



# **IBSA Ninepin Bowling Rulebook**

**2020 - 2024**

## **1 GENERALLY**

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### **1.1 Conception of the rules**

These rules for blind and visually impaired players are a set of regulations by which IBSA's Technical Committee determine:

- types of competitions and event,
- technical rules of playing,
- duties and the rights of the participants,
- conditions for the organizers.

All competitions organized by IBSA members must be run according to these rules.

These regulations of sport are based upon the unwritten law of fairness of sport. They are to interpret and to apply with this in mind.

### **1.2 Validity of the rules**

These rules are valid for the period from 2020 until 2024.

### **1.3 Interpretation**

Interpretation, changes and amendments to the rules shall be at the discretion of the IBSA Technical Department and the Ninepin Bowling Subcommittee.

The IBSA Ninepin Bowling Subcommittee shall deal with all questions regarding interpretation or amendment of these rules. IBSA's member organizations may present their comments on these rules to the IBSA Ninepin Bowling Subcommittee. This Committee shall consider all relevant comments during each championship.

## **2 EVENT CATEGORIES**

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IBSA runs championships in the following events:

- European Championships

## **3 HEALTH EVALUATION**

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All athletes in IBSA competitions must be registered in one of the following categories: B1, B2 and B3.

The athletes are classified according to the IBSA Classification Rules and Regulations.

## **4 NINEPIN BOWLING ALLEY AND TECHNICAL EQUIPMENT**

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### **4.1 Ninepin Bowling Alley**

The competitions may be carried out in ninepin bowling alley with 4, 6 or 8 tracks which:

- fulfill the Technical Regulation of WNBA (Version 2.0, 01.05.2010),

- were checked by the responsible checking commission or a competent checking person.

According to the findings of the technical examination, every ninepin bowling alley is assigned a class by its parent organization, as follows:

R Class	Tracks for IBSA championship competitions.
I. Class	Tracks for IBSA championship competitions.
II. Class	Tracks for other IBSA competitions, international matches and club matches.

## **4.2 Rooms and areas**

The sport facilities must be equipped with:

- spectators area,
- dressing rooms,
- wash rooms and shower rooms,
- sanitary facility,
- place for „First AID" or a sanitary room,
- place for correspondence,
- area for technical personal.

## **5 COMPETITION**

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### **5.1 Number of participants**

Each nation can participate with the 4 athletes in each category. The number is the same for the male and for the female athletes.

### **5.2 Events**

#### **5.2.1 Team competition**

##### ***5.2.1.1 Male Teams***

The team consists of 6 male athletes (2 B1, 2 B2, 2 B3).

Each athlete plays 120 throws and all the results (6 x 120 throws) are summed.

In the case of the same result of two or more teams the final order will be made by the following criteria:

1. Common results from the athletes class B1 (2 x 120 throws)
2. Common results from the athletes class B2 (2 x 120 throws)

Team should have 2 substitutes in each category, that means 2 B1, 2 B2, 2 B3. The substitute plays further to the result of the replaced athlete.

##### ***5.2.1.2 Female Teams***

The team consists from 3 female athletes (1 B1, 1 B2, 1 B3)

Each athlete plays 120 throws and all the results (3 x 120 throws) are summed.

In the case of the same result of two or more teams the final order will be made by the following criteria:

1. Result from the athlete class B1 (1 x 120 throws)
2. Result from the athlete class B2 (1 x 120 throws)

Team has 1 substitute in each category, that means 1 B1, 1 B2, 1 B3. The substitute plays further to the result of the replaced athlete.

The schedule for the team competition is done according to the ranking of the previous competition (EC).

### **5.2.2 Combination**

The athletes (male and female) play Qualification (120 throws) and Final (120 throws), together 240 throws.

The Finals are played by the best athletes of the team competition and the qualification (for those athletes that don't play for the team) according to the following system:

- up to 8 participants 4 finalists
- from 9 until 13 participants 6 finalists
- from 14 until 20 participants – 8 finalists
- 21 and more participants – 12 finalists

In the case of the cancelation of one athlete that qualified for the final, the next athlete can play in the final – according to the result (for example places 5, 7, 9 or 13).

If two or more athletes achieve the same score, the final order will be made by the following criteria: most 9s, less fault throws, most 8s, and so on. Those criteria apply for the 240 throws (2 x 120 throws).

### **5.2.3 Single classic**

Single classic (male and female) is played by the athletes that play in final. For the final ranking count the results in the final – 120 throws.

If two or more athletes achieve the same score, the final order will be made by the same criteria as for combination. (See section 5.2.2)

### **5.2.4 Mix Tandem**

Each nation can participate with 2 mix tandems in each category, together with six 6 mix tandems. In the mix tandem competition no substitute is possible.

#### **5.2.4.1 Numbers of throws**

The number of throws is 40 – 20 on one set (on one track).

B1 and B2 mix tandems play according to the following rules:

- 10 throws female athlete and 10 throws male athlete on one track,

- 10 throws female athlete and 10 throws male athlete on the second, neighboring track.

B3 mix tandems – the athletes play the system throw/throw – the female athlete starts and after the throw take another ball and give it to the male athlete and then the male athlete throws and gives the next ball to the female athlete and so on.

#### **5.2.4.2      *Warming up throws***

B1 and B2 – the female athlete has 2 warming up throws at the beginning and the male athlete has 2 warming up throws before he starts (after the 10 throws of the female athlete).

That applies for both sets.

B3 – they have 10 throws only on the starting tracks (5 female and 5 male – system throw/throw).

#### **5.2.4.3      *System of playing***

The competition is played by the elimination system.

More than 8 mix tandems in one category – all mix tandems play for the ranking.

The number of throws is 40 (20 on each track – 10 male and 10 female athlete).

After the 40 throws the best 8 mix tandems play the quarter-finals according to the following system: 1.:8., 2.:7., 3.:6., 4.:5.

The winner of the duel goes in to the next round (semi-finals) and the defeated one is out of game.

8 or less mix tandems in one category

8 mix tandems – the ranking is made by the draw and the mix tandems play the quarter-finals according to the following system: 1.:8., 2.:7., 3.:6., 4.:5.

7 mix tandems – the ranking is made by the draw. One mix tandem plays without the opponent. That mix tandem automatically wins but the athletes have to play. The mix tandems play the quarter-finals according to the following system: 1:8, 2:7, 3:6, 4:5.

6 mix tandems – all 6 mix tandems play for the ranking (2 x 20 throws) and the best 4 play directly in the semi-finals according to the following system: 1:4, 2:3.

5 mix tandems – all 5 mix tandems play for the ranking and the best 4 play directly in the semi-finals according to the following system: 1:4, 2:3.

4 Mix Tandems in one category – the ranking is made by the draw for the semi-finals and it is played according to the following system: 1:4, 2:3.

Less than 4 mix tandems – the category is not played.

All draws are made on the technical meeting.

#### **5.2.4.4 Scoring**

The mix tandem with more pins on 20 throws wins 1 point.

In the case of the same results on 20 throws the winner is that tandem which has most 9s, less faults, most 8s, and so on.

If the result is 1:1 after two sets, two additional throws are played – sudden victory (one male and one female player). That system runs until the winner is known, the players stay on one track (no track changing).

## **6 ATHLETES IN THE PLAYING AREA**

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The playing area is the enclosed area, which is marked with limitation line.

### **6.1 B1 athletes**

They are obligated to play with a guide, who helps them to feel the playing surface, and hand over the balls, in order to prevent accidents caused by incoming balls.

They must play from the spot using both hands standing with the legs apart or using one hand standing with the legs together.

The athletes have the right to place the ball on the throwing board before the throw, as well as touch the playing area with their hands.

The athletes are obligated to play with the eyeshades that must not let in any light. The athletes are obligated to wear eye pads as well (exceptions are athletes with eye prosthesis).

### **6.2 B2 athletes**

They are obligated to play with a guide who hands over the balls and helps with the marking.

They can play from the spot using both hands or with one hand making two steps. On the first step the ball must leave the hand and the second step is for the keeping balance. Direction or length of that step is not limited but it must be in the playing area.

### **6.3 B3 athletes**

They may play from the spot or with the run without guide's help.

## **7 COACHES AND ASSISTENTS/GUIDES**

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### **7.1 Coaches**

Each athlete should play with a coach who sits behind the track during the game. The person who sits behind can be also an assistant trainer or athlete but must be a member of the official delegation.

Coach has to seat behind the athlete through entire game. Changes are possible only after every 30 throws but they have to be announced to the referee.

Coach is responsible for the communication with the referees if it is necessary.

Coach can enter the playing area with the permission of the referee.

## **7.2 Assistants/Guides**

B1 and B2 athletes the right to play with a guide (assistant trainer). The role of the guide can be filled by anyone who is capable of helping the athlete to overcome his handicap, and can ensure the athlete's safety during the competition.

The guide can be also an athlete (class B2 or B3) but he/she has to respect the same rules as all other none visually impaired guides.

The guide prepares the athlete's throwing position relative to the pins. The guide hands over the balls to the athlete but is allowed to take only one ball at the same time.

The guide should not be in the physical contact with the athlete in the moment of the throws. He should be behind the athlete until he throws the ball.

The guide informs the athlete about the direction and quality of the throw, but must be careful not to disturb other athletes.

The guide may place the markings on the throwing area, and must remove these when leaving the track (residue-free).

For any mistake of guide the athlete can be punished.

The guide can be replaced during the game if it is necessary but it must be announced to the head referee.

## **8 CLOTHING AND STARTING NUMBERS**

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### **8.1 Clothing**

All athletes must wear their team uniform during the competition. The uniform must consist of a shirt or sweatshirt with the team/national logo, shorts and trainers. Women may wear skirts. The athletes should wear longer sports trousers (sweatpants, tights) but they have to announce that decision to the head referee before the game starts.

Coaches and guides must wear the team dress whilst guiding athletes.

### **8.2 Starting numbers**

All athletes get the starting numbers and they have to be fixed on the back side of the sport shirt. Those numbers and sports uniform as well have to be checked by the head referee at least 30 min before game starts.

Too late check by the head referee will be punished with the non-permission to compete.

## **9 RULES OF PLAY**

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### **9.1 The playing time**

Athletes must keep to the time limit of 15 minutes for 30 throws. Each track should be provided with a chronometer to apply the limit. Technical breakdowns are not included in the time limit.

If athlete does not keep the time limit, only the points achieved within the limit are scored. This rule should also be applied to competitors who start late.

### **9.2 Marking**

Athletes in all categories can use the removable contrast signs (not wider than 3 cm) which can be put on the throwing board. It is not allowed to put contrast signs over the top on the throwing board

### **9.3 Training throws**

Category B1 – athletes have 3 training throws on each track. That should not take longer than 3 minutes.

Category B2 and B3 – athletes have 10 training throws on the beginning track.

Exception is Mix tandem (see section 5.2.4.2).

### **9.4 Changing the tracks**

4 tracks alley (1-2-4-3, 2-1-3-4, 3-4-2-1, 4-3-1-2)

6 tracks alley (1-2-4-3, 2-1-3-4, 3-4-2-1, 4-3-1-2, 5-6-2-1, 6-5-1-2)

8 tracks alley (1-2-4-3, 2-1-3-4, 3-4-2-1, 4-3-1-2, 5-6-8-7, 6-5-7-8, 7-8-6-5, 8-7-5-6)

### **9.5 The beginning and the end of play**

The play begins with the referee's signal to start the game. It ends with the referee's signal to leave the playing area.

### **9.6 Presentation of the players**

The presentation takes place before the warm up time or during the warm up time.

### **9.7 Knocking down pins**

To be properly knocked down, pins must be:

- knocked down directly by the ball,
- knocked down by another skittle,
- pins registered by the light indicator of the automatic skittle standing equipment (ASSE).

Pins knocked down as the ball bounces off the rear reflecting wall are not counted as valid. If the ball hits the side mantle, the throw is counted, but any points earned are not - this is registered by a (-) in the records.

If the ball does not knock down any pins, this is registered by a (-) in the records.

## **9.8 Faults**

Athletes are allowed to make 2 faults on 60 throws, which means 4 faults on 120 throws.

Mix tandems are allowed to make 1 fault on 20 throws, which means 2 faults on 40 throws (including the sudden victory throws).

The following instances are considered "faults":

- athlete throws the ball out of the throwing area,
- athlete touches the throwing area with any part of the body,
- athlete leaves the ball on the floor of the playing area,
- athlete leaves the playing area without the approval of the judge,
- athlete disturbs other athlete whilst they are throwing.

The following instances are exceptions:

- throwing when the ASSE does not show a ready signal, except if this throw is considered to be a protest or misbehavior,
- athlete may put signs on the throwing area,
- when the athlete leaves the track,
- athlete drops the ball but it is caught by the guide before it leaves the playing area,
- "overstepping" is only considered as one fault, regardless of the number of times the athlete does it within each game.

For the first and second faults, the referee shows the yellow card with a detailed voice warning – in the records he circles the throw in red. The points for these throws are still counted.

For the third and all following faults, the referee shows the yellow/red card and crosses out the record of the throw in red. These points are annulled.

## **9.9 Repeating the throws**

Throws may be repeated under the following circumstances:

- returning ball falls from the rails on the track during the throw,
- object on the track changes the direction of the thrown ball,
- ASSE signals are ready and a pins falls down either before the ball reaches the pins or shortly before the athlete throws, leaving him no time to react,
- somebody steps into the track and changes the direction of the thrown ball,
- light fails in the bowling alley,
- ASSE fails,
- other serious circumstances.

## **9.10 Entering and leaving the playing area**

During each 30 throw section of the event, the athletes may not leave the playing area or they will be penalized in the same way as for overstep.

If the play is interrupted for a long period of time, the referee may allow the athletes to leave the playing area

Only athletes, guides and the referees are allowed to be in the playing area. Coaches, deputy coaches and technical assistants are only allowed to be in the playing area with the referee's approval.

### **9.11 Annulled entries**

The referee is obliged to enter a zero into the records if any of the following occur before the athlete throws the ball:

- athlete slides, lies down or sits on the playing surface,
- athlete sits on the ball store,
- rough and unsporting behavior.

Referee should first show the yellow/red card, give a brief explanation and then cross the respective record window with red ink.

### **9.12 Disqualification of the player**

The referee may disqualify an athlete for the following reasons:

- a repeated offence for which a yellow card has already been given,
- rough and unsporting behavior.

The referee shows the athlete the red card removes the athlete's registration card and together with a written report of the fault, sends these to the competition committee. The athlete may be replaced, as long as there were no earlier substitutions.

The red card can be also shown to the coaches or assistants/guides in the case of rough and unsporting behavior.

### **9.13 Failure of the ASSE**

In the case of an ASSE failure on one track, all other athletes finish their part of the event. Should the failure last longer than 20 minutes, the athlete has the right to throw three training throws (with or without standing pins). The athlete then resumes the event from where it was interrupted and finishes the game. The referee may allow other athletes to leave the playing area. In this case, the other athletes may take three practice throws, together with the last three of the last athlete, on the tracks where they played before.

## **10 REGISTRATION OF RECORDS**

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Records in IBSA competitions are registered in these events and categories:

- 2 x 120 throws B1, B2 and B3 for male and female
- 1 x 120 throws B1, B2 and B3 for male and female
- Mixed tandem (1 x 40 throws) B1, B2, B3
- Female teams (3 x 120)
- Male teams (6 x 120)

Records must be attained under these conditions:

- During an official IBSA competition
- Under the supervision of an IBSA Technical Delegate

- The original list of throws must be signed by the head referee
- The balls, pins and pin picking machine must be checked by the referee
- The record announcement is made by the organizer of the event
- Records are registered by the IBSA Ninepin bowling Chairperson

## **11 ORGANIZER**

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The organizers of the competition are elected one year in advance on the Technical Meeting of the EC. The organizer must be confirmed by the IBSA.

The organizer should provide:

- An appropriate accommodation for all teams.
- Enough stuff for the organization, in the agreement with the IBSA Technical delegate or Director of the competition.
- Sound system for the opening, closing and medal ceremonies.
- Meeting room for the technical meeting (it should be in the hotel).
- Room for the medical classification.

### **11.1 Opening ceremony**

The following flags have to be hang up:

- the flags of participating nations,
- the IBSA flag,
- national flag of head referee.

Some speeches should be delivered by individuals. That decision is made by organizing committee of the competition.

The vows should be delivered:

- by the athlete from the organizing country,
- by the head referee of the competition.

The organizer should provide a translator in the English language.

At the opening ceremony the national anthem of the hosting country has to be played.

### **11.2 Closing ceremony**

Some speeches should be delivered by individuals. That decision is made by organizing committee of the competition.

The organizer of the next competition should be announced.

At the end of the closing ceremony the national anthem of the hosting country has to be played.

### **11.3 Medal ceremony**

There can be one or two medal ceremonies, depending on the schedule of the competition.

The organizer should provide the place for the medal ceremony.

### **11.3.1 Medals and cups**

The organizer is obligated to award the three best players or team in each category with the medals, cups and the diplomas according to the following rules.

Team competition Man

15 sets of medals and 1 set of cups

Team competition Woman

10 sets of medals and 1 set of cups

Mix Tandem

Category B1 – 2 sets of medals and 2 sets of diplomas (for the guides or coaches)

Category B2 – 2 sets of medals and 2 sets of diplomas (for the guides or coaches)

Category B3 – 2 sets of medals and 2 sets of diplomas (for the guides or coaches)

Single classic Man

Category B1 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B2 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B3 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Single classic Woman

Category B1 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B2 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B3 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Combination Man

Category B1 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B2 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B3 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Combination Woman

Category B1 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B2 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

Category B3 – 1 set of medals and 1 sets of diplomas (for the guides or coaches)

The organizer can replace the diplomas with the medals.

## **12 TECHNICAL MEETING**

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The Technical Meeting is organized on the evening before the competition starts.

On the Technical meeting have to be done:

- draws,
- final schedule,
- eventual changes,
- providing the important information.

Maximal 2 representatives from each country can participate on the Technical meeting.

### **13 PROTEST**

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The protest must be brought in by the team leader or coach of the concerning athlete to head referee not later than 30 minutes after the game.

The protest will be dealt only if the protest fee (50 Euro) is paid at the same time. By acknowledge of the protest the protest fee will be refund.

### **14 ALCOHOL AND SMOKING PROHIBITION**

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Selling and consuming alcohol during the competition in the ninepin bowling venue and the spectator's area is strictly prohibited.

Ninepin bowling alley and spectator's area is no smoking area.

### **15 COMPETITION COMMITTEE**

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All protest or other unclear situation concerning the tournament will be dealt with a competition committee, whose decision is final. The committee will consist of the three members:

- Head referee of the competition,
- IBSA delegate,
- Representative of the organizer.

The competition committee will be appointed on the Technical meeting.