



# Universal Playing Rules

Please note an error in the Rules about Balance hole - no balance hole is allowed on bowling balls after 1 Aug 2020

Information provided by Asian Bowling Federation

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# Chapter 1 Universal Playing Rules

## 1.1 Game definitions

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

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

- 1.1.3 ~~As informed Please not an error in the Rules about Balance hole in balance hole~~ is allowed on bowling balls after 1 Aug 2020. A **strike** is scored when all ten pins are knocked down with the first delivery. It is marked by an (X) in the small square in the upper left-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.
- 1.1.4 Two consecutive strikes is a **double**. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.
- 1.1.5 Three successive strikes is a **triple**. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.
- 1.1.6 A **spare** is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.
- 1.1.7 When a player fails to bowl down all ten pins after two deliveries in a frame, unless the pins left standing after the first delivery constitute a split, it is called an **open** frame.
- 1.1.8 A **split** (normally marked with an O around the number of pins) is a setup of pins left, standing after the first delivery, provided the head pin is down and:
- At least one pin is down between two or more standing pins; i.e. 7-9 or 3-10
  - At least one pin is down immediately ahead of two or more standing pins; 5-6

## 1.2 Style of play

### 1.2.1 Dual lane style

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

### **1.2.2 Single lane style**

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

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

### **1.2.3 Match play style**

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

### **1.2.4 Baker format**

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

### **1.2.5 Round Robin format**

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

### **1.2.6 Order of bowling**

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

## **1.3 Legal pin fall**

- 1.3.1 A legal delivery is made when the ball leaves the player's possession and crossed the foul line into playing territory.
- 1.3.2 Every delivery counts unless a dead ball is declared.
- 1.3.3 A delivery must be made entirely by manual means.
- 1.3.4 No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery.

- 1.3.5 A player may use special equipment to aid in grasping and delivering the ball if it is in place of a hand or major portion thereof lost by amputation or otherwise.
- 1.3.6 Pins following a legal delivery - to be credited to a player, to be termed dead wood and to be removed before the next delivery - shall include :
- Pins knocked down or off the pin deck by the ball or another pin
  - Pins knocked down or off the pin deck by a pin rebounding from a side partition or rear cushion
  - Pins knocked down or off the pin deck by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck
  - Pins that lean and touch the kickback or side partition

## 1.4 Illegal pin fall

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

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

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

## 1.5 Other pin actions

- 1.5.1 When bowling at a full setup or to make a spare, if it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pin fall counts. It is each player's responsibility to determine if a setup is correct. The player shall insist that any pin or pins incorrectly set be re-spotted before delivering the ball, otherwise the setup is deemed to be acceptable.
- 1.5.2 No change can be made in the position of any pins left standing after a delivery. That is, pins that are moved or misplaced by a mechanical pinsetter shall remain in the moved or misplaced position and shall not be corrected manually.
- 1.5.3 Pins that rebound and stand on the lane must be counted as standing pins.
- 1.5.4 No pins may be conceded and only those actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.
- 1.5.5 Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The tournament officials shall determine whether pins shall be replaced.

## 1.6 Dead ball

- 1.6.1 A ball shall be declared dead if any of the following occur:
- After a delivery (and before the next delivery on the same lane), attention is immediately called to the fact that one or more pins were missing from the setup.
  - A human pinsetter interferes with any standing pin before the ball reaches the pins
  - A human pinsetter removes or interferes with any downed pin before it stops rolling
  - A player bowls on the wrong lane or out of turn. Or one player from each team on the pair of lanes bowls on the wrong lane
  - A player is physically interfered with by another player, spectator or moving object or by the pinsetter as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pin fall or have a dead ball declared
  - Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins
  - A delivered ball comes in contact with a foreign obstacle.
- 1.6.2 When a dead ball is called, the delivery does not count. The pins standing when the dead ball occurred must be re-spotted and the player allowed re-bowling the delivery.

## 1.7 Bowling on wrong lane

- 1.7.1 A ball shall be declared dead and the player or players required re-bowling on the correct lane if no more than a total of 4 individual frames have been bowled on a pair of lanes by the players for Singles, Doubles, Trios and Team.
- 1.7.2 If more than four individual frames have been bowled on the wrong lane, that game will be completed without adjustment. Any succeeding game must be started on the correctly scheduled lane.
- 1.7.3 In singles match play competition, where an athlete bowls two frames each time it is the athlete's turn to bowl, and the other athletes bowls on the wrong lane, a dead ball shall be called and the athlete required re-bowling on the correct lanes, providing the error was discovered before the opposing athlete has made a delivery. Otherwise, the score stands as bowled, with all subsequent frames in the game bowled on the correct lanes.

## 1.8 Slow bowling

- 1.8.1 Athlete's shall be ready to bowl when it is their turn and shall not delay the start of their approach or delivery when the pairs immediately adjacent to them on both the right and left are clear (one (1) pair lane courtset. Competitors must observe one (1) pair lane courtesy at all times. Competitors on the same pair may not bowl consecutive deliveries without allowing one (1) competitor from the pair to the right and one (1) competitor from the pair to the left have made a delivery, unless those competitors are not ready to bowl or they give way.
- 1.8.2 If an athlete does not observe the procedures outlined in paragraphs 4.23.1 and 4.23.2, it shall be construed as slow bowling. An athlete failing to observe these procedures shall be warned by an authorized tournament official as follows a) A white card for the first offence (no penalty) b) A yellow card for the second offence (no penalty) c) A red card for the third and each succeeding offence in any block of games (six games for singles and doubles, three games for trios or five-person team and all games of match play in a day). the penalty shall be a zero pin fall for the frame

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

## 1.9 Foul definitions

- 1.9.1 A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery.
- 1.9.2 A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.
- 1.9.3 When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pin fall for that delivery and not allowed further deliveries in that frame.
- 1.9.4 When a foul recorded the delivery counts but the player is not credited with any pins knocked down by that delivery. Pins knocked down by the ball when the foul occurred must be respotted if the player who fouled is entitled to additional deliveries in the frame.
- 1.9.5 A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to:
- Both team captains or one or more of the opposing players
  - The official score keepers
  - A tournament official
- 1.9.6 No appeal shall be allowed when a foul is called unless
- It is proved that the automatic device is not operating properly
  - There is preponderance of evidence the player did not foul

## 1.10 Provisional ball

- 1.10.1 A provisional ball or frame shall be bowled by a player when a protest involving a foul, legal pin fall or a dead ball is made and cannot be resolved by the tournament officials.
- 1.10.2 When a dispute occurs on a player's first delivery in any frame, or on the second delivery in the tenth frame after a strike on the first delivery
- If the dispute is over whether the player fouled, the player shall complete the frame and then bowl one provisional ball at a full setup of pins
  - If the dispute involves alleged illegal pin fall, the player shall complete the frame and then bowl one provisional ball at the setup that would have remained standing had the disputed pin(s) not fallen
  - If the dispute is over whether a dead ball should have been declared, the player shall complete the frame and then bowl a complete provisional frame.
- 1.10.3 When a dispute occurs on a spare attempt, or on the third delivery in the tenth frame, no provisional ball is necessary unless the dispute is over whether a dead ball should have



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

## **1.11 Delivery**

- 1.11.1 When delivering the ball the athlete must have his/her thumb in or over the thumb hole. It may not be 180 degrees away from the thumb hole
- 1.11.2 In IBF sanctioned tournaments, once the bowler has taken his first shot, he shall continue to use that hand throughout the tournament unless, due to injury, the bowler finds it impossible to continue bowling with the same hand. The bowler may seek approval of the tournament director to continue with the opposite hand.

## **1.12 Use of Resin/powder**

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

## **1.13 Approaches must not be defaced**

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

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

## **1.14 Errors in scoring**

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

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

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

## **1.15 Re-racks**

- 1.15.1 In IBF sanctioned tournament the number of re-racks is limited to 2 per player in a game.

## Chapter 2 Ball specifications

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### 2.1 Introduction

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

### 2.2 Markings

- 2.2.1 Any bowling ball used in IBF sanctioned competition must have the product name as well as the manufacturers name and ball serial number clearly visible at all times for identification purposes.

### 2.3 Material

- 2.3.1 The ball shall be constructed of solid material (i.e. no liquids) without voids in its interior and be of a non-metallic composition except for minute reflective particles or flakes for decorative purposes, provided such particles or flakes are made a part of the ball at time of manufacture and are evenly distributed in a uniform pattern under a transparent shell of at least 1/4 inch (6.4 mm) in thickness. This material shall be so distributed as not to have any effect on the balance of the ball and the total amount of such material shall not exceed 1/2 ounce (14 g) per ball.
- 2.3.2 The introduction of metal or any other substance, which is not comparable to the original material used in manufacturing a bowling ball, is prohibited. Likewise, altering a bowling ball in any way so as to increase its weight or cause it to be off balance outside the specifications is prohibited.
- 2.3.3 No foreign material may be placed on the outer surface of the ball.
- 2.3.4 If a crack is located within the bowler's track area, it is not permitted for use. A crack is defined as a partial break or split, that appears on the surface of the ball, which is no more than 3" long or greater and/or 1/8" wide or greater.

### 2.4 Surface

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

- 2.4.3 If the surface friction of the ball is altered by sanding or polishing, the entire surface of the ball must be sanded or polished.

## 2.5 Altering surfaces

- 2.5.1 Any use of chemicals must be on the 'Acceptable list' as listed on IBF website; [www.IBF.org](http://www.IBF.org). A full, up to date list of these products is available at IBF website includes anything listed in the "Acceptable during certified competition" sections. It is not allowed to use anything listed in the "Products Containing Solids or Abrasives" section nor anything listed in the "Not acceptable at any time" sections. The ball must be wiped clean after any cleaning.
- 2.5.2 Bowling ball surfaces adjustments by hand are acceptable between games, provided they are done in the designated area and that the adjustment procedure does not delay the athlete's next run.
- 2.5.3 Altering the surface of the bowling ball, besides what is mentioned before, is allowed in a designated area only during the official practice session, during the practice session immediately preceding a competition, and between competition rounds.
- 2.5.4 Altering the surface of the bowling ball during a game is not allowed. If the surface is adjusted during a game the penalty is zero pinfall in that game

## 2.6 Cleaning

- 2.6.1 Cleaners may be used provided they do not affect the hardness of the ball, and they are totally removed from the ball before delivery.
- 2.6.2 Any ball cleaner, which does not conform to any of these provision, may not be used in IBF sanctioned competition.

## 2.7 Weight and size

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

## 2.8 Hardness

- 2.8.1 The surface hardness of bowling balls shall not be less than 72 duro meter D at room temperature (20 - 25 degrees C).
- 2.8.2 The use of chemicals, solvents or other methods to change the hardness of the surface of the ball after it is manufactured is prohibited.

## 2.9 Devices

- 2.9.1 Movable devices are not permitted in a ball except that a device for changing the finger span or the size of finger and thumb holes may be inserted, providing the device is locked in position during delivery and cannot be removed from the ball without destroying the device.

- 2.9.2 Removable devices shall be permitted, provided
- Such devices are used for changing the span, pitch or size of the gripping holes
  - Are constructed of a non-metallic material
  - Are locked in position during delivery
  - No device shall be employed for the purpose of adjusting the static balance of the ball
  - No voids shall be permitted under the device
  - Density not to exceed 1.5 grams per cubic centimeter

## **2.10 Mechanical aids**

- 2.10.1 A bowling ball must be delivered entirely by manual means and shall not incorporate any device either in the ball or affixed to it which is either detached at time of delivery or is a moving part in the ball during delivery, except that any person who's hand or major portion thereof has been amputated may use special equipment to aid in grasping and delivering the ball provided the special equipment is in lieu of the amputee's hand.

## **2.11 Plugs, designs and logos**

- 2.11.1 Plugs may be inserted for the purpose of re-drilling the ball.
- 2.11.2 Designs may be imbedded in the ball for guides, observation, or identification purposes, provided such designs are flush with the outer surface of the ball.
- 2.11.3 In all cases there shall be no interior voids.
- 2.11.4 Plugs and designs must be made of material similar to, although not exactly the same as the original material of which the ball was made, and shall otherwise comply with all other specifications for a bowling ball. Density not to exceed 1.5 grams per cubic centimeter.

## **2.12 Manufacturing specifications**

- 2.12.1 The manufacturing specifications such as size, roundness, hardness, radius of gyration, coefficient of restitution, coefficient of friction are stated in the USBC Equipment Specifications Manual.

## **2.13 Drilling specifications**

- 2.13.1 The following limitations, as specified, shall govern the drilling of holes in the ball.
- 2.13.2 Holes or indentations for gripping purposes shall not exceed five and shall be limited to one for each finger and one for the thumb, all for the same hand. The athlete is not required to use all finger holes in any specific delivery, but they must be able to demonstrate, with the same hand, that each gripping hole can be simultaneously used for gripping purposes.
- 2.13.3 Any thumb hole that is not used for gripping purposes during the delivery would be classified as a balance hole.
- 2.13.4 No more than one vent hole to each finger and/or thumb hole not to exceed 1/4 inch (6.4 mm) in diameter. (Including the surface opening).

- 2.13.5 One mill hole for inspection purposes not to exceed 5/8 inch (15.9 mm) in diameter and 1/8 inch (3.2 mm) in depth.

## **2.14 Balance**

- 2.14.1 The following tolerances shall be permissible in the balance of a bowling ball used in sanctioned competition.

- 2.14.2 Weight more than 10 pounds (4.53 kg) a) Not more than 3 ounces (85 grams) difference between the top half of the ball (gripping holes side) and the bottom half of the ball (side opposite the gripping holes).

- 2.14.3 For balls without a balance hole not more than 3 ounces (85 grams) between any two halves of the ball. A ball used without any gripping holes or indentations may not have more than 3 ounces (85 grams) of difference between any two halves of the ball.

- 2.14.4 Weight 10 pounds to 8 pounds (4.53 - 3.62 kg)

- Not more than two (2) ounces (57 g) difference between top half of the ball (finger hole side) and the bottom half (side opposite the finger holes)
- Not more than three quarters (3/4) ounce (21 g) difference between the sides to the right and left of the finger holes or between the sides in front and back of finger holes
- A ball drilled without a thumbhole may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball
- A ball drilled without any finger holes or indentations, may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball
- A ball used without any hole or indentations may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball.

- 2.14.5 Weight less than 8 pounds (3.62 kg)

- Not more than three quarters (3/4) ounces (21 g) difference between top half of the ball (finger hole side) and the bottom half (side opposite the finger holes)
- Not more than three quarters (3/4) ounce (21 g) difference between the sides to the right and left of the finger holes or between the sides in front and back of finger holes
- A ball drilled without a thumbhole may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball
- A ball drilled without any finger holes or indentations may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball
- A ball used without any hole or indentations may not have more than three quarters (3/4) ounce (21 g) difference between any two halves of the ball.

## **2.15 Specifications that may be measured at tournament sites**

- 2.15.1 At tournament sites the following specifications can be checked:

- Gross weight. Shall not exceed 16 pounds (7.25 kg).
- Holes or indentations for gripping purposes. Shall not exceed five.
- One hole for balance purposes is allowed. Shall not exceed 1•" in (31.8 mm) diameter.
- Vent holes to the finger and/or thumb holes are allowed. Shall not exceed •" in (6.4 mm) diameter.
- Static balance. Shall be within the tolerances as specified above.
- Ball hardness as specified above.

- 2.15.2 One mill hole for inspection purposes is allowed. Shall not exceed 5/8" in (15.9 mm) diameter and 1/8" in (3.2 mm) depth.

## Chapter 3 Lane specifications

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### 3.1 Introduction

- a. In this chapter only basic specifications are given. For detailed technical specifications and testing procedures reference is made to the USBC Equipment Specifications Manual.
- b. The IBF Executive Board is authorized to take final action on all provisions contained in this chapter.
- c. In the following specifications metric dimensions are stated within brackets for reference only. In case of a dispute the imperial dimensions prevail. The following conversion factors apply
  - 1 inch = 25.4 mm
  - 1 foot = 12 inches = 304.8 mm
  - 1 pound = 0.453 kg
  - 1 ounce = 28.349 g

### 3.2 Construction

- 3.2.1 A regulation bowling lane, including flat gutters, kickbacks and approach, must be constructed of wood and/or synthetic materials
- 3.2.2 The material must have been tested according to, established procedures for the specified time period and approved.

### 3.3 Approach

- 3.3.1 Extending from and exclusive of the foul line there shall be unobstructed level approach not less than 15 feet (4 572 mm) in length and free from depressions exceeding  $\frac{1}{4}$  inch (6,4 mm).
- 3.3.2 The approach must not be less in width than the lane.

### 3.4 Foul line and detective device

- 3.4.1 The foul line shall not be less than  $\frac{3}{8}$  inch (9,5 mm) nor more than 1 inch (25,4 mm) in width and must be distinctly marked upon or embedded between the lane and the approach. It shall minimum be of the same width as the lane.
- 3.4.2 It may be required that the foul line be plainly marked on the walls, posts, division boards or any point on a line with the regular foul line.
- 3.4.3 Each certified bowling center must have a foul detecting device in operation or a foul judge stand conveniently located directly on a line with or immediately beyond the foul line so that the foul judge may have an unobstructed view of all foul lines.

### 3.5 Length and width

- 3.5.1 The overall length of a regulation lane, including the pin deck has a reference dimension of 62 feet 10  $\frac{3}{16}$  inches (19 156 mm), measured from the lane side of the foul line to the rear end of the pin deck (not including the tail plank).

- 3.5.2 It must be 60 feet plus/minus  $\frac{1}{2}$  inch (18 288 +/-13 mm), from the lane side of the foul line to the center of the No.1 pin spot.
- 3.5.3 It must be 34  $\frac{3}{16}$  inches plus/minus  $\frac{1}{16}$  inch (868.5 +/-1,5 mm), from the center of the No.1 pin spot to the rear edge of the pin deck (not including the tail plank).
- 3.5.4 The lane shall be 41  $\frac{1}{2}$  inches plus/minus  $\frac{1}{2}$  inch (1 054 +/- 12.7 mm) wide.

### 3.6 Surface

- 3.6.1 The surface must be free of all continuous grooves or ridges. There shall be no depressions or crown in excess of 0,040 inch (1 mm) on the surface of the lane over a 42 inch (1 067 mm) span. There shall be no crosswise tilt in excess of 0,040 inch (1 mm) over the width of the lane.
- 3.6.2 The same lane finishing coating shall be applied from edge board to edge board. The coefficient of friction of all lane surfaces shall not exceed .29 when measured with an approved device.
- 3.6.3 All bowling lane finish coatings as well as all synthetic lane surfaces must be submitted for laboratory testing of coefficient of friction before use in sanctioned competition.

### 3.7 Markings or design

- 3.7.1 Markings or designs on the lane and approaches shall be permitted in accordance with the specifications as specified in this chapter.
- 3.7.2 Measured from the foul line, a maximum of 7 guides may be embedded in or stamped on the approach at each of the following points: 2-6 inches (51-152 mm); 9-10 feet (2 743- 3 048 mm); 11-12 feet (3 353-3 658 mm); 14-15 feet (4 267-4 572 mm). Each series of guides shall be parallel to the foul line and each guide shall be uniform, circular in shape, and shall not exceed  $\frac{1}{2}$  inch (19 mm) in diameter.
- 3.7.3 At a point 6-8 feet (1 828 – 2 438 mm) beyond the foul line and parallel thereto, there may be embedded. in or stamped on the lane a maximum of 10 guides. Each guide shall be uniform, circular in shape and shall not exceed  $\frac{1}{2}$  inch (19 mm) in diameter.
- 3.7.4 At a point 12-16 feet (3 658-4 877 mm) beyond the foul line, there may be embedded in or stamped on the lane a maximum of 7 targets. Each of the targets shall be uniform and may consist of one or more dowels, darts, diamonds, triangular or rectangular designs. The overall surface covered by each target shall not be more than 1 $\frac{1}{2}$  inches (31,8 mm) in width and 6 inches (152,4 mm) in length. Each target must be equidistant from one another and set in a uniform pattern.
- 3.7.5 At a point 33-44 feet beyond the foul line, there may be a maximum of four targets. Each target must be uniform in appearance and shall not be wider than a single board or longer than 36 inches.
- 3.7.6 Embedded markings or designs shall be of wood, fiber or plastic, and shall be flush and level with the surface of the lanes approaches. When the markings are stamped on, they shall be applied to the bare wood and then be covered with lacquer or similar transparent



material generally used in resurfacing. All such installations in any one establishment shall be uniform as to design and measurement and at least on natural pairs of lanes.

- 3.7.7 For IBF Championships there shall be a reference marking placed on each side of the approach at distances of both 12 and 15 feet (3 658 and 4 572 mm) from the foul line respectively

### **3.8 Pit area**

- 3.8.1 Detailed specifications related to the Pin Deck, Gutters, Kickbacks, Rear Cushion and Pit are found in the USBC Equipment Specifications Manual.

### **3.9 Pin setting device**

- 3.9.1 All automatic pin setting devices must be tested and approved in accordance with established procedures.
- 3.9.2 They must be designed to operate under all situations normally arising in sanctioned competitions.

### **3.10 Lane condition requirements**

- 3.10.1 The following lane conditioning requirements shall apply to all competition conducted or approved by IBF.
- 3.10.2 The same type/brand of dressing shall be used across the entire width and length of the dressed portion of the lane, and the same product shall apply to all lanes used in competition. Following any application, in the dressed portion of the lane (including any buffed portion); there shall be dressing at all points on the lane surface. As guidelines the crosswise ratio of oil should be 2.5:1, and the lengthwise ratio should be tapered.
- ~~3.10.3~~ The minimum and maximum dressing distances, including the buffed portion, shall neither be less than 33 feet (10 058 mm) nor more than 47 feet (14 326 mm). This rule should not be interpreted to mean that 33 or 47 feet are recommended distances. Any distance between 33 feet and 47 feet may be used to dress the lanes. ~~All championship tournaments shall use patterns and lane dressing procedures as noted in section 4.6.~~

## Chapter 4 Pin specifications

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### 4.1 Introduction

- 4.1.1 In this chapter only basic specifications are given. For detailed technical specifications and testing procedures reference is made to the USBC Equipment Specifications Manual.
- 4.1.2 The IBF Executive Board is authorized to take final action on all provisions contained in this chapter

### 4.2 Material

- 4.2.1 Approved wooden pins shall be made of new, sound, hard maple.
- 4.2.2 Each pin may be constructed of one, or laminated of two or more pieces, provided the pins meet with specifications herein.
- 4.2.3 Pins constructed of material other than hard maple may be used in IBF sanctioned competition provided they comply with the technical specifications and have been laboratory tested and approved.

### 4.3 Weight

- 4.3.1 Pins constructed of material other than hard maple may be used in IBF sanctioned competition provided they comply with the technical specifications and have been laboratory tested and approved. 10.3.2. Non wood (synthetic) pin will set its own weight limit at time of testing. The weight range may not exceed a total of 2 ounces from minimum to maximum and any pin out of its approved weight range is unacceptable for World Bowling sanctioned competition.

### 4.4 Finish

- 4.4.1 Single piece or laminated tenpins shall be finished with regularly accepted wood finishes and this coating shall be transparent (clear) and/or white pigmented with the exception of neck markings, identifying symbols or names. Regular wood finishes of four thousandths (0.004) inch film thickness are acceptable.
- 4.4.2 Pins used in IBF competition shall only bear the name and trademark of the original manufacturer or distributor and be marked "USBC Approved".
- 4.4.3 Except for reasonable wear, neck markings and color, the pins in each set must be uniform in appearance including finish and labels.
- 4.4.4 In sanctioned tournaments it is permissible to use colored pins, provided they are uniform within the whole set.

### 4.5 Design and measurement

- 4.5.1 The height of each pin shall be 15 inches, plus /minus 1/32 inch (380 - 382 mm).

- 4.5.2 The biggest diameter is 4.755 - 4.797 inches (121 – 122 mm) at 4.5 inches (114 mm) above the base.
- 4.5.3 The top of the pin shall have a uniform arc with a radius of 1.273 inches, plus/minus 1/32 inch (31.5 – 33 mm).
- 4.5.4 Base attachments must be approved and manufactured in accordance with the specifications established in the USBC Equipment Specification Manual

## **4.6 Maintenance of pins**

- 4.6.1 The use of steel wool or sandpaper to remove dirt and surface splinters, the application of supplementary finish and/or the patching of plastic coated pins are permissible preservative measures providing these practices conform to the procedures outlined in the USBC Equipment Specification Manual.
- 4.6.2 At no time may a pin be painted or any supplemental finish be applied that has not been evaluated and approved.

## Chapter 5 Glossary

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### **IBF**

The International Bowling Federation represents member federations and bowlers from across the world. At the heart of what we do, uniting us all, is our mission to connect the world with the greatness of bowling.

Connecting further, faster, for all. Ninepin, Tenpin, academy, para, male, female, young, old; whoever you are, wherever you come from, our sport crosses cultures. Truly inclusive, united by a passion for bowling, we bring the world closer together by innovating our sport with technology and data.

Championing the best of bowling. Guardians of our sport, we show bowling at its best. By removing the complexity and barriers to play, without compromising the integrity of our sport.

IBF is the International governing body for the sport of Tenpin, Ninepin and Para Bowling representing five continental zones and 114 member federations.

IBF was recognised by the International Olympic Committee (IOC) in 1979 as the world governing body for the sport of Bowling and by the International Paralympic Committee (IPC) in 2019 for Para Bowling.

### **Gender**

The masculine gender used in relation to any physical person (for example, name such as member, official, participant, competitor, athlete, player, referee, member of a jury, or pronouns such as he, they, them) shall, unless there is a specific provision to the contrary, be understood as including the feminine gender.