

- 2.13.1 A tournament may have a rule limiting the number of re-racks a player may have in a game and/or block or series.
- 2.13.2 A tournament may have a rule to cover tardy players.
- 2.13.3 A tournament may have a rule addressing unfair tactics by a player.
- 2.13.4 The tournament management should make provision for enforcement and penalty, if any, for violations.

In addition to the above, the following rules shall apply.

4.10 Bowling ball, altering surface

- 4.10.1 Bowling ball surface adjustments by hand are acceptable between games provided they are done in the designated area and that the adjustment procedure does not delay the bowler's next turn. Use of chemicals see 2.10.1.
- 4.10.2 Altering the surface of the bowling ball, besides what is mentioned in 4.10.1, 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.

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Altering the surface of the bowling ball during a game is not allowed. If the surface is adjusted during a game the penalty is zero pinfall in that game.

4.11 Bowling ball procedure

4.11.1 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 World Bowling competition. The online list may be found at World Bowling website www.worldbowling.org and will be available during all world events. Acceptance of manufactured balls prior to the inception of the USBC ball list for use in competition shall not be allowed.

4.11.2 Altering the surface of the bowling ball is allowed per rule 4.10.1. During a stepladder final format, each match is considered a competition round.

4.11.3 Registration bowling balls

- a) Each player will be permitted to register a maximum of 6 bowling balls during the tournament. Prior to the start of the Official Practice the bowling balls to be used during competition shall be inspected and registered. The inspection shall include but not be limited to:
 - i Eligibility of the ball as specified in the list of approved bowling balls published latest the day the tournament starts
 - ii. Serial number
 - iii. Visual inspection with regard to material, surface, plugs, etc.
- b) Immediately following the official practice (latest one hour after the last practice session) registration shall be made of the bowling balls to be used during the championship events.
- c) Additions of maximum two bowling balls to the players' bowling ball list shall be allowed (up to the maximum of 6) throughout the tournament provided they pass rule 4.11.1 above.
- d) In addition to the foregoing, a maximum of one ball previously registered may be removed from play during the Championships, and replaced by another ball not previously registered, upon notice to the Technical Delegate. Once this exchange process occurs the ball removed may not be returned to play.
- e) Additions to a player's bowling ball list shall be made no later than 1 hour prior to the start of the event where the additional bowling ball(s) will be used.
- f) No modifications of a bowling ball shall be permitted apart from the altering of the surface as described above.

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- g) In very special circumstances the Tournament Technical Committee may allow a replacement of a registered bowling ball.

4.11.4 Each day during the events random inspection of the bowling balls may be performed. The Tournament Technical Committee shall decide on the number of balls and the players, which shall be randomly selected. The inspection shall be limited to a visual inspection of the serial number of the balls and the size and number of the balance holes (refer rule 11.14.3) as in WB Playing Rules.

4.11.5 The penalties for violation of the rule above are for a serial number and/or a number of balance holes violation

- a) Daily random inspection, zero score for the event in which the failed inspection was performed...
- b) Medalists, zero score for the event.
- c) Masters Finals, disqualification and all scores null and void.

If a ball is in violation regarding the size of the balance hole, the ball shall be removed from play and cannot be used again until the balance hole complies. No additional balls may be added to the bowling ball list

4.11.6 A maximum of five gripping holes are allowed in a bowling ball. The player must be able to reach each set of finger holes (not all four simultaneously) while using the thumb hole. Any hole, which cannot be reached, is considered a balance hole. The ball must be balanced twice when one set of finger holes are for fingertip and the other set for conventional grip.

4.11.7 When delivering the ball, the player must have his/her thumb in or over the thumb hole. It may not be 180 degrees away from the thumb hole.

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

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4.13 Pre-tournament meeting

- 4.13.1 Prior to the start of the official practice, a meeting shall be held to provide all necessary information about the competition and related activities, and to answer questions.
- 4.13.2 The Technical Delegate shall chair the meeting and the Host Tournament Manager shall attend the meeting.
- 4.13.3 Participating federations may attend the meeting.

4.14 Ceremonies

4.14.1 Opening Ceremony

- a) The Opening Ceremony shall, at a minimum, include a bowler parade with flag display and appropriate remarks as designated by the Organizing Committee.

4.14.2 Award Ceremony

- a) The award ceremonies should be conducted after each event and preferably before the commencement of the next event.
- b) National anthems shall be played for the winners.
- c) The plan shall designate the dignitaries who will be accorded the honor of participating in the presentations.

4.15 Drinking alcohol

- 4.15.1 Players must not consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games. The penalty for violation of this rule shall be expulsion from the tournament.
- 4.15.2 Players, coaches or administrators may not consume alcohol while wearing the standard uniform of their national federation in the bowling center during the period commencing with the start of official practice through the completion of the Masters competition. The penalty for violation of this rule shall be:
 - a warning for the first violation;
 - 100 USD for a second violation (paid by the federation before the next event) and for any subsequent violation, suspension for the duration of the Championships.

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4.17 Smoking and using tobacco products

- 4.17.1 During championships smoking is not permitted in the bowling center. However, it may be allowed in a closed area, provided it does not affect the environment in the player's and spectator's areas.
- 4.17.2 Players and their coach/es must not smoke, use tobacco products or use any kind of synthetic cigarettes or e-cigarettes while in competition; i.e. during the entire period of a block of games.
- 4.17.3 The player penalty for smoking during a game will be zero pinfall for the game currently being played. The penalty for smoking in between games will be zero pinfall for the succeeding game. The penalty for the second offence by the same player shall be exclusion from the rest of the championship by the Tournament Technical Committee.
- 4.17.4 The coach penalty for smoking during a game shall be suspension from the block of games in which he violated the rule. The penalty for a second violation is suspension from the rest of the Championship.
- 4.17.5 Players, coaches or administrators may not smoke, use tobacco products or any kind of synthetic or e-cigarettes while wearing the standard uniform of their national federation during the period commencing with the start of official practice through the completion of the Masters competition. The penalty for violation of this rule shall be:
- a warning for the first violation;
 - 100 USD for a second violation (paid by the federation before the next event) and - for any subsequent violation, suspension for the duration of the Championships.

4.18 Playing uniform, advertising

- 4.18.1 Players shall wear a standard uniform approved by their national federation. In a team event (Doubles, Trios and Team) players of the same Doubles, Trios or Team must wear uniforms of the same colour and type.
- 4.18.2 The name of the country must appear on the back of the uniform. The name of the country may be printed
- In English or in the country's language.
 - As abbreviation recognized by IOC or ISO 2000 if no IOC abbreviation (abbreviations published on website).

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4.18.3 The following may appear on the uniform

- a) Name of player.
- b) Logo of the country or member federation, which the player represents.
- c) Advertisement: The number of advertisements is decided by each federation.

4.18.5 Coaches and officials in the player's area should be in the uniform specified by the national federation.

4.20 Official scorekeeping

4.20.1 The tournament is required to have official score keepers to record all games bowled in the competition.

4.20.2 An automatic scoring device, which has been approved by the World Bowling, may be used. This device shall provide a printed record of the score which can be audited frame by frame and otherwise comply with the scoring and playing rules of the tournament.

4.20.3 Written (printed) score sheets shall be maintained indicating the pin fall on each ball so a frame-by-frame audit may be made. Each individual player, coach or team manager shall receive a copy of the scores bowled and will be required to sign the official copy immediately after bowling to acknowledge the score.

4.20.4 After a score has been recorded, it cannot be changed unless there is an obvious error in scoring or calculation. Obvious errors must be corrected by a tournament official immediately upon discovery. Questionable errors shall be decided by the Referees.

4.20.5 A tournament game, or frame(s) within a game, that is irretrievably lost in the scoring process may be re-bowled with approval of Tournament Management.

4.21 Foul detection

4.21.1 The tournament management may adopt and use any automatic foul detecting device approved by World Bowling.

4.21.2 When none is available, a foul judge must be stationed in a position to have an unobstructed view of the foul line.

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4.21.3 Should a foul detecting device become temporarily inoperative, the tournament officials shall assign a foul judge or authorize the official score keepers to call fouls.

4.22 Interrupted game

4.22.1 The tournament officials may authorize the completion of a game and block of games on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the block.

4.23 Slow bowling / Lane courtesy

4.23.1 Players shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery when the pairs immediately adjacent to them on both the right and left are clear (one (1) pair lane courtesy).

4.23.2 Competitors must observe one (1) pair lane courtesy at all times. Competitors on the same pair may not bowl consecutive deliveries without allowing one (1) competitor from the pair to the right and one (1) competitor from the pair to the left have made a delivery, unless those competitors are not ready to bowl or they give way.

4.23.3 If a player does not observe the procedures outlined in paragraphs 4.23.1 and 4.23.2, it shall be construed as slow bowling. A player failing to observe these procedures shall be warned by an authorized tournament official as follows:

- a) A white card for the first offence (no penalty);
- b) A yellow card for the second offence (no penalty);
- c) A red card for the third and each succeeding offence in any block of games (six games for singles and doubles, three games for trios or five-person team and all games of match play in a day). the penalty shall be a zero "0" pin fall for the frame.

4.23.4 For interpretation of the enforcement of this rule, the Referees shall specifically monitor any player or team that gets more than four frames behind the leader in a singles, doubles or master event; or more than two frames behind in trios or team, not counting the end pairs of lanes. In Baker format competition the same rule applies as for the singles event.

4.23.5 Whenever there is any question concerning the enforcement of this rule, or lack thereof, the Technical Delegate or his designee, notwithstanding the reference to the Referees, shall make the final decision.

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4.24 Bowling on wrong lane

- 4.24.1 In singles match play competition, where a player bowls two frames each time it is the player's turn to bowl, and the other player bowls on the wrong lanes, a dead ball shall be called and the player required re-bowling on the correct lanes, providing the error was discovered before the opposing player has made a delivery.
- 4.24.2 Otherwise, the score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

4.25 Tardy players

- 4.25.1 Any player or team arriving late shall begin play with the score count beginning with the frame then being bowled on the lane or lanes to which they are assigned.
- 4.25.2 If they are scheduled alone, they will start in the earliest frame then being bowled on the squad.

4.26 Penalties for rule violations

- 4.26.1 When not specified in any rule, the penalties for rule violations are governed as stated below.
- 4.26.2 A player/team failing to observe a rule(s) shall be warned by an authorized tournament, official with a yellow card for first offence (no penalty).
- 4.26.3 For a second offence in the same tournament, the player/team will be disqualified from the tournament.
- 4.26.4 All offences shall immediately be reported by the Tournament Manager to the Organising Committee, who will report to all member federations.

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4.27 Protests

- 4.27.1 Protests involving eligibility or general playing rules must be confirmed in writing to a responsible tournament official not later than 24 hours after the game in which the infraction occurred or before prize presentation, whichever is the sooner.
- 4.27.2 When a protest involving a foul or the legality of pin fall is entered, an official representative of the federations involved may be present when evidence is taken relative to the protest.
- 4.27.3 If no written protest is entered prior to the expiration period as stated, the game or games shall stand as bowled.
- 4.27.4 Each rule under this rule shall not be construed to cover a similar or previous violation.

4.28 Appeal procedure

- 4.28.1 All matters, which cannot be settled by the Referees, shall be heard and reviewed by the Tournament Technical Committee. The decision of the Tournament Technical Committee is final unless there is an appeal to the Jury of Appeal within 24 hours after the decision is announced, or before prize presentation, whichever is the sooner.
- 4.28.2 Protests on eligibility arising after the conclusion of the championships shall be filed directly with the Jury of Appeal within 30 days.
- 4.28.3 All appeals from the Tournament Technical Committee's decisions must be filed in writing with the Referees. Each appeal must be specific and include a fee of USD 100. If the Jury of Appeal does not uphold the appeal, the fee will be forfeited to the Singapore Disabilities Sports Council. The foregoing also applies to protests filed directly with the Jury of Appeal.
- 4.28.4 The Jury of Appeal shall be empowered to cite before it all papers and persons involved in the appeal at a regularly scheduled meeting or if deemed appropriate, the Jury of Appeal may decide an issue by a mail vote after all material involved in the matter has been studied by each of its members.

(Extracted from WB Universal Playing Rules effective January 2018 and amended where necessary to be adopted by Singapore International Para Bowling 2023)

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Section B

1. Rules specific to Classification

1.1.1 For Classification TPB1 & TPB2*

- a) Bowlers are to use their own guide rails for practice and competitions.
- b) The guide rails should not be longer than 15 feet.
- c) The guide rails should not have any structure that would spoil/deface the approach of the lanes.
- d) All bowlers must wear their own mask/goggles, and it will subject to inspection. Eye patches is compulsory for B1 athletes.
- e) *For TPB2, bowlers may use the guiderail, if necessary and must inform the Organizers accordingly.

1.1.2 For Classification TPB8

- a) Electric/Motor wheelchairs are not allowed in the competition.
- b) Wheelchairs should have non marking wheels which would deface the approach
- c) Athletes must be seated on the wheelchair when delivering the ball during play.
- d) The wheelchair should not have any other objects, except for 2 16-pound bowling balls for stability, if required.

1.1.3 For Classification TPB2, TPB3, TPB4, TPB9 & TPB10

- a) All competitions for the above classifications will be played similar to the able-bodied bowling competitions except for rules mentioned in this attachment.

2. Competition format

- 2.1 All Bowling events shall consist of straight finals i.e. 6-games finals. Finals for singles, doubles, trio events are completed within a day.
- 2.2 Each game shall be bowled on a pair of lane depending on the category. Individuals shall successively and in regular order bowl one (1) frame on one (1) lane, and alternate and use the adjoining lane for the next game, except for categories TPB1 and TPB8, which shall bowl their games on 1 lane. For Doubles

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and Trio events, TPB1 and TPB8 will bowl on one lane while the rest will bowl on the adjoining lane.

- 2.3 If any question arises as to which of the two (2) bowler should bowl first, it is incumbent on the right to do so.
- 2.4 It is the bowler's responsibility to ensure that all bowling ball used are verified for correctness of weight and other specifications, confirming to WB Playing Rules.
- 2.5 The Competition Manager may authorize the completion of a game and series on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the game.
- 2.6 A block of games shall consist of three games for TPB1 & 8 Singles and TPB1+3 & TPB8+8 Doubles. Two games for TPB2, 3, 4, 9 & 10 Singles, TPB2+2, TPB4+4, TPB9+9 & TPB10+10 Doubles and Trios events.

Each block of games shall be bowled on one lane except TPB2, 3, 4, 9 & 10 Singles event and TPB2, 4, 9 & 10 Doubles event which will bowled on a pair of lanes.

There shall be a change of lane after each block of games.

Category	No. Of Games	Lane Change
TPB1 & 8 include Single and Double Event	6	After 3 games
TPB2, 3, 4, 9 & 10 include Single and Double	6	After 2 games
TPB1+TPB2+TPB3 (Trios)	4	After 2 games
TPB8+TPB9+TPB10 (Trios)	4	After 2 games

- 2.7 The lane change will be decided by the Technical Delegate and will be notified during the Team Managers' Meeting.
- 2.8 Ranking
The top three (3) teams and/or individuals will be awarded in each event. If two (2) teams have the same score, both will be awarded the same medal.

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Section C

1. Guide to Classification Categories

1.1 Class TPB 1

Visual acuity lower than LogMAR 2.6.

1.2 Class TPB 2

Visual acuity ranging from LogMAR 1.5 to 2.6 (inclusive) and/or visual field constricted to a diameter of less than 10 degrees.

1.3 Class TPB 3

Visual acuity ranging from LogMAR 1.4 to 1.0 (inclusive) and/or visual field constricted to a diameter of less than 40 degrees.

(This classification guide above is adapted from the latest IBSA rule.)

1.4 Class TPB 4

Intellectual Disability Bowlers

- a) A person with an intellectual disability must have :
- b) A substantial limitation in present functioning characterized by below average intellectual function.
(American Association of Mental Retardation defines this as an IQ of 70 or below on a standardized measure of intelligence).
- c) Limitations in two or more of the following adaptive skill area :
 - Communication,
 - Self-care,
 - Home living,
 - Social skills,
 - Community use,
 - Self-direction, health and safety,
 - leisure and work,
 - Functional academics.
 - Acquired their condition before the age of 18.

World Bowling Universal Playing Rules

(extracted from WB Rules effective September 2019)

1.5 CLASS TPB 8

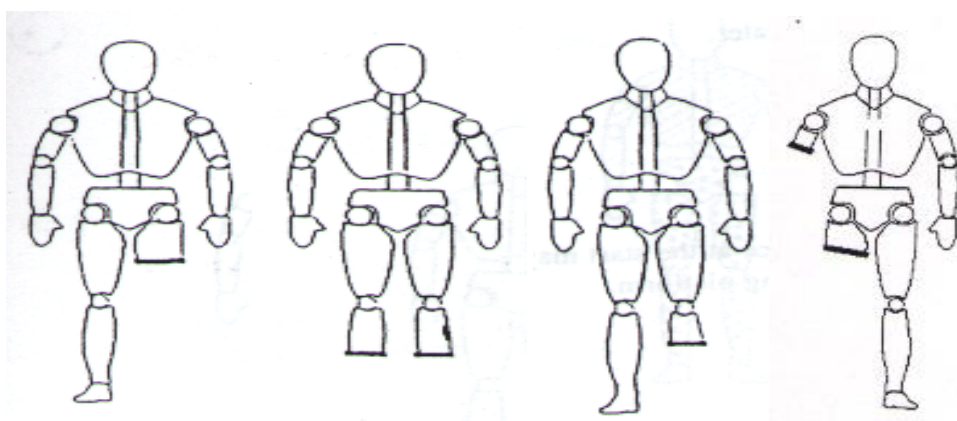
Wheelchair Bound Bowlers

- a) Unable to bowl from standing position.
- b) Functional:
 - Wheelchair-bound with normal function in throwing arm and poor, moderate or good sitting balance.
 - Have normal or nearly normal upper limb function.
 - Have active or no active trunk movements.
- c) Minimal Disability:
 - Not more than 70 points in both lower limbs.

1.6 CLASS TPB 9

Standing Bowlers With Lower Limb Disability

- a) A motor paresis of the lower extremity;
At least a decrease in muscle strength of 10 points to include both lower limbs when testing the 0-5 scale grade system (Not counting grade 1 & 2).
- b) A normal person obtained 40 points in each lower limb (Total 80 points on both lower limb);
Les Autres 5 – Ambulant with normal function in throwing arm. Reduced function in lower limbs or balance problems.
- c) Amputees;
A2 – Single AK
A3 – Double BK
A4 – Single BK
A9 – Combined lower plus upper limb amputations.



A2

A3

A4

A9

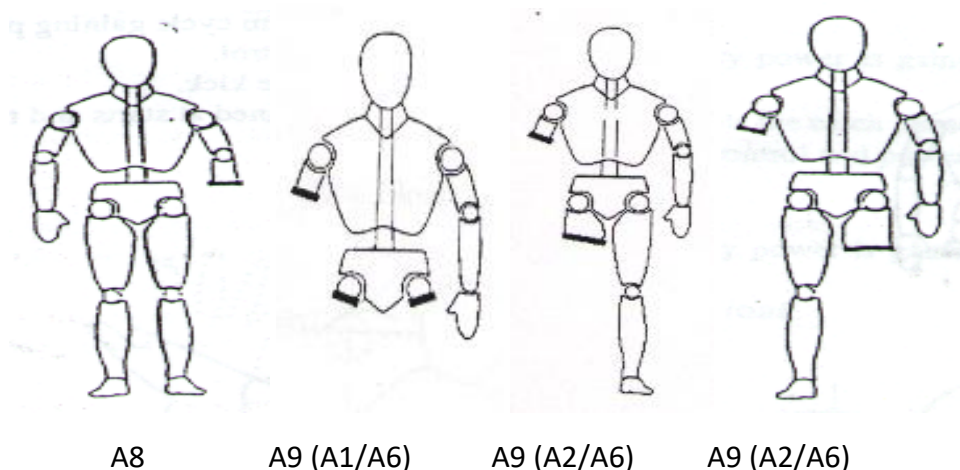
World Bowling Universal Playing Rules

(extracted from WB Rules effective September 2019)

1.7 CLASS TPB 10

Standing Bowlers With Upper Limb Disability

- a) A motor paresis of the upper extremity ;
At least a decrease in muscle strength of 20 points to include both lower limbs when testing the 0-5 scale grade system (Not counting grade 1 & 2).
- b) A normal person obtained 60 points in each upper limb (Total 120 points on both upper limb);
Les Autres 6 – Ambulant with normal upper limb function in throwing arm; minimal trunk or lower limb disability.
- c) Amputees;
A6 – Single AE
A8 – Single BE
A9 – Combined lower plus upper limb amputations.



A8

A9 (A1/A6)

A9 (A2/A6)

A9 (A2/A6)

2 Special Medical Condition

- 2.1 The Bowlers must be able to make a safe throw.
- 2.2 Throwing is permitted either from a stationery or moving position.
- 2.3 Wearing of prosthesis and/or orthosis, crutches and walking stick are allowed during the competition.

(Updated on 15 January 2018)