

# **CANADIAN 5 PIN BOWLERS' ASSOCIATION**

## **Our Mission:**

The aim of the Canadian 5 Pin Bowlers' Association is to promote, to foster the integrity of and to enhance the enjoyment of 5 pin bowling as well as to instill a sense of pride among active bowlers. To this end, the Canadian 5 Pin Bowlers' Association is a service oriented sports organization that provides quality programs and services to its members for their participation. The association regulates 5 pin bowling, resulting in standardization within the sport.



**OFFICIAL  
RULES AND REGULATIONS  
GOVERNING  
THE SPORT OF  
5 PIN BOWLING**

**PRICE \$5.00**

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# INDEX

	PAGE #	PAGE #
<b>INTRODUCTION</b>		
<b>Mission Statement</b> .....	FC	
Acknowledgements .....	IFC	
Index .....	1-2	
Rule Clarifications.....	3	
Rules - How to Change .....	4	
<b>SECTION A</b>		
<b>C5PBA MEMBERSHIP CRITERIA</b>		
Eligibility .....	5	
Membership Application.....	5	
League Sanctions.....	5	
Sanction Application.....	6	
<b>SECTION B</b>		
<b>GENERAL PLAYING RULES</b>		
Appeal to Protests .....	19	
Automatic Scoring .....	20	
Bowling Balls (use of).....	20-21	
Bowling Cue (use of).....	21	
Bowling Shoes (use of) .....	21	
Bowling on Wrong Lane or Out of Turn .....	19	
Calling of Fouls.....	15-16	
Dead Ball .....	10-11	
Delay of Game/Match .....	19	
Disputes, Protests and Provisional Balls .....	18-19	
Fouls .....	15	
Frame .....	7	
Game .....	7	
Legal Pinfall .....	11-14	
Legally Delivered Ball.....	7-8	
Lost Ball .....	10	
Mechanical Aids .....	8-9	
Missed Shot.....	9	
Non-Fouls .....	16-17	
Novelty Formats .....	19-20	
Out of Bounds Ball .....	9	
Penalties for Fouls.....	17	
Pins Off Spot .....	14-15	
Playing Area.....	7	
Regulation Equipment .....	9	
Scoring Errors .....	17-18	
<b>SECTION C</b>		
<b>SCORING RULES</b>		
Aces .....	25	
Chop-off .....	26	
Corner Pin .....	25	
Count .....	23	
Double .....	24	
Foul .....	26	
Headpin .....	25	
Headpin Split .....	25	
Lost Ball .....	27	
Missed Shot .....	26-27	
Official Scoring Method .....	29 - 32	
Out of Bounds Ball .....	26	
Perfect Game .....	24	
Pin Values .....	23	
Score .....	23	
Series .....	23	
Spare .....	24-25	
Strike .....	23-24	
Triple .....	24	
<b>SECTION D</b>		
<b>BOWLER CONDUCT &amp; PENALTIES</b>		
Appeal of Suspensions .....	37	
Attempt to Gain Unfair Advantages .....	33	
Conduct Derogatory .....	34	
Dishonest Tactics .....	33 - 34	
Fund Shortages .....	38	
Libel and Slander .....	34	
Suspensions .....	36	
Suspension Hearings .....	37	
Suspension Procedures .....	36-37	

# INDEX

## PAGE #

Temporary Suspension of Officers .....	38
Use of Alcohol .....	34-35
Use of Drugs.....	35
Use of Foreign Substances .....	36
Use of Suspended Bowlers .....	37-38
Using an Assumed Name .....	34

## **SECTION E AVERAGES & HANDICAPS**

Averages .....	39
Composite League Average .....	39
Entering Average.....	40
Highest League Average.....	40
Individual Handicaps .....	41
League Average .....	39
Team Handicaps .....	41
Tournament Average .....	40

## **OFFICIAL LEAGUE RULES**

Download at [www.c5pba.ca](http://www.c5pba.ca)

## **OFFICIAL TOURNAMENT RULES**

Download at [www.c5pba.ca](http://www.c5pba.ca)

## **APPENDIX "A"**

Glossary of 5 Pin Bowling Terms.....	43-IBC
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# THE OFFICIAL RULES AND REGULATIONS GOVERNING THE SPORT OF 5 PIN BOWLING

The following pages of rules and regulations shall be known as the official rules of the Canadian 5 Pin Bowlers' Association (*C5PBA*), which governs the sport of 5 Pin Bowling and the method by which the sport is played.

**ANY LEAGUE OR TOURNAMENT SANCTIONED BY THE CANADIAN 5 PIN BOWLERS' ASSOCIATION SHALL NOT MAKE ANY RULE THAT CONTRADICTS ANY SECTION OF THE OFFICIAL RULES AND REGULATIONS. FAILURE TO ABIDE BY THIS RULING SHALL RESULT IN REFUSAL BY THE ASSOCIATION TO RECOGNIZE ANY SCORES BOWLED IN THE LEAGUE OR TOURNAMENT COMPETITION, WHETHER IT IS FOR RECORD SCORE OR TOURNAMENT QUALIFYING PURPOSES.**

## **HOW TO HAVE RULES EXPLAINED...**

From time to time it may become necessary to have a specific rule explained or interpreted, especially when it involves a dispute or protest about the rule.

The procedure for having a rule interpreted is:

- 1) *Discuss the matter with your League President or a Tournament Official.***

If that doesn't resolve it.....

- 2) *Contact the President of your Local (House (if applicable) or Zone) Association.***

Most matters can be resolved by the League or Local Association President, but if the problem is still not resolved.....

- 3) *Write to the President of your Provincial /Territorial 5 Pin Bowlers' Association.***

If that still doesn't resolve the problem.....

- 4) *Write to the President of the Canadian 5 Pin Bowlers' Association who shall definitely provide an answer.***

## **HOW TO CHANGE RULES & REGULATIONS.....**

As you participate in sanctioned leagues or tournaments, you may discover certain rules or regulations that you feel are unfair and need to be changed or modified.

### **CHANGES CAN AND DO HAPPEN!**

In order to change or modify a specific rule or regulation, simply follow these procedures:

- 1) Submit a written recommendation to your Local (*House (if applicable) or Zone*) 5 Pin Bowlers' Association.**

Your suggested change must be written in detail including the old rule, section number, page number, rule number, and a detailed description of the suggested change(s) to that rule. You must also include your name, address, phone number(s) and Association membership number.

- 2) The Local (*House (if applicable) or Zone*) Association will submit your suggested change to the Provincial/Territorial Association's Board of Directors. You will be advised in writing as to whether or not they agree with your recommendation.**

- 3) If the Provincial/Territorial Association agrees with your recommendation, it will be submitted to the Canadian 5 Pin Bowlers' Association for review at their annual meeting. Each recommendation is reviewed and voted on separately.**

- 4) If your recommendation is approved, it will become effective for the next bowling season. If a Rule Book is not being printed for that particular bowling season, a supplement to the rule book will be included in the C5PBA's Annual Tournament Formats Booklet and League Executive Handbook.**

***Note: A House Association is an association of C5PBA members from within one bowling centre whose affairs are conducted by a volunteer Board of Directors elected from its membership to represent the members from that centre.***

***A Zone Association is an association of C5PBA members from a geographically designated Zone or Region. Its affairs are conducted by a volunteer Board of Directors elected from its membership to represent the members from bowling centres in that zone.***

***IT'S YOUR ASSOCIATION.....GET INVOLVED!***

## **SECTION "A"**

### **C5PBA MEMBERSHIP CRITERIA**

#### **RULE 1 - ELIGIBILITY**

- (a) Membership in the Canadian 5 Pin Bowlers' Association is open to any individual bowler who voluntarily wishes to apply for such membership through a C5PBA sanctioned league or tournament.
- (b) Individual bowlers who are currently suspended or have been denied membership are ineligible for application, unless approval for his/her application has been given by the Board of Directors of the Provincial 5 Pin Bowlers' Association.
- (c) When a bowler's application has been approved, the member agrees to abide by all rules and regulations of the Canadian 5 Pin Bowlers' Association and its affiliated associations.
- (d) A member of the association shall be entitled to all benefits provided by the association.

#### **RULE 2 - PROCEDURES FOR MEMBERSHIP APPLICATION**

- (a) Bowlers who participate in Leagues sanctioned by the C5PBA shall pay the required membership fee for association membership to their League Secretary who shall forward such fees and applicable registration forms to their Local Association Secretary or Membership Chairperson.
- (b) Bowlers who participate in Leagues, which are not sanctioned by the C5PBA, shall pay the required membership fee to their Local Association's Secretary or Membership Chairperson.

#### **RULE 3 - LEAGUE SANCTIONS (*Definition of*)**

- (a) A LEAGUE will be recognized and sanctioned by the Canadian 5 Pin Bowlers' Association provided that:
  - i) 75% of the participating bowlers of the League purchase a C5PBA membership card.
  - ii) All League rules are consistent with the Official Rules and Regulations of the Canadian 5 Pin Bowlers' Association.
- (b) Sanctioned Leagues shall be entitled to all services and benefits provided by the Canadian 5 Pin Bowlers' Association and its affiliated associations (*such as free secretarial supplies, etc.*).

## **RULE 4 - PROCEDURES FOR LEAGUE SANCTION APPLICATION**

- (a) A League duly sanctioned the preceding season shall be regarded as temporarily sanctioned after the start of its current schedule for a period of six weeks (*42 days counting the first date of scheduled competition*).
- (b) This grace period allows such Leagues eligibility for all C5PBA membership services and benefits provided that the League Sanction Application, Membership Dues, and related report forms, are submitted to the Local Association Secretary or Membership Chairperson on or before the expiration date.
- (c) Under the same conditions, any League not sanctioned the previous season, or a League which organized late in the season, may apply to the Local Association Membership Chairperson and receive such temporary sanctioning.
- (d) All applications for League Sanctions must include:
  - i) A copy of the League's Constitution and/or Rules and Regulations.
  - ii) A listing of all participating bowlers, including names, addresses, postal codes, telephone numbers, and previous season's year end averages.
  - iii) All applicable registration dues and report forms.

## **SECTION "B"**

### **GENERAL PLAYING RULES**

#### **RULE 1 - GAME (*Definition of*)**

- (a) A game of 5 Pin Bowling shall consist of ten (10) frames and shall be played with regulation equipment on regulation lane-beds.

#### **RULE 2 - FRAME (*Definition of*)**

- (a) A frame shall consist of three legally delivered balls made by the same bowler in succession, except where such bowler shall roll a strike (one ball) or a spare (two balls).
- (b) If a strike or spare is made, the frame is considered complete, except if the bowler records a strike or spare in the tenth frame, then the bowler shall immediately bowl one or two balls, as may be necessary to complete the tenth frame and game.

#### **RULE 3 - PLAYING AREA (*Definition of*)**

- (a) The playing area shall be defined as the lane-bed surface immediately past the foul line and extending to the end of the pit.

#### **RULE 4 - LEGALLY DELIVERED BALL (*Definition of*)**

- (a) A bowling ball shall be delivered legally when, by manual means, it leaves the bowler's hand or prosthesis (*as described in Section B Rule 5(b)*) and crosses the foul line into the playing area.
- (b) Except as set out in Section B - Rule 5, a bowling ball must be delivered entirely by manual means and without the aid of any device which imparts a force to the ball or controls the direction of the ball which would not otherwise be present but for the use of the device.
- (c) A bowling ball shall not be delivered in an overhand motion. A legally delivered ball must be delivered in an underhand motion with a release point no higher than waist level.

PENALTY: Bowler may be subject to suspension (*See also Section D - Rule 5(b)*).

- (d) A ball may not be rolled to clear deadwood or balls from the channels, unless permission to do so is granted by the opposing team captain, coach or tournament official before doing so.

PENALTY: If such ball is rolled without receiving permission to do so, the ball shall count as a legally delivered ball and a 15 point reduction from his/her total game score shall be made (*see Section B - Rule 13(b)*).

- (e) Any ball hitting or clearing a C5PBA approved "Lane Protection Device" shall be considered a legally delivered ball. (See also Section B - Rule 9 and Section B - Rule 11(j).)

## **RULE 5 - MECHANICAL AIDS (Use of)**

- (a) A bowling ball shall not incorporate any device either in the ball or fixed to the ball used during or detached at the time of delivery and release or is a moving part in the ball during the delivery and release.
- (b) A disabled person may use prosthesis or other mechanical device to grasp or aid in grasping and delivering the ball provided that prosthesis or device does not, directly or indirectly impart a force to, or direct the ball. The prosthesis shall do no more than assist a disabled person to perform the essential elements of bowling which he or she could not otherwise perform.
- (c) Where a disabled person intends to use a prosthesis or mechanical device in sanctioned league or tournament competition, permission to use such device may be granted or refused by the Board of Directors of the Provincial 5 Pin Bowlers' Association. In determining whether to grant or refuse permission for the use of the device, the person shall, at least 60 days before the league or tournament play, apply in writing to the Board of Directors of the Provincial 5 Pin Bowlers' Association. The Board of Directors shall take into consideration the following:
- i Whether the device affects the person's manual control, delivery and release of the bowling ball itself, including whether the device affects the direction, velocity, or spin which imparts an unfair advantage to the said person;
  - ii A description or drawing and/or model of the said device is furnished to the Provincial 5 Pin Bowlers' Association for examination;
  - iii A medical doctor's certificate, provided to the Provincial 5 Pin Bowler' Association describing the disability of the bowler, together with the doctor's opinion that the device is necessary to allow the person to grasp, or aid in grasping and deliver the ball, and a recommendation that the aid should be used;
  - iv Any formal complaint received by any other person with regard to the device either before or after the commencement of the sanctioned league or tournament competition;
  - v Whether the person could be accommodated by the use of the proposed device without causing undue hardship upon other participants and significantly impact upon the way in which any other participants would be required to bowl, or impact significantly or cause hardship upon the sport governing body.
- (d) Should permission be granted for the use of a device, a special identification affidavit will be issued to the applicant, indicating that the aid may be used in

sanctioned league and/or tournament competition providing the bowler holds a current C5PBA membership card.

- (e) If permission is not granted to use the proposed device, the person shall have the right of appeal to the Board of Directors of the Canadian 5 Pin Bowlers' Association, in writing.
- (f) Any other person including a sport governing body may appeal in writing the decision of a Board of Directors of a Provincial 5 Pin Bowlers' Association to the Board of Directors of the Canadian 5 Pin Bowlers Association from any decision allowing the use of a device.
- (g) In the event of an appeal in the circumstance of Rule 5(c) 4, the person shall be allowed to compete in the league or tournament competition with the use of the device under protest by the complainant or complainants, and subject to a ruling on appeal.

## **RULE 6 - REGULATION EQUIPMENT (*Definition of*)**

- (a) Regulation equipment (*pins, balls, lanes, etc.*) shall be defined as instruments or apparatus used in the playing of 5 Pin Bowling which strictly conform to the standards and specifications as set forth by the C5PBA 5 PIN BOWLING STANDARDS & SPECIFICATIONS COMMITTEE.

NOTE: These standards & specifications are published in the C5PBA 5 PIN BOWLING STANDARDS & SPECIFICATIONS MANUAL (*available from the C5PBA*).

PENALTY: Any scores rolled using non-regulation equipment in sanctioned league or tournament competition, shall be disqualified for C5PBA Record or High Score Awards and/or shall nullify scores being used in qualifying for C5PBA sanctioned tournaments.

## **RULE 7 - OUT OF BOUNDS BALL (*Definition of*)**

- (a) Any legally delivered ball which leaves the lane-bed on the lane where the bowler is attempting to bowl down pins, or enters an adjacent lane, shall be declared an Out of Bounds ball (*see Section C - Rule 16*).
- (b) Pins knocked down by an Out of Bounds ball shall not count (*see Section B - Rule 11(n)*).

## **RULE 8 - MISSED SHOT (*Definition of*)**

- (a) Any legally delivered ball which does not bowl down any pins whatsoever, but remains on the lane-bed until leaving the lane-bed via the end of the lane, shall be defined as a "Missed Shot" (*see Section C - Rule 17*).

## **RULE 9 - LOST BALL (*Definition of*)**

- a) A Lost Ball shall count as a ball rolled, and any pin(s) bowled down by such ball shall not count as downed pins and must be re-spotted before any subsequent delivery is attempted by the bowler.
- b) A ball shall be declared "lost" if any of the following circumstances occur:
  - i. The ball clears (*goes over top of*) or hits and clears a C5PBA approved "Lane Protection Device" (*see Section C - Rule 18*).
  - ii. The ball knocks a C5PBA approved "Lane Protection Device" out of bracket, or hits it requiring the "Lane Protection Device" to be repositioned.
  - iii. A ball delivered while the sweeping unit or shield of an automatic pinsetter is in motion and that ball comes in contact with the sweeping unit or shield.

## **RULE 10 - DEAD BALL (*Definition of*)**

- (a) A ball shall be declared "dead" if any of the following circumstances occur:
  - i. If, as the bowler is delivering or has delivered a ball, attention is immediately called to the fact that one or more pins were missing from the set-up.
  - ii. A human pinsetter, removes or interferes with any pin(s) before the pin(s) stop rolling or before the ball comes in contact with the pin(s).
  - iii. When a bowler is interfered with by another person, or moving object while the bowler is in the act of delivering a ball. The bowler must immediately, then and there, accept the resulting pinfall of such ball or declare the ball "dead". Interference shall be defined as physical contact by a person or object with the bowler.
  - iv. When any pin(s) which the bowler is attempting to bowl down, are moved or knocked down in any manner, during or after a ball delivery and before such ball makes contact with any pin(s).
  - v. When a legally delivered ball comes in contact with an object(s), which must be identifiable. *Note - This does not include C5PBA approved "Lane Protection Devices".*
  - vi. When a legally delivered ball comes in contact with the sweeping unit or shield of an automatic free-fall or string pin-setter providing that the shield or sweeping unit was in its rest position when the ball entered the playing area.
  - vii. When a bowler(s) bowls out of turn or on the wrong lane (*see Section B - Rule 21*).

- (b) Any pin(s) bowled down by a "dead ball" shall not count and must be re-spotted before the bowler makes his/her next delivery. The bowler involved shall be required to re-bowl said ball, after cause for declaring the dead ball has been removed or rectified.
- (c) A legally delivered ball may only be declared dead, following the approval of:
  - i. Both opposing Team Captains or Coaches, **OR**
  - ii. A League Official, **OR**
  - iii. A Tournament Official, **OR**
  - iv. An Official Scorekeeper

### **RULE 11 - LEGAL PINFALL (*Definition of*)**

- (a) Every ball delivered by a bowler shall count as a ball rolled, unless a ball has been deemed a "dead ball" (*see Section B - Rule # 10*).
- (b) Pins shall not be conceded. To be credited with pinfall, a bowler must bowl down pins with a legally delivered ball.
- (c) Pins knocked down by a pin(s) rebounding back into the playing area shall count as pins down.
- (d) After a legally delivered ball makes contact with a pin(s), it cannot thereafter be called an "Out of Bounds" ball and any pin(s) bowled down by such ball shall count as pins fairly knocked down, except if such ball rebounds from a rear (*pit*) curtain or cushion.
- (e) It is each bowler's responsibility to determine that the pin set-up is correct before attempting a delivery.

A bowler must insist that any pin(s), that are incorrectly set, be re-spotted to their correct position before the bowler makes a subsequent delivery, otherwise the bowler implies that the set-up is satisfactory.

If, after a bowler has delivered a ball, it is discovered that one or more pins are improperly set although not missing, the ball and resulting pinfall shall be counted.

No change in the position of any pin which remains standing, can be made after a previous delivery, unless the pin-setter has moved or misplaced any pin after the previous delivery and prior to the next ball being delivered (*See Section B - Rule 12*).

- (f) Pins which are bowled down by the action of a legally delivered ball and remain lying on the lane-bed or in the channels, or which lean, so as to touch kickbacks or side partitions, shall be termed "DEADWOOD" and all such pins shall be counted as down pins. All deadwood must be removed before the bowler's next delivery. If a bowler, fails to clear the deadwood, and makes a subsequent delivery while deadwood or a ball is lying on the lane-bed or in the channels, said bowler shall be charged with a foul and shall receive a

deduction of 15 points from his/her total game score upon completion of the game.

- (g) Any pin which is leaning or not standing solidly on its base due to the support of another pin(s) or ball, shall be declared a down pin if the pin(s) falls when the supporting pin(s) or ball is removed. On freefall machines, a neutral person or a league/tournament official must remove the supporting pin(s) or ball.
- (h) Pins knocked down by a pin(s), which come in contact with a human pin-setter shall count as pins down, except if the human pin-setter should deliberately throw a pin(s) onto the lane-bed, thereby knocking down a pin(s). Pins knocked down by such action shall not count and must be re-spotted.
- (i) Any pin, which stands upright, not on the lane surface, shall count as a down pin.
- (j) Any pin(s) bowled down by a ball that has hit a C5PBA approved Lane Protection Device, shall be counted as downed pins, providing the ball did not:
  - i hit and clears (*goes over top of*) such device (*see Section B - Rule 9*).
  - ii. knocks such device out of bracket (*see Section B - Rule 9*).
  - iii. hits such device requiring it to be repositioned (*see Section B - Rule 9*).
- (k) Any pin(s) knocked down OR pin(s) which seems to be falling, due to action of a legally delivered ball, before the shield or sweeping unit of an automatic string pin-setting machine descends, shall be counted as down pins, regardless if said machine resets any such pins.
- (l) Any pin(s) knocked down by means of the connecting strings of the pins of an automatic string pin-setting machine, shall be counted as down pins, regardless if said machine resets any such pins.
- (m) Any pins which are leaning and being held up due to the visible support of a connecting string of a pin on an automatic string pin-setting machine, shall be counted as down pin(s), regardless if said machine resets any such pins.
- (n) The following circumstances do not constitute legal pinfall. In cases where any of the following incidents occur, the ball shall count as a ball rolled, but any pin(s) knocked down shall not count and must be re-spotted in the position on the lane-bed that they occupied prior to the incident occurring:
  - i. When any pin is knocked down or displaced by an "Out of Bounds" ball.
  - ii. When a ball rebounds from a rear (*pit*) curtain or cushion and knocks down any pin.

- iii. When any standing *pin* falls *after* being touched by a mechanical or human pin-setter. (see *Section B - Rule 10 (a-ii)*).
- iv. When a "Lost Ball" *bowls* down any pin (see *Section B - Rule 9*).
- v. When any pin(s) remains standing after the first or second delivery and the automatic pin-setter is activated in error (*i.e. pushing the wrong button or pedal*), all pins which were standing before such incident occurred must be re-spotted and play shall be resumed without any penalty whatsoever to the bowler.
- vi. Any pin(s) knocked down by the action of the deadwood removal mechanism of an automatic pin-setter shall not count as pins down and must be re-spotted and play shall be resumed without any penalty whatsoever to the bowler.
- vii. ***IF, WHEN BOWLING ON LANES WITH AUTOMATIC FREE-FALL OR HUMAN PIN-SETTERS.....***

and any pin(s), which are bowled off the lane surface, rebound and stand upright **OR** any pin(s) which resume a standing position on the lane surface after having been knocked down **OR** any pin(s) which is knocked off its original pin spot but remains standing, must be counted as standing pins.

Any such pin(s), shall NOT be re-spotted and must remain in the position on the lane-bed where the pin(s) came to rest. Any such pin(s) must take the value of the nearest unoccupied pin spot. Such pin(s) will retain that value for the duration of the frame. If any pin comes to rest at the midpoint between two unoccupied pin spots, then such pin shall take the lower point value of the two pin spots.

- viii. ***IF, WHEN BOWLING ON LANES WITH AUTOMATIC STRING PINSETTERS:***

and pin(s), which are bowled off the lane surface, rebound and stand upright **OR** any pin(s) which resumes a standing position on the lane surface after having been knocked down, **OR** any pin(s) which are knocked off their pin spot and remain standing, must be counted as standing pins.

Any such pin(s), **MUST** be re-spotted to their original pin spot on the lane-bed where the pin(s) originally stood before the delivery was made.

- ix. ***IF, WHEN BOWLING ON LANES WITH AUTOMATIC STRING PINSETTERS.....***

Any pin(s), which remains standing after a legally delivered ball and the shield or sweeping unit of the automatic string pinsetter descends, and such pin(s) are not reset by the automatic string pinsetter, such pin(s)

must be re-spotted on the pin spot that the pin(s) occupied prior to the shield or sweeping unit descending.

EXAMPLE: A bowler legally delivers his/her first ball and the left 3 and 2 Pins were left standing, but the automatic string pinsetter resets all five pins indicating that a strike had been rolled. The left 3 and 2 Pins must be re-spotted and the bowler shall be required to bowl for the spare.

- (o) In all cases where any pin(s) must be physically re-spotted, permission may be granted to a bowler by the opposing team captain, opposing coach, league official or tournament official, to bowl at those pins which should be re-spotted, using the full five pin set-up.

If a bowler elects to use this option, the bowler must only knock down the pin(s) in question. Should any other pin(s) be knocked down, the ball shall count as a ball rolled but no pinfall shall be credited to the bowler. **NOTE: SUCH PROCEDURE IS NOT ADVISABLE!**

- (p) If any reasonable doubt exists with respect to any of the foregoing provisions, team captains, coaches, and league or tournament officials should rule in favour of the bowler.
- (q) In the case of disputed pinfall, play must be stopped immediately and not continued until such time as the dispute is reconciled between the opposing team captains or coaches. If the dispute can not be reconciled, a League or Tournament Official must be called and a decision made then and there.
- (r) When a protest involving a decision of a League or Tournament Official regarding disputed pinfall is entered, the League or Tournament Official shall ask that a provisional ball or frame (*Refer to Section B - Rule # 18*) be bowled by the bowler involved, until such time as a final decision can be rendered by the League Executive or Tournament Committee.

## **RULE 12 - PINS OFF SPOT (*Procedure for*)**

- (a) When bowling on lanes where automatic pinsetters are in use, all deadwood must be cleared by the machine, if mechanically possible.
- (b) If an automatic free-fall pin-setter is in use and should it appear that the pin-setter cannot re-spot a pin in the correct position, the pin(s) must be re-spotted by hand and/or any deadwood must be cleared by hand so as not to disturb any off-spot pins.
- (c) When automatic free-fall pin-setters are being used and the deadwood removal mechanism is activated to clear deadwood and any pin(s) which were standing before the mechanism was activated are not reset by the pinsetter, such pin(s) must be reset by hand on their respective pin spot or on the position on the lane-bed that the pin(s) occupied prior to the mechanism being activated.

- (d) When automatic string pin-setting machines are in use and the machine does not properly re-spot a pin(s), such pins shall be re-spotted on their respective pin spot, before the bowler makes a subsequent delivery.
- (e) If a bowler, before making his/her first delivery of a frame, notices that the pins are improperly set, the bowler may reset the pins in order to bowl at a proper set-up.

### **RULE 13 - FOULS (*Definition of*)**

- (a) A foul is committed when any part of the bowler's person, wearing apparel or object(s) comes in contact with the lane-bed, foul line, channels, ball return or portion of the equipment or building (*side walls, posts, etc.*) which are on line with or extend beyond the foul line, during or after the act of delivering a ball, providing that the ball is released.
- (b) A foul shall be called if a bowler makes a delivery of a bowling ball when deadwood or balls are lying on the lane-bed, or in the channels.
- (c) When a bowler commits a foul which triggers the automatic foul detection device, the bowler shall not make a subsequent delivery until the indicator (*light or buzzer*) of the foul detection device, returns to its non-indicating mode.

PENALTY: A bowler who does not abide by this rule, shall be assessed a foul on the subsequent delivery.

### **RULE 14 - CALLING OF FOULS (*Procedure for*)**

- (a) The observance of the foul line is mandatory at all times during leagues and tournaments, which include members of the Canadian 5 Pin Bowlers' Association.

PENALTY: Failure to observe all provisions for foul line observance shall disqualify any scores for C5PBA High or Record Score Awards and/or nullify scores being used for qualifying in C5PBA sanctioned tournaments.

- (b) An approved automatic foul detecting device or foul line judge must be used during all sanctioned league and tournament games.
- (c) If an automatic foul detecting device fails to operate properly, a designated foul line judge shall be appointed or the opposing team captains and/or coaches shall be responsible for calling all fouls until such time as the automatic foul detector has been repaired or replaced.
- (d) Fouls may be called by one or more of the following:
  - i) An approved automatic foul detection device;
  - ii) A designated Foul Line Judge;
  - iii) Opposing Team Captains and/or Coaches;

- iv) One or more members of opposing teams;
  - v) An official scorekeeper;
  - vi) A League or Tournament Official.
- (e) A foul must be called and recorded immediately after the foul has been committed and brought to the attention of both the bowler and scorekeeper.
  - (f) A ball is in play and a foul may be called after a ball has been legally delivered and until such time as the same or another bowler is on the approach and in position to make a succeeding delivery.
  - (g) A foul shall be recorded, if a bowler commits a foul which a foul line judge fails to see happen or an approved foul detecting device fails to detect, providing that the foul was seen by a Tournament Official **OR** an official scorekeeper **OR BOTH** opposing team captains or coaches **OR** one or more members from EACH of the opposing teams competing on the pair of lanes where the foul was committed.
  - (h) If an approved foul detection device becomes temporarily inoperative, the following procedures shall be used in calling of all fouls, until such time as the device is repaired or replaced:
    - 1) LEAGUE PLAY: The opposing team captains shall call fouls or mutually designate an individual(s) to do so.
    - 2) TOURNAMENTS: The Tournament Director or Committee shall assign an impartial human Foul Line Judge or arrange for the Official Scorekeepers to call fouls.
  - (i) In the case of a disputed foul, play must be stopped immediately and not continued until such time as the dispute is reconciled between the opposing team captains or coaches. If the dispute can not be reconciled, a League or Tournament Official must be called and a decision made then and there.
  - (j) When a protest involving a decision of a League or Tournament Official regarding a disputed foul is entered, the League or Tournament Official shall ask that a provisional ball or frame (*Refer to Section B - Rule # 18*) be bowled by the bowler involved, until such time as a final decision can be rendered by the League Executive or Tournament Committee.
  - (k) No appeal to a protest decision shall be allowed when a foul is indicated by an approved foul detection device **OR** is called by a designated Foul Line Judge, EXCEPT when it is proved that the device is not operating properly, or there is sufficient evidence that the bowler did not foul.

## **RULE 15 - NON-FOULS**

- (a) A foul shall not be called when a bowler requests and receives permission from an opposing team captain, coach or league or tournament official, to

cross the foul line in order to retrieve an article (*i.e.* - *a ball in the channel, etc.*).

- (b) A foul shall not be called when a bowler bowls on the wrong lane or out of turn.
- (c) A foul shall not be called if the ball triggers the approved foul detection device.
- (d) A foul shall not be called if the bowler goes over the foul line, but does not deliver the ball.
- (e) A foul shall not be called on a bowler who is physically interfered with while in the act of delivering a bowling ball and such interference causes the bowler to commit a foul.

Such ball shall be declared "dead", and any pin(s) knocked down by such ball shall not count and must be re-spotted and play continued without any penalty whatsoever to the bowler.

## **RULE 16 - PENALTIES FOR FOULS**

- (a) The penalty for committing a foul shall be a deduction of 15 points from the bowler's total game score.
- (b) When a foul has been committed, all pins bowled down shall be counted, just as they would if a foul had not been committed.
- (c) No more than three (3) fouls may be charged to a bowler in a given frame and not more than one (1) foul may be charged on a given ball.
- (d) Regardless of the number of fouls assessed to a bowler in a given game, a bowler cannot have a net game score of less than zero (0) points.
- (e) The appropriate symbol ("*F*" for *Foul*) must be placed on the scoresheet immediately below the appropriate small square corresponding to the actual ball of the frame where the foul was committed.
- (f) The appropriate symbol must also be designated in the bowler's total score column of the scoresheet, so that the scorekeeper shall be reminded that a foul had been committed during that bowler's game.
- (g) At the conclusion of the bowler's game, the scorekeeper shall total the number of fouls committed by the bowler during the game and shall subtract 15 points from the bowler's game score for each and every infraction committed and then record this net score under the bowler's corresponding total column on the scoresheet.

## **RULE 17 - SCORING ERRORS (*Procedure for*)**

- (a) It is the responsibility of each bowler and team captain or coach to ensure that scores are being recorded correctly, ball by ball, on the scoresheet.
- (b) Errors in scoring or errors in calculation of scores must be corrected by a League or Tournament Official, immediately upon discovery of such error.

- (c) Questionable errors in scoring shall be decided upon by the League Executive or Tournament Committee. A Tournament Committee, by rule, may set a time limit for correction of scoring errors.
- (d) No change shall be made to a bowler's score, once a bowler has completed the count for the frame, unless it is an obvious error in addition.
- (e) For the purposes of scoring and the correction of scores, a completed frame shall be defined as; a frame in which the bowler's count (*see Section C - Rule 2*) has been recorded **AND** the same bowler has completed the following frame.

**RULE 18 - DISPUTES, PROTESTS & PROVISIONAL BALLS**  
*(Procedure for)*

- (a) In cases where a dispute is entered regarding a rule, play must be stopped immediately and not continued until such time as the dispute is reconciled between the opposing team captains or coaches. If the dispute can not be reconciled, a League or Tournament Official must be called and a decision made then and there.
- (b) When the dispute still can not be settled, even though the League or Tournament Official has made a decision, a written protest must be filed immediately by the dissatisfied bowler or bowlers, with the League Executive or Tournament Committee.
- (c) So as to not cause any further or prolonged delay while waiting for a decision of the League Executive or Tournament Committee regarding a protest, a League or Tournament Official shall ask that a provisional ball or frame be bowled by the bowler involved, until such time as a final decision can be rendered by the League Executive or Tournament Committee.
- (d) A provisional ball or frame shall be determined by the following conditions:
  - i) If the protest occurs on the first delivery of a frame, the bowler shall complete his/her frame and then bowl another frame immediately after, unless the protest involves a question of whether a bowler should receive credit for a strike or a lesser number of pins on his first delivery. In such case, the pin(s) which were protested as constituting illegal pinfall shall be re-spotted and the bowler required to bowl another ball.
  - ii) When the protest occurs on the second or third delivery of a frame, the bowler shall bowl a provisional ball(s) against the same set-up of pins which were standing at the time before the protested incident occurred.  
 A record of both scores for the frames in which the protested ball and provisional ball(s) were thrown, shall be maintained until such time as a final ruling is made on the protest.
- (e) If the League Executive or Tournament Committee is unable to reach a final decision regarding the protest, the protest may be referred to the Local

Association, who in turn can refer the protest to the Provincial Association if it cannot reach a decision.

- (f) If an affected bowler or bowlers, is dissatisfied with a ruling or judgement made by a League or Tournament Official, they shall have the right to appeal such decision.
- (g) If the protest affects prize payments or awards, in any way whatsoever, such payments or awards shall not be made until the protest or any subsequent appeal is resolved.

### **RULE 19 - APPEAL TO PROTESTS (*Procedure for*)**

- (a) An appeal regarding the decision of a Foul Line Judge, Official Scorekeeper, Tournament Official or League Official must be made in writing to the Board of Directors of the Local or Provincial 5 Pin Bowlers' Association, who shall render a decision thereon as soon as possible after submission of said protest and related facts, regarding such appeal.
- (b) The decision of the Local or Provincial 5 Pin Bowlers' Association shall be final until such time that an appeal is made to the Canadian 5 Pin Bowlers' Association, whose decision shall be final and binding.

### **RULE 20 - DELAY OF GAME (*Definition of*)**

- (a) League or Tournament Officials shall not allow any unreasonable delay in the progress of any game or match.
- (b) Should any bowler or team, participating in a league or tournament, refuse to proceed with a game or match, after having been directed to do so by the proper authorities, such game shall be declared forfeited.

### **RULE 21 - BOWLING ON THE WRONG LANE/OUT OF TURN (*Procedure for*)**

- a) When it is discovered that a bowler(s) is bowling on the wrong lane/out of turn, a dead ball(s) shall be declared and the bowler(s) must re-bowl on the correct lane/in the correct order.
- b) When it is discovered that a game is being bowled on the wrong lane, the following will apply: If in the first frame, all balls will be declared dead and the game will be re-started on the proper lane. If not in the first frame, the frame will be completed and the game continued on the proper lanes.

### **RULE 22 - NOVELTY FORMATS**

- (a) Scores bowled in sanctioned league or tournament competition, where novelty formats, which include but shall not be limited to: 2 Ball, Scotch Doubles, No Tap, etc., will not be recognized by the C5PBA for high score or record score awards.

- (b) In addition, scores bowled under such formats shall not count toward qualifying scores for any C5PBA sanctioned tournament.

### **RULE 23 - AUTOMATIC SCORING DEVICES**

- (a) An automatic scoring device that has been approved by the C5PBA Standards and Specifications Committee may be used in sanctioned league or tournament competition.
- (b) Such device shall provide a printed record of the scores, which can be audited ball by ball and frame by frame for each and every bowler, and must otherwise comply with all scoring and official playing rules of the sport.

### **RULE 24 - BOWLING BALLS (Use of)**

- (a) A bowler shall be allowed to use his/her own personal bowling balls, providing that the balls conform strictly to the specifications as set forth for bowling balls in the C5PBA Standards and Specifications Manual (*available from the C5PBA*).

PENALTY: Scores bowled by bowlers using personal bowling balls that do not conform to the specifications printed in the C5PBA Standards and Specifications Manual shall be disregarded and vacancy scores substituted in place of. Continued use of said balls shall subject bowler to suspension.

- (b) A Bowler shall be entitled to have no more than two (2) personal bowling balls in play at any given time. "IN PLAY" shall be defined to include the entire approach and all areas beyond the foul line. Upon notification by a League or Tournament Official to remove any excess bowling balls, any ball delivered after such notification shall be subject to penalty.

PENALTY: Any ball delivered after notification to remove excess personalized bowling balls has been given by a League or Tournament Official, shall be deemed a "Lost Ball" until such time as the excess personal bowling balls are removed from play.

- (c) Personal bowling balls must be engraved with identifying letters or symbols for ball registration and identification purposes.

PENALTY: Personal bowling balls that are not engraved with letters or symbols shall not be allowed for use in C5PBA competition.

- (d) Bowlers are prohibited from using another bowler's personal bowling ball(s) without permission from its owner.

PENALTY: 1<sup>ST</sup> OFFENCE - The owner of the personal bowling ball(s) must file a complaint with a League or Tournament Official, that another bowler is using his/her personal bowling ball(s) without permission. The League or Tournament Official must issue a warning to the accused bowler that continued use of another

bowler's personal bowling ball(s) without their permission may result in removal of the accused bowler from further competition.

2<sup>nd</sup> OFFENCE - Removal of bowler from competition. Bowler shall count their score, up to and including the frame and ball in which the bowler was removed. The bowler shall be reported, in writing, to the Provincial Association by the League President or Tournament Director and so recorded by the Provincial 5 Pin Bowlers' Association as a first time offender.

REPEAT OFFENDERS - Bowlers who are reported to the Provincial Association for more than one offence shall be liable for suspension of membership.

*NOTE – In most circumstances, competition is defined as the remainder of the current game and remaining game(s) in the series being bowled. (See section C – Rule 4)*

- (e) Bowlers are prohibited from moving house bowling balls from lane to lane during league or tournament play.

#### **RULE 25 – BOWLING SHOES**

- (a) Bowling shoes must be worn during league and tournament play.

#### **RULE 26 – BOWLING CUE**

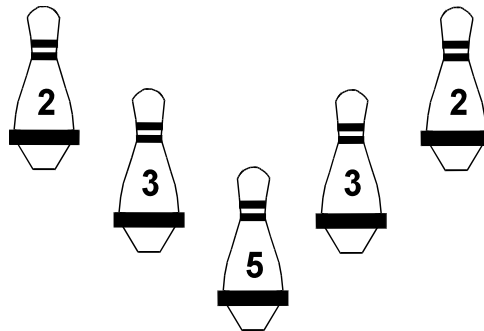
- (a) C5PBA approved Bowling Cues may be used in league and tournament play so long as they abide by all C5PBA rules. A Bowling Cue is an extension of ones arm and any contact with the lane bed past the foul line shall be considered a foul.



## SECTION "C" OFFICIAL 5 PIN SCORING RULES

### **RULE 1 - PIN VALUES (*Definition of*)**

- (a) The five bowling pins shall be known by their numbers, which also indicates their point (*scoring*) value. The value and position of the pins are:



- (b) The total (*point*) value of the five bowling pins shall be 15 points.

### **RULE 2 - COUNT (*Definition of*)**

- (a) Count shall be defined as the point value of pins bowled down by a legally delivered ball and/or the point value assigned to a strike or spare.

### **RULE 3 - SCORE (*Definition of*)**

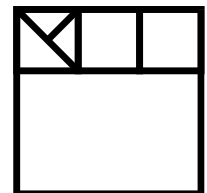
- (a) Score shall be defined as the accumulated point value of pins bowled down by legally delivered balls during the course of a game.

### **RULE 4 - SERIES (*Definition of*)**

- (a) Series shall be defined as the calculated total of two or more games bowled by a bowler during one bowling session.

### **RULE 5 - STRIKE (*Definition & Scoring of*)**

- (a) A strike is recorded when a bowler completes a legal delivery of a bowling ball and bowls down the full set-up of five pins on the first ball of a frame.
- (b) A strike is designated on the score-sheet by a "×" symbol in the first small square (*see diagram*) of the frame in which the strike was made. This symbol (*or mark*) represents 15 points. The count in each frame where a strike has been made, must be left blank until the bowler completes his/her next two deliveries of the following frame. After these two



deliveries have been made, the point value (*count*) of all pins legally bowled down by those two balls are added to the 15 points (*represented by the "x" symbol*) and this count is credited to the frame where the strike was made.

- (c) When a bowler records a strike on the first ball of the tenth frame, two more balls are immediately bowled by the bowler on the same lane where the strike was bowled, in order to complete the count for the tenth frame and game.

### **RULE 6 - DOUBLE (*Definition & Scoring of*)**

- (a) When a bowler bowls two strikes in succession, within a game, the bowler shall have scored a "DOUBLE". The count in the frame where the first strike was bowled shall be left blank until the bowler makes his/her first delivery of the next frame.
- (b) When a DOUBLE has been bowled, the count for the first strike is 30 points plus the value (*count*) of pins bowled down with the first ball of the frame following the second strike.

### **RULE 7 - TRIPLE (*Definition & Scoring of*)**

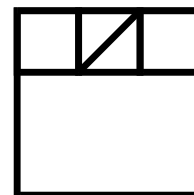
- (a) When a bowler bowls three strikes in succession, within a game, the bowler shall have scored a "triple".
- (b) In scoring three successive strikes, the bowler shall be credited with 45 points in the frame where the first strike was bowled.

### **RULE 8 - PERFECT GAME (*Definition of*)**

- (a) In a game of a full ten frames, a bowler must bowl twelve (12) strikes in succession and must not have committed any foul, to have bowled a "Perfect Game" score of 450.

### **RULE 9 - SPARE (*Definition & Scoring of*)**

- (a) A Spare is recorded when a bowler bowls down all remaining pins left standing (*by the first ball*) on the second legally delivered ball of a frame.
- (b) A Spare is designated on the score-sheet by a "/" symbol in the second small square (*see diagram*) of the frame in which the spare was made. This symbol (*or mark*) represents 15 points. The count in each frame where a spare has been made must be left blank until the bowler completes his/her first delivery of the next frame. After this delivery has been made, the point value (*count*) of all pins legally bowled down by that ball is added to the 15 points (*represented by the "/" symbol*) and this count is credited to the frame where the spare was made.
- (c) When a bowler records a Spare on the second ball of the tenth frame, one more ball is immediately bowled by the bowler on the same lane where the

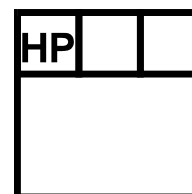


spare was bowled, in order to complete the count for the tenth frame and game.

- (d) The count (*value of pins bowled down*) or the equivalent scoring symbol for the first delivery of a frame where a spare has been made, must be recorded in the first small square of the frame preceding the spare symbol.

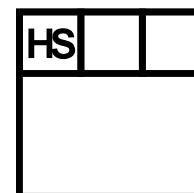
### **RULE 10 - HEAD-PIN (*Definition & Scoring of*)**

- (a) Head-Pin shall be the term applied to the centre pin (*5 Pin*).
- (b) When only the Head-Pin is bowled down by the first legally delivered ball of a frame, it shall be designated on the scoresheet by placing an "HP" symbol (*see diagram*) in the first small square of the frame where such Head-Pin has occurred. This symbol represents a point value of five (*5*).



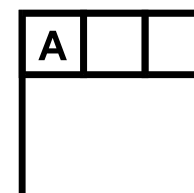
### **RULE 11 - HEADPIN SPLIT (*Definition & Scoring of*)**

- (a) A Split shall be defined as the set-up of pins that remain standing after the first legally delivered ball of a frame, when the head-pin and **only** one of the 3 Pins have been bowled down.
- (b) A Split shall be designated on the scoresheet by placing an "HS" symbol (*see diagram*) in the first small square of the frame where the Split has occurred. This symbol represents a point value of eight (*8*).



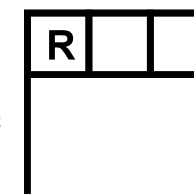
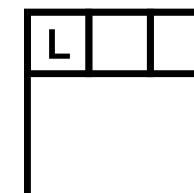
### **RULE 12 - ACES (*Definition & Scoring of*)**

- (a) Aces shall be defined as the set-up of pins which remain standing after the first legally delivered ball of a frame, when the headpin and **both** 3 Pins are bowled down, leaving the two corner pins (*2 Pins*) standing.
- (b) Aces shall be designated on the scoresheet by placing an "A" symbol (*see diagram*) in the first small square of the frame where the Aces occur. This symbol represents a point value of eleven (*11*).



### **RULE 13 - CORNER PIN (*Definition & Scoring of*)**

- (a) A Corner Pin shall be defined as the set-up of one pin, **either** the left 2 Pin or right 2 Pin, which remains standing after the first legally delivered ball of a frame.
- (b) A corner pin shall be designated on the scoresheet by placing the symbol "R" (*for right corner pin*) or "L" (*for left corner pin*) in the first small square (*see diagram*) of the frame where the Corner Pin has occurred. This symbol represents a point value of thirteen (*13*).



## **RULE 14 - CHOP-OFF(Definition & Scoring of)**

- (a) A Chop-Off shall be defined as the set-up of pins which remain standing after the first legally delivered ball of a frame, when the headpin, 3 Pin and 2 Pin on the **same** side of the lane have been bowled down thereby leaving the 3 Pin and 2 Pin standing on the opposite side of the lane.

C/O		

- (b) A Chop-Off is designated on the scoresheet by placing a "C/O" symbol (see *diagram*) in the first small square of the frame where the Chop-Off has occurred. This symbol represents a point value of ten (10).

## **RULE 15 - FOUL (Scoring of)**

- (a) When a Foul has been committed (see *Section B - Rule # 13*) it shall be designated on the scoresheet by placing an "F" symbol (see *diagram*) immediately below the corresponding small square for the ball of the frame where the foul was committed.

L	-	-
F		

- (b) This symbol represents a deduction of 15 points from the total game score upon completion of the game.

- (c) The FOUL symbol "F", must also be recorded in the TOTAL COLUMN at the end of the scoresheet to serve as a reminder to the scorekeeper that a foul was committed during that game.

	10		TOTAL
			F

## **RULE 16 - OUT OF BOUNDS BALL (Definition & Scoring of)**

- (a) Any legally delivered ball which leaves the lane-bed on the lane where the bowler is attempting to bowl down pins, or enters an adjacent lane, shall be declared an Out of Bounds ball (see *Section B - Rule 7*).

HP	-	

- (b) An Out of Bounds ball shall be designated on the scoresheet by placing a " - " symbol (see *diagram*) in the corresponding small square for the ball in the frame where the Out of Bounds ball has occurred. This symbol represents a point value of zero (0).

## **RULE 17 - MISSED SHOT (Definition & Scoring of)**

- (a) Any legally delivered ball which does not bowl down any pins whatsoever, but remains on the playing surface until leaving the lane-bed via the end of the lane, shall be defined as a "Missed Shot" (see *Section B - Rule 8*).

5	-	

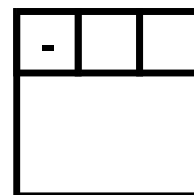
- (b) A Missed Shot shall be designated on the scoresheet by placing a " - " symbol (see *diagram*) in the corresponding small square for the ball in the frame

where the missed shot has occurred. This symbol represents a point value of zero (0).

## **RULE 18 - LOST BALL (*Definition & Scoring of*)**

- (a) A ball shall be declared "lost" if any of the following circumstances occur:
- (i) The ball clears (*goes over top of*) or hits and clears a C5PBA approved "Lane Protection Device" (*see Section B - Rule 9*).
  - (j) The ball knocks a C5PBA approved "Lane Protection Device" out of bracket, or hits it requiring the "Lane Protection Device" to be repositioned.
  - (k) A ball delivered while the sweeping unit or shield of an automatic pin-setter is in motion and that ball comes in contact with the sweeping unit or shield.

- (b) A Lost Ball shall count as a ball rolled, and any pin(s) bowled down by such ball shall not count as downed pins and must be re-spotted before any subsequent delivery is attempted by the bowler (*see Section B - Rule 9*).



- (c) A Lost Ball shall be designated on the scoresheet by placing a " - " symbol (*see diagram*) in the corresponding small square for the ball in the frame where the lost ball has occurred. This symbol represents a point value of zero (0).



# **SAMPLE GAME AND SCORING**

NAME	1			2			3			4			5		
	HP	5	-	R	/	11	A	2	-	L	-	-	5	/	15
<i>J. Bowler</i>	<b>10</b>			<b>36</b>			<b>49</b>			<b>62</b>			<b>92</b>		

## **RULE 19 - OFFICIAL 5 PIN SCORING METHOD**

The official method and procedure for scoring a game of 5 Pin Bowling is explained in the following sample

### **FIRST FRAME**

ON THE FIRST DELIVERY, only the headpin was bowled down. The headpin symbol "HP" is marked in the first small square of the first frame. ON THE SECOND DELIVERY, the left 3 and 2 pins were bowled down. The total value or "count" of 5 points is entered into the second small square of the first frame. ON THE THIRD DELIVERY, the ball did not knock down any pins but remained on the lane surface until leaving the end of the lane (*did not enter the channels*). The missed shot symbol "-" is placed in the third small square of the first frame. The three small squares are then added (*remember the point values for the scoring symbols*) and the score of "10" is entered in the bottom half of Frame #1.

### **SECOND FRAME**

ON THE FIRST DELIVERY, all the pins except the right corner pin (2 Pin) were bowled down. The right hand corner pin symbol "R" is marked in the first small square of Frame #2. ON THE SECOND DELIVERY, the right hand corner pin is bowled down. This is called a "SPARE" and its symbol "/" is marked in the second small square of Frame #2. Since a spare is worth 15 points plus the count earned on the next ball delivered in the subsequent frame, the score is not entered for Frame #2 until the first ball of the third frame has been bowled.

### **THIRD FRAME**

ON THE FIRST DELIVERY, all pins except the two corner pins were bowled down. This is called ACES and its symbol "A" is denoted in the first small square of Frame #3. The corresponding count for aces (11) is also placed in the third small square of the second frame, giving the spare a value of 26 points (*15 points for the spare plus the 11 bonus points awarded for the pins bowled down on the first ball of the third frame*). The score of 36 may now be entered into the bottom half of Frame #2. This is determined by adding the game score of 10 (*from the first frame*) to the second frame count of 26. ON THE SECOND DELIVERY, the left corner pin (2 Pin) was bowled down. The corresponding count of 2 points is entered in the second small square of Frame #3. ON THE THIRD DELIVERY, the ball entered the right channel and did not bowl down any pins. This "Out of Bounds" shot is marked in the third small square of the frame as "-". Adding the three small squares of Frame #3 gives you a count of "13" points which is added to the score of 36 (*from Frame #2*) and produces a score of 49 in the third frame.

### **FOURTH FRAME**

ON THE FIRST DELIVERY, all the pins except the left hand corner pin (2 Pin) were bowled down. The left hand corner pin symbol "L" is marked in the first small square of Frame #4. ON THE SECOND DELIVERY, the pin was missed but the ball didn't enter the channel. A "-" symbol (*missed shot*) is marked in the second small square of the fourth frame. ON THE THIRD DELIVERY, the pin was missed again and as before the ball did not enter the channel. The missed shot symbol "-" is entered in the third small square of Frame #4. Adding the three small squares of Frame #4 gives you a count of "13" points for the frame and a score of 62 pins which is placed in the bottom half of the fourth frame.

### **FIFTH FRAME**

ON THE FIRST DELIVERY, the headpin was missed and the ball knocked down the right 3 and 2 Pins. No symbol is entered, but the numeral "5" (*representing the point value of the two pins bowled down*) is entered in the first small square of the fifth frame. ON THE SECOND DELIVERY, the remaining pins were bowled down and a spare "/" is indicated in the second small square of Frame #5. Again, the frame score

6		7		8		9		10		TOTAL					
×	15	15	×	15	8	×	8	5	HS	5	2	CO	3		F
137		175		203		218		236		221					

is not entered for Frame #5 until the bonus count from the first ball delivered in the next frame has been determined.

### SIXTH FRAME

ON THE FIRST DELIVERY, all pins were bowled down. This is called a STRIKE and is indicated on the scoresheet by placing a "×" symbol in the first small square of Frame #6. You may now complete the count for the spare recorded in the fifth frame. A spare is worth 15 points plus the value of the first ball delivered in the next frame. Since a STRIKE was rolled on the first ball of the sixth frame, the bonus count added to the spare is 15 more points. This is denoted on the scoresheet by placing 15 in the third small square of the fifth frame thus making the count for the fifth frame worth a total of 30 points (*15 points for the spare + 15 points for the strike*). These 30 points are then added to the score of 62 (*from Frame #4*) giving you a new score of 92 points in the fifth frame. Since a strike is worth 15 points plus the value of pins bowled down on the following (*next*) two deliveries, the game score cannot be entered in the sixth frame until completion of these two deliveries.

### SEVENTH FRAME

ON THE FIRST DELIVERY, another STRIKE is rolled. This gives you two successive strikes (*one in the sixth frame and one in the seventh frame*). This is called a DOUBLE. The Strike symbol "×" is entered in the first small square of Frame #7 and 15 points is entered into the second small square of Frame #6 which represents the first of the two bonus deliveries allowed for a strike.

### EIGHTH FRAME

ON THE FIRST DELIVERY, a STRIKE is rolled again. Another strike symbol "×" is placed in the first small square of Frame #8. You now have three strikes in a row. This is called a "TRIPLE". You must also enter "15" points in the third small square of the sixth frame as the strike rolled in the eighth frame represents the second bonus delivery allowed for the strike bowled in the sixth frame. You may now complete the count for the sixth frame by adding the three small squares for the frame. The first small square contains a strike symbol, which is worth 15 points, the second small square contains a value of 15 points as does the third small square. This gives you a total of 45 points for Frame #6. Adding the 45 points to the score of 92 (*from the fifth frame*) gives you a new score of 137 for six frames. The strike bowled in the eighth frame also represents the first of two bonus deliveries allowed for the strike rolled in the seventh frame. Indicate this by placing its point value (15) in the second small square of Frame #7.

### NINTH FRAME

ON THE FIRST DELIVERY, the headpin and left 3 Pin were bowled down. This is called a SPLIT and its symbol "HS" is marked in the first small square of Frame #9. This SPLIT also represents the second bonus delivery of the strike bowled in the seventh frame as well as the first bonus delivery of the strike bowled in Frame #8. Place the corresponding point value for a split (8 points) in the third small square of Frame #7 and again in the second small square of Frame #8. The frame total can now be completed for the seventh frame as both bonus deliveries allowed for the strike have been completed. Total the three small squares....15 points for the strike symbol + 15 points for the first bonus ball + 8 points for the second bonus ball = 38 points for the seventh frame. Add these 38 points to the score of 137 (*Frame #6*) and record the new score of "175" in the bottom half of Frame #7.

ON THE SECOND DELIVERY, the right 3 Pin and right 2 Pin were bowled down, but the bowler went across the FOUL LINE. Record the count for the ball (5 Points) in the second small square of Frame #9. YOU MUST ALSO RECORD THE FOUL! Place the Foul symbol "F" immediately below the second small square of the ninth frame and again in the top right hand corner of the "TOTAL COLUMN" (*at the extreme right side of the bowler's game*). This symbol tells you two things. First the foul was committed on the

second ball of the ninth frame and secondly, the "F" symbol in the total column, reminds the scorekeeper that a penalty of 15 points must be deducted from the bowler's score at the conclusion of the bowler's game. The count of the second ball in the ninth frame (*5 points*) also represents the second bonus ball allowed for the strike bowled in the eighth frame. In the third small square record these 5 points then total the count for the frame.  $15 \text{ points (for the strike)} + 8 \text{ points (for the first bonus ball)} + 5 \text{ points (for the second bonus ball)} = 28 \text{ points}$ . This count (28) is added to the score from the seventh frame, giving a new score of "203" in Frame #8.

ON THE THIRD DELIVERY, the left corner pin is bowled down which is denoted as "2" in the third small square of the ninth frame. Since no strike or spare has been made in the ninth frame, you can complete the ninth frame by adding the three small squares ( $8+5+2=15$ ) then add this frame count to the score from the eighth frame (203) and enter the new score of "218" in the bottom half of Frame #9.

## **TENTH FRAME**

ON THE FIRST DELIVERY, the headpin, right 3 Pin and right 2 Pin were bowled down. This is called a CHOP-OFF and is denoted by placing its symbol "C/O" in the first small square of the tenth frame. ON THE SECOND DELIVERY, the two remaining pins were knocked down, giving the bowler a SPARE. Record the spare by placing its symbol " / " in the second small square of the tenth frame. Although the bowler has recorded a spare, the game is not complete because a spare is not complete until a subsequent delivery has been made and its point value added to the 15 points represented by the spare. IN THE TENTH FRAME, YOU MUST BOWL THREE BALLS NO MATTER WHAT! This allows for the completion of counts for STRIKES or SPARES made in the final frame. ON THE THIRD DELIVERY, only the right 3 Pin is bowled down. This is recorded as "3" in the third small square of the tenth frame. Calculate the count for the tenth frame by adding the three small squares. REMEMBER...ALL COUNTS PRECEDING A SPARE SYMBOL IN A FRAME ARE DISREGARDED. Therefore, the count for the tenth frame is 18 points (*15 points for the spare + 3 points on the bonus or third ball*). Add the 18 points to the score from Frame #9 and enter the sum (236) in the bottom half of the tenth frame.

YOU ARE NOT FINISHED YET!

For each foul committed during a game, 15 points are deducted from the game score upon conclusion of the bowler's game. Since only one foul was committed by the bowler in this game (*in Frame #9*), we will subtract 15 points from the score of 236. We then enter the FINAL GAME SCORE ( $236 - 15 = 221$ ) under the TOTAL COLUMN at the extreme right side of the scoresheet.

**THE BOWLER'S FINAL GAME SCORE IS 221!**

## **SECTION "D"**

### **CONDUCT & PENALTIES**

Any member of the Canadian 5 Pin Bowlers' Association who violates the provisions of the rules, as outlined below, shall be liable for the penalties indicated. Anyone who is not a member of the Canadian 5 Pin Bowlers' Association and has violated the provisions of these rules, shall be refused membership into the association until such time, the Board of Directors of the Canadian 5 Pin Bowlers' Association approves his/her application.

#### **RULE 1 - ATTEMPTING TO GAIN AN UNFAIR ADVANTAGE**

- (a) Any bowler who attempts to gain an unfair advantage by:
- i) Directly or indirectly tampering with lanes, bowling pins, and/or balls so that they no longer meet with specifications as set forth by the Canadian 5 Pin Bowlers' Association.  
PENALTY: Loss of game or games, including prize winnings and/or suspension of membership, where an unfair advantage was secured.
  - ii) Misrepresenting an average, either to gain a greater handicap, or to qualify for a lower classification in a sanctioned league or tournament.  
PENALTY: Loss of game or games, including prize winnings and/or suspension of membership, where an unfair advantage was secured.
  - iii) Establishing an average below his/her ability and thereby gaining an unfair advantage in a handicap, pins over average or classified competition.  
PENALTY: Loss of game or games, including prize winnings and/or suspension of membership, where an unfair advantage was secured.

#### **RULE 2 - DISHONEST OR DISREPUTABLE TACTICS**

- (a) Placing the sport of 5 Pin Bowling in jeopardy of unfair criticism by engaging in dishonest or disreputable tactics or conduct, in connection with the sport of 5 Pin bowling or in violation with the spirit and/or intent of the Association's purposes, objectives and policies.  
PENALTY: Suspension of membership
- (b) Failing to distribute team prize money in accordance with previous verbal or written agreements.  
PENALTY: Suspension of membership and/or legal action.

- (c) Failing to pay fees due for participation in a sanctioned league or tournament.  
PENALTY: Suspension of membership.

### **RULE 3 - LIBEL OR SLANDER**

- a) A bowler shall not libel or utter slanderous accusations against any official or member of any Association, League or Team affiliated with the Canadian 5 Pin Bowlers' Association which cannot be substantiated by sworn facts.

PENALTY: Suspension of membership.

### **RULE 4 - USING AN ASSUMED NAME**

- a) No person shall bowl under an assumed name or bowl under the name of another person who is scheduled to bowl in a sanctioned league or tournament.

PENALTY: Forfeiture of all games in which such a player was used and all involved and found guilty shall be liable for suspension of membership.

### **RULE 5 - CONDUCT DEROGATORY**

- (a) Bowlers shall not display conduct, which can be deemed unsportsmanlike.
- (b) Unsportsmanlike Conduct shall be defined as, but is not limited to:
- i) Using the bowling ball in expression of emotion by bouncing ball or striking other balls on the rack.
  - ii) Throwing balls in an extreme lofting manner in an underhand or overhand motion.
  - iii) Loud and abusive language.
  - iv) Using portions of one's body members in such expression of emotion as; kicking of ball racks or other establishment equipment, throwing of furniture or other establishment equipment, striking of walls, posts, etc.
  - v) Bowlers are prohibited from using another bowler's personal bowling ball(s) without permission from its owner. *(See Section B – Rule 24(d))*

**REPEAT OFFENDERS** – Bowlers who are reported to the Provincial Association for Derogatory Conduct on two or more separate occasions, shall be liable for suspension of membership.

### **RULE 6 - USE OF ALCOHOL**

It is fully understood that alcohol is available for sale at the bowling centre under the regulation of individual provincial liquor licensing commissions. As such, alcohol may be consumed during open, league or tournament play as follows:

- a) In open play, the control is in the hands of the management of the bowling centre. Bowlers deemed to be intoxicated may be removed from the centre at the discretion of the management.
- b) At the league level, this control is shared between the bowling centre management and the league executive. Bowlers who are deemed to be intoxicated shall be removed from the game and their score will be final at the point of removal.
- c) In tournament play, it is the duty of the tournament committee and the bowling centre management to determine the alcohol policy for the event. If alcohol is available, the same process will exist as covered at the league level. See (b).
- d) In tournament play, the following will apply:
  - First Time Offenders
    - Bowlers who violate said rule, shall be reported, in writing, to the Provincial Association, by the League President or Tournament Director. The Provincial Association shall duly record the offender's name as a first time offender.
  - Repeat Offenders
    - Bowlers and/or officials who have been reported to the Provincial Association on a second violation of said rule, shall be liable for suspension of membership.
- e) Tournament officials are not allowed to consume alcohol at any time while fulfilling their administrative duties.

## **RULE 7 – USE OF DRUGS**

- a) No bowler or tournament official shall bowl or perform their duties under the influence of illegal or street drugs.
- b) Officials shall be discharged from their duties immediately.
- c) Bowlers and/or officials who violate said rule, shall be reported, in writing, to the Provincial Association, by the League President or Tournament Official. The Provincial Association shall duly record the offender's name as a first time offender
  - REPEAT OFFENDERS: Bowlers and/or Officials who have been reported to the Provincial Association on a second violation of said rule, shall be liable for suspension of membership.

## **RULE 8 - USE OF FOREIGN SUBSTANCE**

- a) A bowler shall not use a foreign substance on his hands, fingers or bowling balls, to aid his/her grip when a League or Tournament official has ruled that said foreign substance **is affecting the bowling ability of other bowlers** who have previously lodged a legitimate complaint.
- b) A bowler shall not use any substance on their shoes or on the lane's approach to aid his/her slide when a League or Tournament Official has ruled that said foreign substance **is affecting the bowling ability of other bowlers** who have previously lodged a legitimate complaint.

PENALTY: Continued use of said foreign substance by a bowler after an official warning has been issued shall result in removal of the bowler from the competition. The bowler shall only be credited with the score up to and including the frame which the bowler was removed. The League President or Tournament Director shall report bowlers, who have been found guilty of violating said rule, to the Provincial Association, in writing. The Provincial Association shall duly record the bowler's name as a first time offender of said rule.

REPEATED VIOLATION: Bowlers who have been reported to the Provincial Association on a second violation of said rule shall be liable for suspension of membership.

## **RULE 9 - SUSPENSIONS**

- (a) Due to the seriousness of suspension, only the Provincial 5 Pin Bowlers' Associations and the Canadian 5 Pin Bowlers' Association have the authority to suspend a bowler's C5PBA membership.
- (b) The length of suspension of a bowler may be determined and set by the Board of Directors of the Provincial Association or Canadian 5 Pin Bowlers' Association.
- (c) The Provincial Association as well as the Canadian 5 Pin Bowlers' Association may extend the length of a bowler's suspension indefinitely.
- (d) Normally the Canadian 5 Pin Bowlers' Association will not institute a suspension unless violation of rule takes place at a national championship, but will act on appeals of suspension by affiliated bodies.

## **RULE 10 - SUSPENSION PROCEDURES**

- (a) When a league or tournament official has cause to recommend suspension of a bowler, the League Executive or Tournament Official must notify the bowler(s), in writing, that suspension charges are being preferred and the reasons why.

- (b) Such notification must also be sent by League Executive or Tournament Official via registered mail to the LOCAL ASSOCIATION and shall specifically state the cause of the action and length of time the suspension should be enforced.
- (c) On the evidence submitted, the Local Association shall submit their recommendations to the Provincial Association for subsequent action.
- (d) The Provincial Association will schedule & conduct a hearing. All parties shall be invited to attend this hearing.
- (e) If, as a result of the hearing, a suspension is recommended, the bowler may be suspended for a time period as defined by the Board of Directors of the Provincial Association.
- (f) Notification of the suspension shall be forwarded in writing **via registered mail**, to the bowler(s) involved, the Canadian 5 Pin Bowlers' Association, Local Association and appropriate League and Tournament officials.

### **RULE 11 - APPEARANCE AT SUSPENSION HEARING**

- (a) When a member of the Canadian 5 Pin Bowlers' Association is requested to appear to testify on his/her own behalf at a hearing on a case conducted by the Provincial Association and fails to appear without sufficient cause for absence, said member shall be liable for suspension from the association for a period of time to be determined by the Board of Directors of the Provincial Association.
- (b) When a member(s) of the Canadian 5 Pin Bowlers' Association files charges against another member(s) and fails to appear, when requested to do so without sufficient cause, to testify at a hearing on the case conducted by the Provincial Association, such member(s) shall be liable for suspension from membership for a period of time to be determined by the Board of Directors of the Provincial Association.

### **RULE 12 - APPEAL OF SUSPENSION**

- a) Any party including a bowler(s), League Executive or Tournament Official may appeal, in writing, to the Provincial 5 Pin Bowlers' Association. If any party is not satisfied with the decision of the Provincial 5 Pin Bowlers' Association, the party may appeal the decision to the Canadian 5 Pin Bowlers Association.

### **RULE 13 - USE OF SUSPENDED BOWLERS**

- (a) When a bowler is suspended from or denied C5PBA membership, the bowler shall be prohibited and deemed ineligible to hold office, bowl or pace in any sanctioned league or tournament or special event until re-instated by the C5PBA.

PENALTY: When a team, knowingly or unknowingly, uses a suspended bowler, it shall forfeit all games in which the suspended bowler was used and all involved and found guilty shall be liable for suspension of membership.

#### **RULE 14 - FUND SHORTAGES**

- (a) When an officer of a sanctioned C5PBA League, an adult supervisor or coach of a YBC sanctioned league, or an officer of a chartered C5PBA provincial, local or affiliated association, misuses any funds entrusted to him/her, they shall be liable for indefinite suspension from C5PBA membership.
- (b) An officer required to make monthly verifications of the accounts of such organizations may also be liable for indefinite suspension from association membership, if he/she has been found guilty of misconduct in performing this duty.

#### **RULE 15 - TEMPORARY SUSPENSION OF AN OFFICER**

- (a) When charges of misusing funds have been filed against an association or league officer, the association and/or league shall temporarily suspend the officer from all offices held until the matter has been considered by the Board of Directors of the Provincial Association. In the interim, another officer shall be appointed to perform the duties of the officer who is temporarily under suspension.
- (b) An officer who is under temporary suspension may continue to bowl in sanctioned league or tournament competition until such time as the bowler has been officially suspended or exonerated by the Provincial Association.

## SECTION "E" AVERAGES & HANDICAPS

The following provisions shall be used by all C5PBA sanctioned leagues and tournaments when determining bowling averages and handicaps.

### **RULE 1 - AVERAGES (*How determined*)**

- (a) A bowling average is determined by dividing the accumulated total value of pins credited to a bowler by the accumulated number of games and/or frames bowled.
- (b) When establishing a League or Tournament average, a right-handed bowler **MUST** bowl right-handed at all times. Similarly, a left-handed bowler **MUST** bowl left-handed at all times. **NO COMBINATION OF SCORES BOWLED USING THE LEFT AND RIGHT HAND CAN BE USED IN COMPUTING AN AVERAGE.**

PENALTY: Forfeiture of all games.

- (c) If, because of an injury or disability, a bowler finds it necessary to change his/her delivery from right to left-handed, or vice-versa, the League's Executive or Tournament Committee may permit the bowler to establish a new average or assign an average for the bowler.
- (d) In all cases, extra pin values or fractions of extra pin values, **MUST** be disregarded when using averages for handicapping or classification purposes. The extra point values shall be reduced to a percentage of a point, only for the purpose of deciding individual position standings in a League or Tournament.

### **RULE 2 - LEAGUE AVERAGE (*Definition of*)**

- (a) A League Average is determined by dividing the total value of pins (*pinfall*) credited to a bowler by the number of games (*or frames if league rule provides*) in one league in a bowling season.

### **RULE 3 - COMPOSITE LEAGUE AVERAGE (*Definition of*)**

- (a) Is the average of all leagues when a bowler is a member of two or more sanctioned leagues.
- (b) This average is determined by adding the total value of pins (*pinfall*) for all leagues and dividing the results by the total number of games (*or frames*) bowled in all leagues.

## **RULE 4 - HIGHEST LEAGUE AVERAGE (*Definition of*)**

- (a) Shall be the best average attained in one of several leagues in which a bowler competes.

## **RULE 5 - TOURNAMENT AVERAGE (*Definition of*)**

- (a) A tournament average is determined by dividing the total value of pins (*pinfall*) credited to a bowler by the total number of games (*or frames*) bowled by that bowler in sanctioned tournament competition during his/her career.

## **RULE 6 - ENTERING AVERAGES (*Definition of*)**

- (a) LEAGUES: The League Executive shall determine the basis of average on which a bowler will use when starting a league schedule or joining a league during a season.
- OPTION: Bowlers will use the year end averages established in this league last season, based on 21 or more games. All others shall use their highest year-end average from another league from the previous season, based on a minimum of 21 games.*
- OPTION: New members entering the league after the schedule begins, shall use either their current or previous season's average, whichever is higher, based on a minimum of 21 games.*
- OPTION: Bowlers will use averages established in the league last season, based on a minimum of \_\_\_\_ games.*
- OPTION: New members without an established average from the previous season or the current season shall use an average of 175.*
- OPTION: New members without an established average from the previous season or the current season shall use an average as determined by the League Executive.*
- OPTION: New members without an established average from the previous season or the current season shall compete with no average until 12 games have been played at which time the current average for the 12 games shall apply.*
- (b) TOURNAMENTS The Tournament Committee shall determine the method of computing an average which a bowler will use during competition in a handicap, pins over average or classified tournament (*see above for various options*).

## **RULE 7 - INDIVIDUAL HANDICAPS**

- (a) Handicaps are used to equalize the player strength of individuals competing in a league or tournament.
- (b) The handicap system of 80% of the difference between the bowler's average and a base figure of 225 is the fairest method to use in league or tournament competition.

*OPTION: Handicaps will be based on the entering average for each member until a twelve (12) game average has been established. Thereafter, handicap will be based on the bowler's current average.*

*OPTION: New bowlers without an established (21 games or more) league average from the previous or current season, shall compete on a scratch (no handicap) basis until 12 scheduled league games have been played, at which time the applicable handicap shall be applied from that point on.*

*OPTION: The maximum handicap allowed shall be \_\_\_\_.*

*OPTION: The handicap allowance shall be \_\_\_\_ percent and shall be based on the difference between the team average and a base figure of \_\_\_\_\_. (Note - The team average shall be the total of the averages of the individuals actually bowling in the match.)*

*OPTION: New bowlers, without an established (21 games or more) average from the previous or current season, shall compete with an average of \_\_\_\_ or an average as determined by the League Executive until such time 12 league games have been bowled, at which time the bowler's current average and applicable handicap shall be applied.*

## **RULE 8 - TEAM HANDICAPS**

- (a) Team handicaps are determined by adding the average of the team players for two opposing teams and 80% of the difference between the team averages shall be given to the lower average team as handicap for each individual game.
- (b) In deciding the three game handicap total, multiply the single game team handicap by 3. This total would be added to the team's total pinfall for the three games.
- (c) When the player strength of the two teams is not identical for the three games, (*i.e.* - where there has been substitution) the three game handicap shall be the total of the handicap allowed for each of the three games.

## **OFFICIAL LEAGUE RULES**

All C5PBA member leagues should have a set of league rules. An example for “Model League Rules” can be downloaded at [www.c5pba.ca](http://www.c5pba.ca).

If questions arise during league play that are not covered under the League Rules, then the General Rules of Play or Official League Rules should be used. (download at [www.c5pba.ca](http://www.c5pba.ca))

## **OFFICIAL TOURNAMENT RULES**

Official Tournament Rules can be downloaded at [www.c5pba.ca](http://www.c5pba.ca).

## APPENDIX 'A'

### GLOSSARY OF 5 PIN BOWLING TERMS

This glossary is prepared with the intention of familiarizing the bowler with the standard terminology being used in the sport of 5 Pin Bowling.

#### **Absentee Score**

Score allowed for an absent team member, usually average minus ten pins or ten percent or a set score such as 150 or 175. Also known as a "dummy" score.

#### **Aces**

Scoring term applied when both corner pins are left standing after the first ball of a frame. Also referred to by bowlers in some regions as "bedposts".

#### **Anchor**

Last bowler in a team line-up. Usually the best bowler or the bowler most likely to strike out.

#### **Approach**

The section of a bowling lane where the bowler stands and delivers the bowling ball. It extends from immediately in front of the seating/scoring area to the foul line (*usually a length of 16 feet/4.87m*). **OR** the bowler's forward movement to delivering the bowling ball from the stance and push-away ending with the start of the delivery.

#### **Armswing**

The arc of the bowling arm and hand from the first move towards the foul line (*the pushaway*) until the delivery of the bowling ball onto the lane.

#### **Arrows**

Markings embedded into the lane to assist bowlers in aiming. The arrows are located between 12 feet/3.6m and 16 feet/4.8m beyond the foul line. Also referred to as "darts".

#### **Automatic Pin-setters**

Mechanical devices (*machines*) used to reset a full set of pins or to clear away fallen pins (*deadwood*).

#### **Average**

Is the measurement of a bowler's typical game score. Adding the accumulated pinfall and dividing by the number of games played arrives at a bowler's average.

#### **Backup**

A term applied to the clockwise turn of the wrist during the release and delivery of a bowling ball which causes the bowling ball to break (*move*) on the lane in a left to right direction for a right handed bowler or a counter-clockwise wrist turn at release causing the bowling ball to break (*move*) from right to left for a left-handed bowler.

#### **Backswing**

The path of the arm behind the body during the next to last step of the bowler's approach.

#### **Ball Rack**

A device located on the approach section of the bowling lane where the balls rest after returning from the pit.

**Ball Return**

System of tracks and mechanical equipment by which bowling balls are returned to the ball rack.

**Beer Frame**

In team play, when all bowlers strike in the same frame. Tradition has it that a bowler who doesn't strike when the other bowlers on the team do, that bowler must treat the teammates to a refreshment.

**Board**

An individual piece of the lane (*total of 40 or 41 across*) which run the length of the bowling lane and are numbered from 1 on the right side for right-handers and from 1 on the left side for left-handers.

**Body English**

Contortion of arms and legs and trunk in an attempt to steer the ball after it has left the hand.

**Bowling Ball**

A perfectly round sphere constructed of hard rubber or approved synthetic materials, used by bowlers to roll down the lane at the bowling pins.

**Bowling Centre**

An establishment where the sport of bowling can be played. Commonly referred to in previous times as a bowling alley.

**Bowling Fee(s)**

Cost per bowler to participate in a league or tournament that includes the cost of bowling (*which is paid to the bowling centre*) plus the prize fund portion (*which is used by the league or tournament to award prizes*)

**Bowl Canada**

Trade organization of the people who own bowling centres.

**Bowling Shoes**

Special shoes for bowlers have a rubber sole on the non-sliding foot to act as a brake and a slicker leather or synthetic sole on the other foot to allow sliding on the last step.

**Bowl-off(s)**

Games pre-bowled for a regular scheduled league session to be used by the bowler on a specific date when the bowler knows he/she will be absent. Also called "pre-bowls".

**Bowlers**

Term applied to participants who compete in a game of bowling.

**Break**

The number of boards the bowling ball moves from left to right or right to left. **OR** a lucky shot.

**Canadian 5 Pin Bowlers Association**

The national membership based governing and rule-making body for the sport of 5 Pin Bowling.

**Captain**

Team member responsible for all the members being present, arranging for substitutes, collecting and payment of bowling fees and determining team line-up and completing team forms.

**Channel or Gutter**

Depression approximately 9.5 inches/23.75cm wide and 2.75 inches/6.87 cm in depth to the right and left of the lane designed to guide the ball to the pit should it leave the playing surface. Also referred to as a "gutter".

**Chop**

Chopping the front pin of a spare leave while a pin(s) to the left or right remains standing.

**Chop-off**

Set-up of pins which remain standing after the first legally delivered ball of a frame, when the headpin, 3 Pin and 2 Pin on the same side of the lane have been bowled down thereby leaving the 3 Pin and 2 Pin standing on the opposite side of the lane.

**Classified**

Leagues or tournaments with average limitations or classifications.

**Clean Game**

No pins left on deck for a complete game.

**Clearing the lane**

Removing the fallen pins and bowling balls from the lane-bed, pin deck or channels to allow a subsequent shot.

**Clutch**

Pressure situation.

**Conversion**

Making a spare, i.e. knocking down all the pins that remain with a second ball.

**Coach**

An individual chosen or appointed to guide, prepare and motivate a bowler or team.

**Computer Scoring**

A device which automatically records the score(s) of bowlers by computer.

**Corner Pin**

Either the left or right 2 Pin. When speaking of leaving a Corner Pin, is the set-up of one pin, either the left 2 Pin or right 2 Pin, which remains standing after the first legally delivered ball of a frame.

**Count**

Number of pins knocked down on any given ball.

**Cross-over**

Term used when the first ball of a frame crosses over to hit the opposite pocket of the headpin (*which is the left side for right-handed bowlers and the right side for left-handed bowlers*). Also referred to as a "cross-over" hit.

**Curtain**

Protective piece of rubber or thick leather situated immediately in front of the pit cushion.

**Dead Ball**

A delivered ball that is declared dead based on allowable circumstances and must be rebowled.

**Deadwood**

Pins knocked down but remaining on the lane or in the channel. Such pins must be removed before continuing play or a foul will result.

**Delivery**

The act of rolling the bowling ball with the goal of knocking down pins. Preparation + Approach + Release + Follow-through

**Dots**

Dots (*circles*) on the approach are used to set the bowler's feet in the stance position. Dots on the lane are used to aim the ball or to swing through a visualized line between the dots and arrows.

**Double**

Two consecutive strikes thrown in succession by the same bowler. Scores 30 plus the value of pins bowled down on the next ball.

**Dry Lanes**

Lanes with very little oil applied to them allowing the bowling ball to break more.

**Dummy Score**

See "absentee" score.

**Fast Lanes**

Lanes with more than normal amount of oil applied to them allowing the bowling ball to break very little. Also referred to as a "wet" lane.

**Fingertip Grip**

Holding the bowling ball with the fingertips is the recommended method.

**Five Bagger**

Five (5) strikes in a row.

**Flat Ball**

Ineffective ball, one that is rolled with very little spin or rotation.

**Follow-through**

Motion of the arm swing after the point of release. Should be reaching for the intended target.

**Foul**

Touching or going beyond the foul line at delivery.

**Foul Detector**

Automatic device used to signal when a bowler crosses the foul line.

**Foul Line**

Line marking the end of the approach and the start of the playing area of the bowling lane.

**Foundation Frame**

Ninth frame. The base of a good finish (*strike out*).

**Four Bagger**

Four (4) strikes in a row.

**Perfect Game**

A perfect game consisting of 12 strikes in a row without committing any fouls.

**Frame**

A bowler's turn to play. One tenth of a complete game. A frame consists of three legally delivered balls made by the same bowler in succession, except when the bowler rolls a strike or spare. If the bowler makes a strike or spare then the bowler's frame (*turn*) is also

considered complete.

### **Full Hit**

A bowling ball that strikes the headpin close to the centre of the pin of a strike attempt or the middle of any pin you may be aiming at. Also referred to as High Hit or Nose Hit.

### **Game**

A game of 5 Pin Bowling shall consist of ten (10) frames and shall be played with regulation equipment on regulation lane-beds.

### **Garbage Hit**

A shot that very lightly catches the headpin but gets a strike anyway.

### **Grab the Lane**

Meaning the friction between the bowling ball and lane surface is good allowing the ball to break.

### **Groove**

Ball track or indentation in the lane **OR** a bowler who is performing well and his approach and armswing is almost mechanically perfect.

### **Handicap**

Pins awarded to individual bowlers or teams in an attempt to equalize competition.

### **Headpin**

The front or middle pin of the full five (5) pin set-up. It is worth 5 points. Sometimes referred to as the "kingpin". **OR** the name of the split when the headpin only is knocked down and leaves the other pins (*left 3 pin and left 2 pin and right 3 pin and right 2 pin*) standing. Bowlers refer to knocking down the headpin only as a Punch, Pick, Plow or Plug depending on the geographic region.

### **Headpin Split**

Name of the split when the headpin and either one of the 3 Pins are knocked down on the first ball of a frame and leaves the other pins (*left 3 pin and left 2 pin and right 2 pin OR right 3 pin and right 2 pin and left 2 pin*) standing.

### **Hook**

A ball that breaks to the left for right handed bowlers and to the right for left handed bowlers.

### **House**

Bowling establishment or bowling centre.

### **House Ball**

Bowling ball provided by the bowling centre for use by its customers.

### **Judge of Play**

A trained official who watches play during competition and rules on any disputes or violations.

### **Kegler**

A synonym for bowler.

### **Kickback(s)**

Vertical division between lanes at the end of the lane between pin decks. On many hits the pins bounce off the kickbacks and knock down additional pins. Also referred to as "sideboards".

**Kingpin**

Another name for the headpin/5 Pin.

**Lane**

Playing surface on which the game of bowling is played, usually constructed of maple and pine boards and more recently synthetic materials. It measures between 42 inches/1.06m in width and 63.18 feet/27.33m in length.

**Lane-bed**

The entire area that a lane is constructed into from the approach section to the pit and including the channels.

**Lane Certification**

A program conducted by the C5PBA to annually ensure that lanes and equipment adhere to the industry specifications.

**Lane Draw/Schedule**

A schedule of teams and lane assignments for a specified period of dates and/or games.

**Lane Guard(s)**

An approved piece of bowling equipment designed to protect the lanes from lofted bowling balls.

**Lead-off**

First bowler in a team line-up.

**League**

A group consisting of four(4) or more teams of bowlers or four(4) or more individual participants, bowling the sport of 5 Pin Bowling according to a prearranged schedule, shall be defined as a "LEAGUE" regardless of whether prizes of any character are offered.

**League Executive**

Individual members of a league who are appointed or elected by the league membership to oversee the conduct and affairs of the league.

**League Sanction**

Approval given by the C5PBA that the rules, constitution and by-laws of the league are consistent with the policies and rules of the sport governing body.

**Leave**

Those pins which are left standing after a legally delivered ball.

**Lift**

The upward motion of the bowling ball imparted by the fingers at the point of release.

**Light Hit**

A shot that does not fully contact the target pin hitting the pin too much on the side.

**Line**

The path that a bowling ball takes down a lane.

**Lineage**

The portion of a bowler's fee that is paid to the bowling centre for the cost of the games played.

**Lofting the Ball**

Throwing the ball well out on the lane instead of rolling it.

**Loose Hit**

A light pocket hit which strikes the target pin closer to the adjacent pin than the centre of the target pin. Also referred to as a Light Hit. Opposite of nose/high/tight hit.

**Lost Ball**

A delivered ball that hits the Lane Guard causing it to be resituated or clears the lane guard. Ball is counted as a ball rolled but no pinfall is credited to the bowler.

**Love Tap**

A tap from a moving pin usually off the kickback, which delicately knocks over another pin.

**Maple**

The first 15 feet/4.5m to 18 feet/5.4m of lane is usually constructed of a very durable hardwood (i.e. Maple) to stand up to the excessive shock of the bowling ball being rolled/lofted onto the lane. Often referred to as the "head" or "head maple".

**Mark**

A strike or spare. **OR** another term used for aiming target.

**Master Bowlers' Association of Canada**

An organization of competitive tournament bowlers and teaching instructional players.

**Match Play**

Type of competition where bowlers are pitted individually one-on-one against each other rather than playing against the entire field.

**Missed Shot**

A legally delivered ball that travels the length of the lane, does not enter either channel and does not knock down any pins.

**Open Bowling**

Term used for public bowling. Non-league or Non-tournament play.

**Open Frame**

A frame without a strike or spare (mark).

**Out of Bounds Ball**

A legally delivered ball that enters the left or right channel.

**Perfect Game**

In a game of full ten frames, a bowler must bowl twelve (12) strikes in succession and must not commit any foul, to have bowled a "Perfect Game" score of 450.

**Pick**

To cleanly take out (*knock down*) one single pin when attempting a full set-up of five (5) pins.

**Pin(s)**

The cylindrical objects that bowlers attempt to knock down with the bowling ball. Also referred to as "wood" or "sticks".

**Pin Band**

A one-inch piece of rubber affixed to the belly of each pin in order to somewhat control the deflection and bounce of the pins. Also referred to as "rubbers".

**Pin Bowling**

Aiming at the pins rather than using the recommended method of aiming at the arrow targets.

**Pin Deck**

Area of the bowling lane located 60 feet/18.28m from the foul line where the pins are spotted. Usually constructed of a hard wood (*maple*) or synthetics or fabricated steel. Pins are spotted 18 inches/45cm apart (*centre to centre*) on a 36 inch/90cm equilateral triangle on the pin deck.

**Pine**

The section of lane-bed measuring between located between the head maple and the pin deck. Usually constructed of soft wood (*pine*) to allow the bowling ball to break more.

**Pinfall**

The accumulated point values of pins legally knocked down by a bowler.

**Pin Spots**

Synthetic fibre circles (*2 1/8"/5.6cm in diameter*) embedded into the pin-deck which mark the prescribed location where the pins should be set upon.

**Pin Values**

The scoring point values assigned to each of the five (5) pins.

**Pit**

Area at the end of the lane where the pins and balls end up.

**Pit Cushion**

Padding at the rear of the pit area to absorb shock of ball and pins and protect equipment.

**Play-offs**

An extended set of games/matches to determine a league or tournament champion.

**Pocket**

The side of the headpin which consistently produces more strikes for the bowler.

**Position Round(s)**

Designated parts of a league or tournament schedule which call for teams or bowlers to meet each other based on their standings. First place meets second, third versus fourth, etc.

**Prize Fund**

Portion of the bowler's league or tournament fee that is contributed directly to providing prizes (*whether they be cash or merchandise*).

**Provisional Ball(s)**

In cases where a dispute or question arises over the legitimacy of a delivered ball or pinfall, a provisional ball can be rolled and both scores recorded until a decision or ruling can be made.

**Pushaway**

Movement of the ball and starting foot together which begins the "approach".

**Range Finders**

The term applied to the combination of the series of dots embedded in the lane-bed 7 feet/2.1m beyond the foul line and the arrows located another 9 feet/2.7m down the lane which the bowlers use to determine a target line.

**Reading the Lane**

Discovering whether a lane breaks or holds and where the best place is to roll the bowling ball to score high.

**Release**

Hand and finger tip motion as the ball is put onto the lane.

**Reset**

Re-racking the full set of five (5) pins.

**Rotation**

The spin imparted on the bowling ball at the moment of delivery which results in pin "action".

**Rules**

Adopted and accepted guidelines and procedures for conducting competition.

**Rulebook**

Official document of the sport which details the formal rules for the sport of 5 Pin Bowling.

**Sanctioned**

Competition conducted in accordance with C5PBA rules.

**Score-sheet**

Pre-printed form used to record the ball by ball progress of a bowler's game or a team of bowlers games.

**Scorekeeper**

Individual who is appointed or volunteers to record the scores of a bowling game.

**Scoring**

Term used to describe the pinfall or pin action.

**Scratch**

Actual score without the benefit of handicap.

**Series**

Two or more games.

**Shadow Ball**

A ball or balls rolled in practice without the pins being set-up, usually for a specified period of time or determined number of balls before league or tournament competition commences.

**Shield**

A barrier which automatically blocks the pin deck from view by the bowlers when the automatic string pin-setting machine recycles to clear the deadwood and reset the pins which were left standing. Also used as a timing element to determine whether pins are legally standing or fallen on string pin-setting machines.

**Short Pin**

A pin that falls or rolls on the lane but just fails to reach a standing pin.

**Shot**

Rolling a bowling ball. Another term for legal delivery.

**Sideboards**

Vertical division between lanes at the pit end of the lane. Also referred to as "kickbacks".

**Slide**

The last step of the bowler's delivery (*approach*).

**Spare**

All pins are knocked down using the first two balls of a frame.

**Spare Bowler-Substitute**

A bowler who serves as a replacement bowler for a team or league when needed to fill in for an absent or injured member.

**Splice**

Area of the lane where the maple and pine boards join.

**Split**

General term applied to a difficult leave (*Headpin, Headpin Split and Aces*) and conversion spares are rare.

**Spot Bowling**

Target on the lane at which the bowler aims. Could be a dot, a board, or an arrow.

**Stance**

Bowler's starting position.

**Strike**

All five (5) pins down on the first ball of a frame.

**Strike Out**

To get all three available strikes in the tenth frame or similarly finishing the game from any point with strikes.

**String**

Three or more consecutive strikes. **OR** in some regions another name for a game or games of bowling **OR** thin rope used on automatic string pinsetting machines to attach each pin to the machine.

**String Pinsetter**

A mechanical device using a series of thin ropes and pulleys to set and reset the bowling pins.

**Sweep**

The rake part of an automatic free-fall pinsetting machine that clears the pin-deck area and channels from pins and/or bowling balls.

**Targets**

See Range Finders.

**Tap**

When a pin stands on an apparent perfect strike hit.

**Team**

A group of two or more bowlers who bowl together in league or tournament competition.

**Tournament**

A meeting at which a number of individual competitors or teams of competitors compete for a championship.

**Tournament Committee**

A group of elected or appointed officials charged with the duties of conducting and administering a tournament.

**Tournament Sanction**

Approval given by the C5PBA that the rules of the tournament are consistent with the policies and rules of the sport governing body.

**Triple**

Three consecutive strikes by the same bowler also known as a "turkey" **OR** some regions also refer to triple as a three game total score.

**Turkey**

Nickname for triple. Three strikes in a row by the same bowler.

**Turn**

Another term for the motion of the ball as it breaks on the lane.

**Wood**

General term for pin or pins.

**Working Ball**

A delivered ball with enough action to mix the pins well to get strikes. The same ball will often break up splits when nose hits occur.

**Youth Bowling Canada**

A youth bowling membership program conducted by the Bowling Proprietors' Association of Canada that is designed for bowlers aged 18 and younger.

**© CANADIAN 5 PIN BOWLERS' ASSOCIATION**

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