

CANADIAN 5 PIN BOWLERS' ASSOCIATION



OFFICIAL RULES AND REGULATIONS GOVERNING THE SPORT OF 5 PIN BOWLING

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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 the Tournament Director.***

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 and a copy to the Canadian 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!

! NOTES !

SECTION "A"

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 A Rule 5(b)*) and crosses the foul line into the playing area.
- (b) Except as set out in Section A - 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.
- PENALTY: Bowler may be subject to suspension (*See also Section C - 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 A - 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 A - Rule 9 and Section A - Rule 11(j).)

RULE 5 - MECHANICAL AIDS (Use of)

- (a) Subject to Rule 5 herein, 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) Subject to the rules herein, 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:
 - 1) 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;
 - 2) A description or drawing and/or model of the said device is furnished to the Provincial 5 Pin Bowlers' Association for examination;
 - 3) 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;
 - 4) 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;
 - 5) 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.

- (a) 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.
- (b) 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, shall be declared an Out of Bounds ball (see *Section B - Rule 16*).
- (b) Pins knocked down by an Out of Bounds ball shall not count (see *Section A - 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 B - 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:
 - (1) The ball clears (*goes over top of*) or hits and clears a C5PBA approved "Lane Protection Device" (see *Section B - Rule 18*).
 - (2) The ball knocks a C5PBA approved "Lane Protection Device" out of bracket, or hits it requiring the "Lane Protection Device" to be repositioned.
 - (3) 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:
 - 1) 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. A pin is defined to include both a pin and a band.
 - 2) 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).

- 3) 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.
 - 4) 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).
 - 5) When a legally delivered ball comes in contact with a foreign obstacle, which must be identifiable. *Note - A foreign obstacle does not include C5PBA approved "Lane Protection Devices".*
 - 6) 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.
 - 7) If, as the bowler is delivering a ball and before the ball hits the pins, attention is called to the fact that one or more pin-bands were missing from a pin(s) or that the pin-band was not properly in place on the bowling pin. The bowler has the choice of accepting the pinfall or declaring the ball dead.
 - 8) When a bowler(s) bowls out of turn or on the wrong lane (see *Section A - 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 A - 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) 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.

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.

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 A - 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) On freefall machines, 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. 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 A - Rule 9*).
 - (j) knocks such device out of bracket (*see Section A - Rule 9*).
 - (k) hits such device requiring it to be repositioned (*see Section A - Rule 9*).
- (k) WHEN BOWLING ON LANES WITH STRING PINSETTING MACHINES:
- 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:
 - 1) When any pin is knocked down or displaced by an "Out of Bounds" ball.
 - 2) When a ball rebounds from a rear (*pit*) curtain or cushion and knocks down any pin.
 - 3) When any standing pin falls after being touched by a mechanical or human pin-setter. (*see Section A - Rule 10 (a-2)*).
 - 4) When a "Lost Ball" bowls down any pin (*see Section A - Rule 9*).
 - 5) 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.

- 6) 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.

7) ***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.

8) ***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.

9) ***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 A - 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 foreign object originating from the bowler's person, 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 A - 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 B - 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 - PERSONAL 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: 1ST 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.

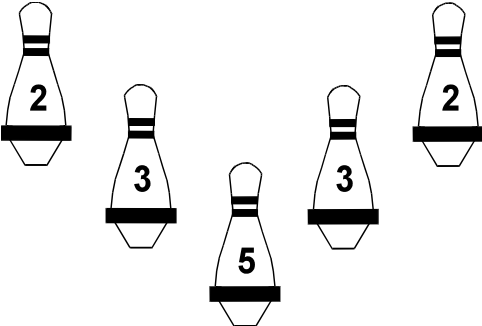
2nd OFFENCE - Removal of bowler from competition. Bowler shall count their score, up to and including the frame and ball in which the bowler was removed. The bowler shall be reported, in writing, to the Provincial Association by the League President or Tournament Director and so recorded by the Provincial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

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

SECTION "B"
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)

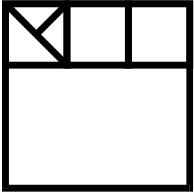
- (a) Score shall be defined as the accumulated point value of pins bowled down by legally delivered balls during the course of a game.

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 "X" 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*)

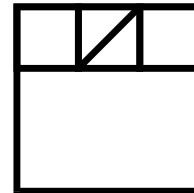
- (a) When a bowler bowls three strikes in succession, within a game, the bowler shall have scored a "triple".
- (b) In scoring three successive strikes, the bowler shall be credited with 45 points in the frame where the first strike was bowled.

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.



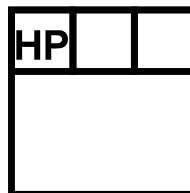
- (b) A Spare is designated on the score-sheet by a "/" symbol in the second small square (*see diagram*) of the frame in which the spare was made. This symbol (*or mark*) represents 15 points. The count in each frame where a spare has been made must be left blank until the bowler completes his/her first 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.

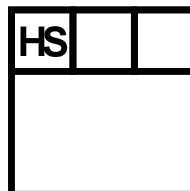
RULE 10 - HEAD-PIN (*Definition & Scoring of*)

- (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*).



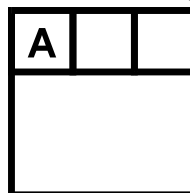
RULE 11 - HEADPIN SPLIT (*Definition & Scoring of*)

- (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*).



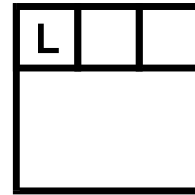
RULE 12 - ACES (*Definition & Scoring of*)

- (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*).

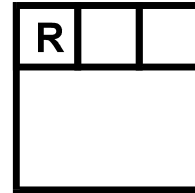


RULE 13 - CORNER PIN (Definition & Scoring of)

- (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.

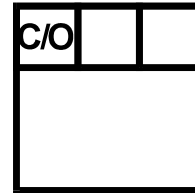


- (b) A corner pin shall be designated on the scoresheet by placing the symbol "R" (for right corner pin) or "L" (for left corner pin) in the first small square (see diagram) of the frame where the Corner Pin has occurred. This symbol represents a point value of thirteen (13).



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

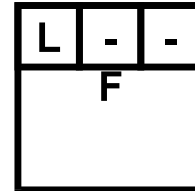
- (a) A Chop-Off shall be defined as the set-up of pins which remain standing after the first legally delivered ball of a frame, when the headpin, 3 Pin and 2 Pin on the **same** side of the lane have been bowled down thereby leaving the 3 Pin and 2 Pin standing on the opposite side of the lane.



- (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).

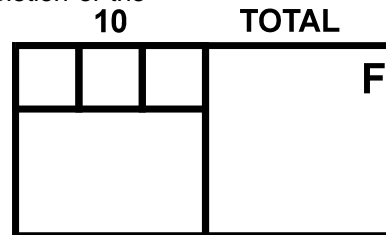
RULE 15 - FOUL (Scoring of)

- (a) When a Foul has been committed (see Section A - 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.



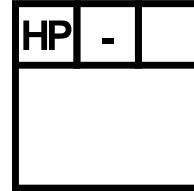
- (b) This symbol represents a deduction of 15 points from the total game score upon completion of the game.

- (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.



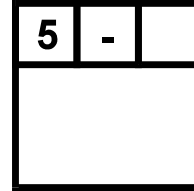
RULE 16 - OUT OF BOUNDS BALL (Definition & Scoring of)

- (a) Any legally delivered ball which enters the left or right channel shall be called an Out of Bounds ball (see *Section A - Rule 7*).
- (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).



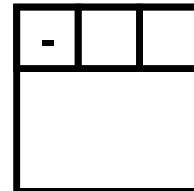
RULE 17 - MISSED SHOT (Definition & Scoring of)

- (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 A - Rule 8*).
- (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 A - 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 A - 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).



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

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 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 "X" 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 "X" 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.

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

EIGHTH FRAME

ON THE FIRST DELIVERY, a STRIKE is rolled again. Another strike symbol "X" 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 points (for the strike) + 8 points (for the first bonus ball) + 5 points (for the second bonus ball) = 28 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 "CO" 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!

! NOTES !



SECTION "C"

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.

PENALTY: 1ST OFFENCE - A League or Tournament Official will issue a WARNING to the bowler

and his/her team captain or coach, that further infringement of any of the aforementioned provisions, will result in the removal of the bowler from further competition.

2ND OFFENCE - Removal of bowler from further competition. Bowler shall count the score up to and including the frame which the bowler was removed. Bowler shall be reported, in writing, to the Provincial Association by the League President or Tournament Director and so recorded by the Provincial Association as a first time offender. *NOTE - In most circumstances, competition is defined as the remainder of the current game and remaining game(s) in the series (See Section B - Rule 4) being bowled.*

REPEATING 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.

Repeating 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 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 8 - 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 9 - 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 reasons therefor.
- (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 10 - 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 11 - 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 12 - 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 13 - 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 14 - 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 "D" 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.
- (b)

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.
- (b)

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 50 or more games. All others shall use their highest year-end average from another league from the previous season, based on a minimum of 50 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 50 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 (50 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 (50 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.

SECTION "E"

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 "F" OFFICIAL LEAGUE RULES

RULE 1 - LEAGUE (*Definition & Qualifications of*)

- (a) Any league consisting of four(4) or more teams **OR** singles leagues consisting of 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.
- (b) All games of 5 Pin Bowling, to be considered official in League Play, must actually be bowled and conducted in strict compliance with the following league playing rules:
 - i) Such league if sanctioned, shall bowl its schedule regularly as may be decided by its members. Such schedule can be divided into segments (*halves, thirds, quarters*) with an equal number of games being bowled in each segment, unless there is an uneven number of weeks in the schedule, in which case the extra games shall be placed in the last segment of the schedule. Position matches may also be included in the schedule.
 - ii) Such league shall at all times, foster the spirit of good fellowship and sociability among its members and associated leagues.
 - iii) Such league shall provide for the designation of an annual team and individual champion by the games bowled under its auspices.
 - iv) Three (3) consecutive games shall be played by each team every time the league is scheduled to bowl, unless otherwise decided by the League Executive. This Executive must also determine the manner in which all league games shall be decided.

NOTE - Leagues generally decide to award games on basis of games won and lost or according to a point system i.e. - in a four point system, one point is awarded to the winning team for each game bowled, and one extra point going to the team recording the greatest total number of pins for the series.

- v) Teams shall be composed of the number of bowlers fixed by the Rules and Regulations of the particular league in which the competition is held. Before the series is started, the captain of each team shall enter the names of his/her bowlers on the scoresheet. Play shall commence in accordance with

the previously arranged schedule.

RULE 2 - MIXED LEAGUES (*Definition of*)

- (a) A mixed league shall be defined to include the following:
 - i) Leagues in which all or a portion of the teams are made up of men and women participants.
 - ii) Leagues in which one or more teams are made up entirely of women bowlers, with the remaining teams made up of men.

RULE 3 - MEN'S/LADIES LEAGUES (*Definition of*)

- (a) Men or Ladies League shall be defined as a league in which all teams are made up entirely of men or entirely of women, as the case may be.

RULE 4 - SINGLES LEAGUE (*Definition of*)

- (a) Any group of four or more bowlers organized to bowl a schedule of games of 5 Pin Bowling, with standings based on the outcome of games bowled between individual bowlers shall be defined as a Singles League.

RULE 5 - TRAVELLING LEAGUE (*Definition of*)

- (a) A league conducting its schedule in two or more bowling establishments shall be defined as a travelling league.
- (b) Members of travelling leagues shall purchase membership in the association where they reside.

RULE 6 - INDIVIDUAL MATCH POINT LEAGUES

- (a) The following rules shall apply to leagues which determine team position standings by awarding individual match points, as well as points for the team effort, unless another procedure is outlined in the league's rules.
 - i) The team scheduled on the odd lane shall enter its line-up first.
 - ii) There shall be no changes in the order of players in the line-up during a game. A substitute must take the replaced bowler's spot in the line-up.
 - iii) When there is an absentee, the individual match point(s) shall be awarded to the team winning the game. If each team has

an equal number of absentees, the players present must be placed in opposition to each other for individual matches and the winning team credited with the points for the absentees.

RULE 7 - LEAGUE MANAGEMENT

- (a) A bowling league shall have a set of rules which provide for its regular activities.
- (b) These rules shall provide for a League Executive and for the election of its officers by the members, who shall prescribe the duties of its officers except in those leagues whose constitution and rules provide for the direct election of officers and the adoption of rules by the general membership.
- (c) Each league shall elect a President, Vice-President, Secretary and Treasurer. Two members of an immediate family should not be President and Treasurer of any one league nor should they co-sign for withdrawals from the league's bank account. The offices of Secretary & Treasurer may be combined. No other offices may be combined.
- (d) When a vacancy in office occurs, the President shall appoint a replacement, who shall hold office until the next election. If the office of President becomes vacant, the league's board of directors shall hold an election to fill the vacancy.
- (e) Failure on the part of League Officers to comply with the provisions of rules or fulfil other duties as may have been prescribed by the League's Board of Directors shall be deemed cause for removal from office and/or suspension from membership in the C5PBA.

RULE 8 - LEAGUE EXECUTIVE (Authority & Responsibilities)

- (a) The League Executive shall be the governing body of the league and shall be comprised of the elected officers and the team captains. Another team member can be designated by the team captain to act as the team's representative at League Executive meetings.
- (b) Each member of the executive shall be entitled to only one vote, whether the member is a team representative, elected officer or both. A majority shall constitute a quorum unless otherwise designated by the league.
- (c) The League Executive must decide upon all disputes, complaints or protests relating to any controversy or violation in the league involving C5PBA, Provincial Association, Local (*zone*) Association, Decentralized (*house*) Association or League Rule.
- (d) The League Executive, or the general membership when the league

constitution so provides, shall adopt league rules prior to the start of its bowling season, which are not inconsistent with the rules of the Canadian 5 Pin Bowlers' Association.

- (e) League Rules may be changed during the bowling season only with the consent of every team captain or his/her designated representative.
- (f) The Executive may declare forfeited or null and void, any protested or disputed games and decide upon any other matter arising in the league. The decision of the Executive shall be final, except where an appeal is made to the officers of the Local Association or Provincial Association or Canadian 5 Pin Bowlers' Association for future consideration.

RULE 9 - MEMBER INFORMATION

- (a) It is the responsibility of the League Executive to distribute copies of the League Rules to all teams within the league.

RULE 10 - PRESIDENT (Duties & Responsibilities)

- (a) The President shall preside at all meetings of the League's Executive and league members.
- (b) The President shall arrange to have the treasurer or secretary/ treasurer set-up an account in a recognized banking institution in the name of the league with the signature of at least two officers required for all withdrawals.
- (c) The President shall personally verify the league's bank balance at least on a monthly basis.
- (d) The President shall further retain the monthly financial statements until the league's prize fund has been distributed at the conclusion of the league season.
- (e) The President shall perform all additional duties or responsibilities as set forth by the League's Executive.
- (f) The President shall encourage all league members to join the Canadian 5 Pin Bowlers' Association.

RULE 11 - VICE-PRESIDENT (Duties & Responsibilities)

- (a) The Vice-President, in the absence of the President, shall perform the duties of the League President.
- (b) The Vice-President shall perform all duties or responsibilities as set

forth by the League's Executive.

- (c) The Vice-President shall assist the League Secretary in soliciting entries for and conducting C5PBA sanctioned tournaments.

RULE 12 - SECRETARY (*Duties & Responsibilities*)

- (a) In addition to the duties specified by the League Executive, the secretary shall be responsible for the recording of scores of all league members and substitute bowlers, and shall report all scores which are eligible for C5PBA, Provincial Association, Local Association, House Association or League Awards.
- (b) The secretary shall provide each member of the League Executive with a copy of the League Rules and Prize List and shall be responsible for posting the League Schedule in the establishment or providing each team captain with a copy of the league schedule.
- (c) The secretary shall post current standings sheets in the establishment or provide each team captain with a copy so that each league member may see his/her own average, number of games and total pins, and any scores eligible for all special prizes the league may award. A copy of the final league standings sheet shall be given to the League Treasurer for distribution of prizes.
- (d) The secretary shall furnish the individual averages to the House, Local, Provincial or Canadian Associations when requested, listing the league members' names in alphabetical order, with full first names of all bowlers who competed in the league during the season, and also showing number of games and total pinfall.
- (e) The secretary shall solicit and collect all C5PBA membership fees from each player and remit same with appropriately completed report forms, within 42 days of the opening date of the league's schedule to the Decentralized or Local Association Secretary. In addition, the secretary shall collect and forward the prescribed membership fees for any bowler who joins the league during the bowling season unless the new bowler has already paid elsewhere for association membership for the current bowling season.

RULE 13 - TREASURER (*Duties & Responsibilities*)

- (a) The treasurer shall establish an account in the name of the league in a recognized banking institution with the signatures of at least two officers required for all withdrawals.
- (b) The treasurer shall arrange to have all league funds deposited within one week after each league session.
- (c) The treasurer shall, when requested by the President or League

Executive, furnish each team captain and/or league member with a financial statement.

- (d) Within twenty-one(21) days after the completion of the league schedule, the treasurer must distribute all prizes, except when the League Executive has designated a specific date for distributing prizes or the Provincial Association has authorized holding up payment pending settlement of any claim or protest affecting prize distribution. The treasurer shall furnish the League's Executive with a final financial statement together with a Prize List upon completion of the league's schedule.
- (e) Financial Statements shall show all banking, checking and service charges. It shall also show all income, interest or other revenue from deposited or invested league prize money.

RULE 14 - HONORARIUMS

- (a) The salary, if any, to be paid to the League Secretary, or any other league officer, shall be established by the League Executive, and shall be paid at the conclusion of the League Schedule, unless otherwise specified. Full payment shall not be authorized until the secretary has furnished the final average sheets and reports to the League Executive and Local Association Secretary.

RULE 15 - LEAGUE FEES

- (a) The League Executive shall determine the amount of money to be paid by each bowler for each league session. This fee shall be sufficient to cover the cost for bowling with the balance to be placed in the league treasury. There shall be no arrearages, unless authorized by the League Executive.

OPTION: Each team shall pay to the treasurer a set franchise or sponsor fee within a pre-determined number of days after the opening date of the league's schedule.

OPTION: The bowling fees for the last two weeks of the schedule shall be paid before completion of the fifth week of the schedule.

OPTION: Games shall be forfeited by a team whose members are not current in league fee payments, unless the League Executive authorizes such arrearages.

OPTION: Bowlers who are absent and have not pre-bowled must pay the full weekly league bowling fee.

OPTION: Bowlers who are absent and have not pre-bowled shall pay the league the prize fee contribution of the league fees for

each and every week missed.

RULE 16 - TEAM FRANCHISES

- (a) A team franchise shall be held by the team captain, as long as the team captain is acceptable to the majority of members of the League Executive. A franchise cannot be recalled during a season without sufficient cause.
- (b) The team captain must notify the league secretary of the team's intention to retain their franchise by a date determined by the League Executive. Failure to do so may result in the re-assignment of the team's franchise by the League Executive.
- (c) The League Executive shall decide disputes pertaining to the captaincy or sponsorship of a team.

RULE 17 - TEAM CAPTAINS (Authority & Responsibilities)

- (a) The team captain shall be the team's representative and responsible for the conduct and attendance of his/her team in all league play.
- (a) The team captain shall further be responsible for the eligibility of the team and its members under the rules of the league and the C5PBA.

OPTION: Team Captains shall turn in rosters of team members to the League Secretary prior to the starting date of the league schedule.

- (c) It is within the captain's authority to remove any player permanently from his/her team, if the team captain is able to furnish good and sufficient reason to the League Executive.
- (d) The team captain shall be responsible for the collection of league fees from each member of his/her team each week.

NOTE - A league, by rule, may declare games forfeited if participants in a team's line-up are not current in league fee payments. If a league does not adopt and enforce such a rule, the league shall be solely responsible for recovery of any loss created by such arrearages.

- (a) The team captain shall be responsible for the completion of all league forms as required.
- (b) The team captain shall divide all league prize money within fifteen (15) days of receipt from the league treasurer according to verbal or written agreements. Where disputes arise because of unavoidable resignations of any team member, the League Executive may render decisions, if so demanded.
- (f) The captain can continue in his/her capacity as long as the team

captain is acceptable to the League's Executive and/or majority of team members.

RULE 18 - TEAMS (Definition of)

- (a) A bowling team is defined as a group consisting of two or more persons, formed for the purpose of bowling in league and/or tournament competition.
- (b) A bowling team must govern itself by and play by the rules and regulations as established by the Canadian 5 Pin Bowlers' Association, Provincial, Local, Decentralized, League or Tournament Association which means that a league may or may not add or delete rules to fit their own requirements. However, dependant on published rules in this manual, scores may not be recognized by the C5PBA.
- (c) The members of such team must necessarily become members of the C5PBA through the Decentralized, or Local Association from which the team originates, to be eligible to bowl in leagues or tournaments granted a sanction by the C5PBA.

RULE 19 - TEAM PERSONNEL

- (a) No team shall be permitted to carry more than seven(7) registered bowlers at any one time, unless otherwise specified by a league rule.
 - OPTION: Team rosters shall be limited to ____ bowlers.*
 - OPTION Team rosters shall be determined on the basis of a draft, where team captains shall select team members in a fair draw to be held before the opening date of the league schedule. Team captains shall be selected and approved by the League Executive.*
 - OPTION: Team rosters shall be determined by a team selection committee who shall assign bowlers to teams on the basis of individual entering averages so as to equalize the teams throughout the league.*
- (b) Only players signed by a team are permitted to bowl for that team.
- (c) Unless provided by league rule, a player may not compete on more than one team in the same league for the regularly scheduled games each week.
- (d) Under no circumstances, may a player bowl on more than one team in the same scheduled game.

RULE 20 - TRANSFERRING TEAM MEMBERSHIP

- (a) A player who has competed with a team in a league and whose scores have counted in deciding games, may transfer membership to another team in the league during the season, providing:
 - i) The Captain of the Team with which the player last bowled consents to his/her release.
 - ii) Two-thirds of the league's team captains agree to the transfer.
 - iii) The league does not adopt a specific rule to govern the transfer of bowlers or substitutes within itself prior to the start of the bowling season.
- (b) A player so transferred may not return to any team for which the bowler previously competed during the balance of the league's season.
- (c) No player may transfer from one team to another, two weeks prior to the end of a series, or two weeks prior to the start of the league's playoffs.

RULE 21 - NEW PLAYERS

- (a) A new player entering the league after the league has commenced its League Schedule, must pay all affiliation fees, as would an original member, and shall only pay prize money and bowling fees from the date the bowler becomes a member of the league.
 - OPTION: New players cannot be added to a team's roster in the final ____ weeks of the league schedule without the approval of the League Executive.*
 - OPTION: Roster changes shall be reported to the league secretary at least ____ hours before the new team member bowls.*
 - OPTION: New players may be added to the league only at the discretion of the League Executive and the League Executive shall decide which team the new bowler shall be placed on.*
- (c) Any prize money won by his/her team will be paid on a pro-rated basis, unless the League Executive by majority vote rules otherwise.

RULE 22 - EQUIPMENT

- (a) All league games and matches shall take place on regulation certified lane-beds using regulation equipment as approved by the Canadian 5 Pin Bowlers' Association, otherwise high or record scores or scores being used for tournament qualifying purposes, rolled during league play will not be recognized.

RULE 23 - BOWLING PROCEDURE

- (a) Two lanes, immediately adjoining each other, must be used in each game of scheduled league play.
- (b) Teams scheduled to bowl against each other must be in direct competition on adjacent lanes and shall then and there oppose each other, except where a forfeit is declared.
- (c) No team or individual team member shall be permitted to bowl against scores, nor shall any individual be permitted to bowl league games before or after a scheduled match, unless a league adopts specific rules prior to the start of the season, authorizing teams or individuals to bowl unopposed in which case the league rule will apply.
- (d) When a league rule permits teams or individuals to bowl unopposed in advance of or after a regularly scheduled league match, the scores shall count in deciding league games but the team totals and none of the individual scores shall qualify for C5PBA high or record score recognition.
- (e) The team on the left side of the score sheet shall roll their first frame on the odd numbered (*left*) lanes and their second frame on the even numbered (*right*) lanes, the third frame on the odd numbered (*left*) lane and thus alternating until the end of the game. The team on the right side of the score sheet will start play on the even numbered (*right*) lanes and also continue to alternate lanes until the completion of the game.
- (f) Succeeding games shall be started on the lane on which a team has finished the preceding game, except where a league decides that each game must be bowled on a different pair of lanes, providing a full game is bowled on each pair of lanes. If such a rule governs, the foregoing Rule 23(e) shall apply.

RULE 24 - ORDER OF BOWLING

- (a) The members of the contesting teams shall successively and in regular order, bowl one (*1*) frame on one lane and for the next frame, alternate and use the other lane, and so alternating each frame of the game until five frames have been bowled on each lane, thereby

completing the game.

- (b) Each player shall bowl three balls in each frame except where the bowler makes a strike or spare.
- (c) No pins may be conceded and only those pins legally knocked down may be counted.
- (d) Every frame must be completed at the time the player is bowling in his/her regular order.
- (e) When a bowler shall make a strike or spare in the tenth frame, the bowler shall then and there on the same lane, be permitted to bowl the required one or two balls, necessary to complete the tenth frame and game.

RULE 25 - SCORING OF LEAGUE GAMES

- (a) In all league games, the scores shall be recorded on a scoresheet attached to a scoreboard or table in plain view of all opposing players and public witnessing such games.
- (b) Every ball in each and every frame bowled by each bowler shall be recorded on the scoresheet.
- (c) All contesting teams in the league shall also record the scores of each game on a League Form to be kept by the League Secretary and recorded in the League Scorebook.
- (d) After the League Form is verified and signed by the opposing team captains, it then becomes the league's official record for the match.
- (e) The scoresheet, which shows every ball and frame bowled, shall be the official record, and the scorebook of the league, must agree with such scoresheets at the conclusion of each and every league game.
- (f) The scoresheet and/or scorebook must be changed by the league secretary where an obvious error appears or when an error is made in calculation or when it is apparent that such record does not agree with the original scoresheet.
- (g) The League's Executive shall decide on any questionable errors in scoring or calculation of scores.

RULE 26 - LEGAL LINE-UPS & FORFEITS

- (a) A legal line-up in league play is defined as:

<i># of Bowlers per Team</i>	<i># of Eligible Bowlers Required</i>
6	4 or more
5	3 or more

4	2 or more
3	2 or more
2	1 or more

- (b) Substitutes shall be considered eligible players for a minimum legal line-up.
- (c) A league by rule may specify the number of players from the team's current roster and the number of substitutes to count toward the minimum legal line-up requirements.
- (d) Failure by a team to meet the minimum legal line-up requirements by the starting time scheduled by the league for the start of any game, shall cause the game to be forfeited, unless a league adopts a rule prior to the start of the season permitting the required number of players for a minimum legal line-up to enter the game by a designated frame.
- (e) Members of the team forfeiting a game or games under the provision of this rule shall be allowed to bowl along with the team winning by forfeiture and have their scores included in league records and qualify for all individual awards from the League and C5PBA.
- (f) When a game is declared forfeited, the forfeiting team shall not be credited with any points in the team position standings for that game or games.
- (g) A team which does not present its full membership and refuses to bowl with less than its full personnel, shall forfeit any games which it declines to bowl and only the actual scores bowled by those team members present will be recognized by the C5PBA.
- (h) In the event that two teams scheduled to bowl each other, do not present a legal line-up and had not requested a postponement, both teams shall forfeit these games unless an emergency situation arose (*see Rule #39*) or unless the League Executive declares the match null and void or directs that the match be played at another time.

RULE 27 - LATE/TARDY BOWLERS

- (a) Any player or players who arrive late may be permitted to bowl after a game has started, but the bowler shall begin play and his/her score shall count beginning with the frame then being bowled by the team, unless the league has adopted a rule regarding late bowlers which governs otherwise.

OPTION: A tardy bowler shall use one-tenth of the absentee score for each of the frames missed. Games including partial or complete absentee scores cannot be credited to a bowler's average.

OPTION: A bowler who arrives late may enter the game provided ____ frames have not been completed. Frames missed may be made up.

OPTION: A bowler who arrives late may enter the game provided ____ frames have not been completed. Frames missed may not be made up and one-tenth of the absentee score shall be used for each frame missed. Note - A frame shall be considered completed when the bowler in the anchor position on each team has completed the frame.

OPTION: A bowler arriving late must bowl in the frame in which the team is bowling when the bowler came in. Frames missed shall be counted as zero(0).

OPTION: A bowler arriving late may not bowl that particular game. An absentee score shall be substituted in place of the late bowler.

- (b) When a league rule permits a tardy player to bowl the entire game, the score will count in deciding the game and in the bowler's average and will qualify for C5PBA and League High Score Recognition, unless otherwise provided in league rules.
- (c) A bowler may, with the consent of the opposing team captain, finish the final game of a match before his/her team-mates or opponents, unless otherwise provided by league rule, and the score shall count in deciding the game and in the bowler's average and for C5PBA and League high score recognition.

RULE 28 - SUBSTITUTES/REPLACEMENTS

- (a) A list of roving or floating substitute bowlers shall be approved and maintained by the League Executive.
- (b) After a game has started, no changes shall be made in the order of bowlers during that game.

However, the team captain may replace any of his/her bowlers with a qualified player, at any time during a game, unless the league has adopted specific rules governing the use of players and substitutes prior to the start of the season, in which case the league rule shall apply.

OPTION: Substitutes may be used by any team providing the substitute's established average does not exceed the average of the bowler being substituted for.

OPTION: Substitutes may compete with more than one team in regularly scheduled league games each week, but

permitted to pre-bowl (*bowl-off*) league games, before or after a match, unless the league adopts specific rules prior to the start of the bowling season which authorizes teams or individual bowlers to do so, in which case the league rule shall apply.

- (b) When a League Rule permits teams or individual bowlers to bowl-off in advance of or after a regularly scheduled match, the score(s) shall count in deciding league games but the team totals and individual scores shall not qualify for Canadian 5 Pin Bowlers' Association recognition or awards.

Note - Leagues are encouraged not to count bowl-off scores towards individual averages or high score awards.

RULE 30 - ABSENTEE & VACANCY SCORES

- (a) The League Executive may adopt rules providing for the use of absentee and/or vacancy scores and handicaps for use by affected teams in deciding league games.
- (b) Absentee or Vacancy scores may be used only when a legal line-up is present.
- (c) Absentee and Vacancy scores may not be substituted for games bowled by an ineligible bowler.
- (d) In case of a vacancy on a team, the handicap shall be figured from the vacancy score as set by the league.
- (e) If a league has not specified by rule, a vacancy score for a team which does not have enough players on its roster to field a full line-up, each vacancy score shall be the lowest counting score including handicap from the opposing team's roster.

OPTION: The vacancy score shall be ____ with handicap based on that score.

OPTION: The vacancy score shall be the lowest counting score including handicap from the opposing team's roster.

- (f) If a league has not specified by rule, an absentee score for each game shall be the absent bowler's average less 10%. Such absentee score shall be computed from the absent bowler's actual current average unless specified otherwise in the league rules.

OPTION: The absentee's entering average shall be used unless the absent bowler has a current average based on 12 or more league games bowled. The handicap shall be figured on the actual average of the absentee.

OPTION: The absentee score shall be the absent bowler's average less ____ pins.

OPTION: The absentee score shall be the lowest counting score including handicap from the opposing team's roster.

- (g) In cases where teams are short of players and vacancy or absentee scores are used, record scores will not be recognized by the C5PBA but any individual members of the team rolling high or record scores shall be recognized providing the match has been bowled according to the C5PBA rules.

RULE # 31 - POSITION STANDINGS

- (a) Position standings shall be determined on the basis of games won and lost.

OPTION: Standings shall be determined on a point basis, with _____ point(s) being awarded for each game won and _____ point(s) for the high series pinfall for the match.

OPTION: Standings shall be determined on a point basis, where each bowler on the team who beats the bowler in the corresponding position in the line-up from the opposing team shall be awarded with one point while the team recording the highest pinfall for each game shall receive 3 points thereby giving a maximum of 8 points for a game.

RULE 32 - TIE GAMES

- (a) When a tie occurs, each of the two teams involved in the tie shall be credited in the standings with having won one-half game, and one-half of the points allotted for that game.

OPTION: When a tie occurs for any point, each of the two teams involved in such tie, shall be credited with having won one-half (½) the value of the point or points normally awarded. There shall be no roll-off of the tie.

- (b) In a tie for total pinfall, one-half of the points allotted for total pinfall shall be credited to each team involved in the tie.
- (c) There shall be no roll-off to break such tie unless league rules govern otherwise.

RULE # 33 - SPLIT SEASON

- (a) At the end of each segment (*half, third, quarter*), a first place winner shall be named and the wins and losses will start over, but the

averages of all bowlers will be continued. If there is a tie for first place in any segment, the team with the highest accumulated pinfall for the segment shall be named the segment winner.

- (b) Team prize money shall be divided equally into each segment and distributed at the end of the season according to the standings in each segment. The first place winners of each segment will enter into the league's play-offs to decide the league champion.

OPTION: (*Halves*) - If the same team wins both halves, it shall be named the champion and the two second place teams will bowl a play-off to decide the runner-up.

OPTION: (*Three or more segments*) - A team may qualify only one time for the play-offs. After a team has qualified that team shall be disregarded when determining future teams for the play-offs.

OPTION: (*Three or more segments*) - A team may qualify only one time for the playoffs. When one team wins more than one segment, the team with the most games won during the season who is not a first place winner will qualify.

OPTION: (*Thirds*) - If the same team wins each third, it shall be named league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins two of the three segments and loses the play-offs, another play-off shall be bowled to decide the champion.

OPTION: (*Quarters*) - If the same team wins each quarter, it shall be named the league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins three quarters and loses the play-off, at least one other play-off shall be bowled to decide the champion. If the same team wins two quarters and loses the play-off, another play-off shall be bowled between that team and the winner of the play-off to decide the champion.

**RULE 34 - PLAY OFFS FOR LEAGUE
OR SERIES CHAMPIONSHIP**

- (a) When a tie occurs for the championship of a league, or the league bowls a split season, an additional match of at least three(3) games shall be bowled to determine the champion. Similarly, a play-off of at least three(3) games shall be bowled when a tie occurs for first place in any segment of a split season.

OPTION: When more than two teams are tied, four adjoining lanes shall be used. Starting lanes will be selected by draw. Teams will rotate lanes after each game as follows:

<u>LANE</u>	<u>A</u>	<u>B</u>	<u>C</u>
First Game	Team 3	Team 1	Team 2
Second Game	Team 2	Team 3	Team 1
Third Game	Team 1	Team 2	Team 3

The team bowling alone must bowl a complete frame on one lane before the lead-off player starts the succeeding frame on the alternate lane.

OPTION: Total pins in a series of three games shall determine the winners of any play-off for first place or other trophy positions. An extra complete tenth frame shall be bowled in the event of a tie at the end of the play-off series.

- (b) Such series of games shall be conducted under the same conditions and rules governing league play during the regular season unless the league adopts special play-off rules prior to the start of the season.
- (c) The President of the league shall notify the establishment and arrange to have lanes available.
- (d) If, at the end of the three games, a tie still exists, an additional frame shall be bowled. This frame shall be bowled on the lane where the final frame of the three-game roll-off was bowled and shall be scored like the tenth frame.
- (e) If the tie is still unbroken, teams shall alternate lanes for each additional complete frame necessary to break the tie.

RULE 35 - IRRETRIEVABLY LOST SCORES

- a) A League game(s) or frame(s) within a game, which is irretrievably lost in the scoring process, is null and void. The game(s) or frame(s) must be re-bowled unless one of the following conditions is met:
- 1) Scores of any players that have been lost can

be documented.

- 2) The team captains/coaches can completely agree on one or more scores lost.
- 3) The League's Board of Directors rules that the game(s) or frame(s) are not to be re-bowled.

If scores on a pair of lanes can be documented or agreed upon, the game shall be continued from the point of agreement. If some but not all of the scores can be documented or agreed upon, the bowlers whose scores cannot be substantiated, shall re-bowl the game to the point of agreement/interruption, at which time the game shall be continued in regular order.

RULE 36 - INTERRUPTED GAME/EQUIPMENT FAILURE

- (a) The bowling of ten(10) complete frames on the pair of lanes on which the game was started shall constitute an official game, except where the league or tournament officials may authorize the completion of a game and match on another pair of certified lanes, when equipment failure on the starting lanes would delay the normal progress of the match or tournament.
- (b) An interrupted game or series, which cannot be completed on the same date, must be resumed from the point of interruption. (See Section F - Rules #37 & #38 for postponement procedures.)

RULE 37 - POSTPONED GAMES

- (a) All league games must be bowled as scheduled unless they are postponed or pre-bowled by authorization of the League Executive.
- (b) The League Executive shall determine what shall be sufficient cause to grant authorization for a pre-bowled or postponed game(s) to take place.
- (c) In no case, shall a league adopt legislation which would have the effect of establishing an absolute no pre-bowl or no postponement rule.
- (d) Postponed games must be bowled not later than seven(7) days after the final date of scheduled competition for team standings.
- (e) All postponements shall be requested at least 48 hours prior to the scheduled time of the match except where the postponement is granted in emergency situations. League officials may grant postponements for emergencies when a team fails to appear for its scheduled match due to reasons beyond their control.

RULE 38 - POSTPONEMENT PROCEDURES

- (a) When a postponement has been granted, the League Secretary shall immediately notify the management of the bowling establishment of the change in the schedule and shall arrange to have a pair of lanes which are acceptable for use under this rule.
- (b) The captains of the teams involved in a postponed match shall agree to a date for bowling the postponed match. If within one week from the date the match was originally scheduled, the two captains cannot agree upon a date, it shall be set by the League Executive, who shall notify both team captains of the date and time. This notification must be given at least three(3) days prior to the date set.
- (c) Postponed games must be bowled under the same conditions and rules governing regularly scheduled league play. The teams shall oppose each other on the originally scheduled pair of lanes. If this pair is not available, the League Executive may authorize the teams to use another pair of lanes, provided the pair of lanes are used by the league in bowling its regular schedule.

RULE 39 - TEAMS - FAILURE TO APPEAR

- (a) When one of two teams scheduled to bowl against each other fails to appear and a postponement has not been requested, the games shall be declared forfeited except when the team's failure to appear is caused by an emergency situation over which the team has no control, in which case, the league shall reschedule the match under the rules which apply to postponements. (*See Section F - Rules #37 & #38.*)
- (b) Any dispute arising through application of this rule may be appealed to the Local, Provincial Association or C5PBA.

RULE 40 - TEAM FORFEITURE (Procedure For Bowling)

- (a) When a game is declared forfeited, the team that is present must bowl as though the game was actually contested, completing a team frame on one lane before starting to bowl a succeeding frame.
- (b) The team bowling under such circumstances must tie or better the score that is equal to 95% of its team average in order to win or tie each of the games played in the series. The team must also tie or better the score equal to 3 times 95% of its team average in order to gain a tie or win total pinfall. A league by rule may decide to award all points in the match to the team present.

OPTION: When a team fails to have a minimum team line-up

the opposing team/individuals must bowl within _____ pins of their current average in order to win points by forfeiture. Points not won for failing to bowl the prescribed score will not be credited to either team.

- (c) Scores, rolled by individual or teams bowled under the foregoing provisions shall count for league and C5PBA recognition or awards, unless a league rule specifies otherwise.

RULE 41 - DEFAULTING MORE THAN ONCE

- (a) It is the responsibility of each bowler to inform the team captain or league secretary if the bowler is going to be absent for a scheduled league game(s). Repeated negligence on the part of the bowler to inform the team captain or league secretary of his/her absence could result in expulsion from the league.
- (b) When a team or individual defaults more than once in a given bowling season, such team or individual may be expelled from the league, and in addition, shall be liable for suspension from membership in the Canadian 5 Pin Bowlers' Association.

RULE 42 - INJURY, DISABILITY OR EMERGENCY

- (a) When a player is unable to complete a game because of disability, injury or emergency and a qualified substitute is not available to bowl, the team of which the bowler is a member shall count his/her actual score for the frames bowled in the game total, plus one-tenth of his/her absentee score for each of the remaining frames in the game. The frames bowled shall not be used in determining the bowler's average, unless the league by rule requires the secretary to maintain averages so that each individual average reflects only the actual frames bowled by a player.
- (b) When a player does not complete a game of his/her own volition (*not due to disability, injury, or emergency*), and a qualified substitute is not available to bowl, the team of which the bowler is a member shall count zero (0) for each of the frames the bowler missed. The frames bowled shall constitute a completed game to be used in determining the bowler's average.

RULE 43 - WITHDRAWALS

- (a) When a team or individual withdraws without giving a satisfactory reason or is expelled from a league for sufficient cause, all fees and prize money shall be forfeited and the bowler or bowlers involved

shall be liable for suspension from membership in the C5PBA.

RULE 44 - FAILURE BY LEAGUE TO REPLACE TEAM

- (a) When a team withdraws or is expelled from a league and cannot be replaced, the teams against which the team was scheduled to bowl after such withdrawal or expulsion, cannot be credited with games by forfeit but must be given a bye. When this occurs, position standings shall thereafter be determined on a percentage basis. Should the question arise, as to when the team withdrew from the league, the League's Executive shall determine when the bye shall be effective.
- (b) The foregoing provision shall apply to all leagues unless the league, by rule, allows the teams scheduled to bowl against the withdrawn or expelled team to bowl the match as forfeited games (*see Section F - Rule #40*).
- (c) All games bowled by the withdrawn or expelled team up to the date of withdrawal or expulsion, must be counted in league standings.

RULE 45 - DISMISSAL OF BOWLERS

- (a) When a league member has been accused of failing to pay league fees and/or withdrawing from the league without sufficient cause, the League Executive shall endeavour to resolve the matter before charges seeking disciplinary action may be filed with the Local or Provincial Association.

RULE 46 - DISMISSAL OF BOWLERS (Procedures)

- (a) When a league member files a written charge asking for the removal of a league officer or the dismissal of a league member, the league must observe the following procedures:
 - 1) A meeting of the League Executive must be scheduled and the accused individual(s) must be notified in writing of the charge(s) and his/her right to attend and defend himself/herself. (*Notification to include the date, time and place of meeting.*)
 - 2) Maintain minutes of the meeting including an attendance list and all documents and materials relating to the issue. If the issue is in regard to non-payment of league fees, an accounting of arrearages (*including dates and amounts*) must be presented.
 - 3) Determine by two thirds(2/3) of the league's board present and voting whether the one charged is guilty of the action

charged.

- 4) If found guilty, the individual charged must be notified in writing of the league's decision and of his/her right to appeal that decision to the Local, Provincial or National Association. (See Section A Rule #19 for Appeal Procedures.)

RULE 47 - PRIZE LIST

- (a) The President shall arrange to have a Prize List, together with rules governing the eligibility of teams and individuals for special prize consideration, submitted not later than five(5) weeks after the opening date of the league schedule, for approval by the League Executive or by the general membership where the league rules so provide.

- (b) In order to qualify for individual awards or prizes, a bowler must have bowled in two-thirds(**b**) of the scheduled league games.

OPTION: To qualify for individual awards, a bowler must bowl at least ____ of the scheduled league games. (Note: A league may wish to provide for more or less than two-thirds of the scheduled games.)

- (c) A bowler or team can qualify for only one special award for high series or game. When a team or individual qualifies for an award in more than one category, and prizes are of equal value, the series prize shall be awarded. In other cases the prize of the highest value shall be awarded.

OPTION: Teams and individuals can qualify for one high game and one high series award.

OPTION: Teams and individuals are eligible to receive all high game and series prizes for which they qualify.

OPTION: Special high game and series prizes shall be awarded in both scratch (no handicap) and handicap categories, however, no one individual can qualify for an award in both categories. A player qualifying for a prize in both categories shall receive the prize of greater value. If both prizes are of equal value, the scratch (no handicap) prize shall be awarded.

- (d) PLAY-OFF games shall not be included for high score or average awards, nor shall they be used to determine **b** of games bowled.

RULE 48 - HIGH SCORE AWARDS

- (a) A league sanctioned by the C5PBA shall entitle all members of the league to compete for all individual and team high score awards, provided in the case of teams, that each team in the league is similarly organized and that every Canadian 5 Pin Bowlers' Association requirement has been met and complied with when a claim for high score awards recognition is submitted.

RULE 49 - OFFICIAL RECORD SCORES

- (a) The Canadian 5 Pin Bowlers' Association will recognize record scores bowled in league play, for the following categories, providing that all C5PBA requirements have been met and complied with:

Ladies' Teams	- comprised of 2 Players - comprised of 3 Players - comprised of 4 Players - comprised of 5 Players - comprised of 6 Players
Men's Teams	- comprised of 2 Players - comprised of 3 Players - comprised of 4 Players - comprised of 5 Players - comprised of 6 Players
Mixed Teams	- comprised of 1 man & 1 lady - comprised of 1 man & 2 ladies - comprised of 2 men & 1 lady - comprised of 2 men & 2 ladies - comprised of 3 men & 1 lady - comprised of 1 man & 3 ladies - comprised of 2 men & 3 ladies - comprised of 3 men & 2 ladies - comprised of 3 men & 3 ladies
Individuals	- male & female

- (b) Record scores will be established & publicized for individuals and teams who in League Play bowl record scores for one, three, four and five game blocks provided that each and every bowler who establishes such record is a member of the C5PBA.
- (c) The League Secretary shall report any record score bowled in the league to their Local(Zone) Association.

SECTION "H"

OFFICIAL TOURNAMENT RULES

RULE 1 - TOURNAMENT (*Definition of*)

- (a) A bowling tournament is defined as a pre-arranged contest between teams, individuals or a combination of both.
- (b) A tournament can be sponsored by a tournament association(s) or an individual(s).
- (c) Any tournament consisting of four or more teams or singles tournaments consisting of four or more individual participants shall be eligible to apply for sanction with the Canadian 5 Pin Bowlers' Association.
- (d) Teams shall be composed of the number of players fixed by the rules of the particular tournament association in which competition is restricted.
- (e) The tournament shall provide in its rules for the designation of annual champions of the events in which individuals are entered and total pins shall decide such championships and other prize winners in the various events unless another system, based on pinfall is otherwise provided for in the tournament rules.
- (f) When two or more events are held, an all events championship may be determined, based on the total pins scored in these events.
- (g) Tournament champions shall hold such title until the next tournament is held. Such champions and other prize winners shall be certified and reported to the Technical Director of the Canadian 5 Pin Bowlers' Association upon conclusion of the tournament after such championships have been determined.

RULE 2 - MANAGEMENT OF TOURNAMENT

- (a) The Tournament Managing Committee of the tournament must decide upon all disputes, complaints or protests relating to any claim, controversy or violation in the tournament involving any C5PBA or tournament rule.
- (b) It shall have the authority to hear, and the power to decide proper appeals from the decision of the tournament director or any tournament official.
- (c) The Tournament Committee or Board has the authority to adopt, enforce or revoke any of its own tournament rules, as may be found

necessary, to the successful conduction of such tournament, when not inconsistent with the rules of the C5PBA, provided such rules are submitted to and approved by the C5PBA prior to their publication on the tournament entry form or publicity material.

- (d) The decision of the tournament committee is final except where an appeal is made to the Provincial Association or C5PBA for its further consideration.

RULE 3 - AUTHORITY OF TOURNAMENT DIRECTOR

- (a) The Tournament Director shall be the authorized representative of the tournament committee when it is not in session.
- (b) The Tournament Director shall have supreme power as to the players who are to bowl in the tournament whether originally entered or those who bowl as authorized replacements or substitutes. If accepted, each bowler must bowl each event under his/her own full name and then only at the time and date designated by the Tournament Director.
- (c) The Tournament Director shall also have the power to decide upon any other matters pertaining to the operation of the tournament when not inconsistent with its own tournament rules or any provision of the C5PBA Constitution, Rules and Regulations.

RULE 4 - AUTHORITY OF TEAM CAPTAINS/COACHES

- (a) The team captain and/or coach is his/her team's representative in all matters pertaining to behaviour, eligibility, line-up and compliance with all tournament rules when entered in a tournament.
- (b) The team captain/coach is responsible to the Tournament Director for the conduct of his/her team, and receives in trust, any prize money his/her team may win, which all the team members are expected to share in accordance with the team members' previous understanding.
- (c) The acceptance of the entry of a team by the Tournament Director constitutes an agreement by the team captain and/or coach on behalf of his/her team to abide by all laws, playing rules and regulations prescribed by the C5PBA and the tournament committee.
- (d) The team captain and/or coach may furthermore, authorize the replacement of those names on the entry form who are unable to attend or compete in the tournament at the scheduled time.
- (e) The team captain or coach, shall determine who may bowl on his/her team in the team event of any tournament.
- (f) When the team captain or coach replaces a player originally entered

in the team event, the team captain/coach shall give ample notification to the player being replaced. If the player being replaced has paid his/her own entry fee, it must be fully returned, except that any indebtedness may be withheld.

SANCTIONING REQUIREMENTS & PROCEDURES

RULE 5 - TOURNAMENT SANCTIONS

- (a) When a tournament is conducted and members of the C5PBA participate, a tournament sanction must be applied for by the Tournament Director.
- (b) Tournaments granted a regular or moral sanction shall display the sanction certificate in the establishment(s) where the tournament event or events are scheduled and shall comply with all rules governing tournaments as set forth in the C5PBA Rule Book.
- (c) Such tournament and teams and individuals competing therein must conduct and play all their games in strict compliance with the rules and regulations governing such games, as adopted by the C5PBA.
- (d) When such tournaments are conducted without a C5PBA sanction, the participants shall not be eligible for C5PBA membership services including high score recognition and awards. Furthermore, bowling establishments where such tournaments are held, will not be considered for hosting any portions of C5PBA sanctioned tournaments.

RULE 6 - SANCTIONING REQUIREMENTS

- (a) The following requirements must be complied with when applying for C5PBA tournament sanctions:
 - (1) The lanes used for competition must have a current season C5PBA Regulation Bowling Lane Certificate, posted in the establishment.
 - (2) An application must be filed on a form made available by the C5PBA. (*See your Local Association Secretary or write direct to the C5PBA.*)
 - (3) Application for sanction must be filed with the C5PBA. Notification that a tournament is sanctioned, along with the starting and ending dates shall be sent by the C5PBA to the respective Provincial Association.
 - (4) Entry form, poster and/or tournament rules must be submitted with the sanction application. These items should be submitted in draft form as early as possible, to enable the

C5PBA to advise of any rule violation or discrepancies prior to the printing of promotional material for the tournament.

- (5) Competition among entrants in an event, with the exception of all-events, shall be held in the same establishment. When an event is divided into two or more divisions, competition in each division must be held in the same establishment.
- (b) The C5PBA may refuse sanctioning of any tournament which does not comply with C5PBA rules or which in its opinion, misrepresents in its advertising or otherwise the value of prizes which are offered or guaranteed or the volume of prize payments offered to the participants.

RULE 7 - MEMBERSHIP CARD EXPIRATION

- (a) The individual bowler's current membership card will be accepted in all sanctioned tournaments without further payment of C5PBA membership fees until September 1 following the season of issue.

RULE 8 - REGULAR TOURNAMENT SANCTIONS

- (a) To participate in a tournament granted a regular sanction by the C5PBA, an entrant must qualify under that tournament's rules.
- (b) The Tournament rules shall require all entrants to be C5PBA members or specify that entrants become eligible to participate by one of the following methods, providing that the entrant is not under suspension or has been denied membership in the C5PBA.
 - i) Obtain C5PBA membership for the current season on an unattached member basis upon payment of the required dues. The Tournament committee will retain a specified portion and forward the remainder to the Canadian 5 Pin Bowlers' Association who in turn will forward an unattached membership fee to the Provincial Association where the bowler resides.
 - ii) Pay no unattached membership fee and accept the fact that the bowler will not be eligible for any high score recognition or prizes or points awarded for National Ranking recognition and awards.
- (c) Only those entrants who are C5PBA members prior to participation shall qualify for C5PBA High Score or National Ranking Recognition.

RULE 9 - MORAL SUPPORT SANCTIONS

- (a) Tournaments operated by a single civic, fraternal, benevolent, military service, union or religious organizations which has annual national, provincial, regional or city bowling tournaments, may be granted moral support sanctions.
- (b) All entrants shall be bona-fide members of said organization.
- (c) No combination of several fraternities or groups will be allowed in any one such tournament.
- (d) A moral support sanction or regular tournament sanction may be granted at the discretion of the Technical Director of the C5PBA for tournaments which restrict participation to specified individuals or groups and firms which restrict participation to their own employees.
- (e) Moral support sanctions will not be granted to any organization, which allows bowlers to participate in the tournament, who have been suspended from or refused membership in the C5PBA.
- (f) Entrants who have current season membership in the C5PBA prior to participation shall be qualified for C5PBA High Score recognition.

RULE 10 - NOVELTY TOURNAMENTS

- (a) Tournaments which utilize formats which are inconsistent with C5PBA rules, which shall include but not limited to; 2 Ball, No Tap, Scotch Doubles or Scotch Triples events, shall not be eligible for a regular tournament sanction or moral support sanction. However, such events shall be eligible for a "special event" sanction, if such event is conducted for the purpose of raising funds for a recognized charity or affiliated association.

RULE 11 - LANES MUST BE CERTIFIED

- (a) All sanctioned tournaments must be so organized and their activities conducted in such a manner that they comply strictly with all C5PBA laws, rules and regulations and only C5PBA approved regulation equipment may be used.
- (b) Should there be a recognized C5PBA Lane Certification Program in force in the province where the tournament is conducted, the lanes upon which all such games are bowled must have been inspected and certified for the current bowling season.
- (c) Furthermore, the lanes and equipment in the establishment, must conform with C5PBA specifications, except where the manufacturer of equipment affecting any of these specifications has obtained approval

to modify or alter one or several of the requirements from the C5PBA Board of Directors on the advice and counsel of the 5 Pin Bowling Standards & Specifications Committee.

FEES & PRIZES

RULE 12 - NO FEES RETURNED

- (a) After entries have been received, and the dates assigned by the Tournament Director or Committee are not refused by the team or individual entrant prior to preparation of the schedule, no fees shall be refunded, unless approved by the Tournament Committee.

RULE 13 - DESIGNATION OF FEES

- (a) The management of any sanctioned tournament association, must in all cases, designate fees separately on the entry form and poster as follows:
 - i) Prize Fee
 - ii) Bowling Fee
 - iii) Tournament Expense Fee
 - iv) Total Per Entrant, Per Event
- (b) The "Tournament Expense Fee" shall be used to help defray the operating costs of said tournament.
- (c) Also, additional collections to qualify for participation in the tournament, such as donations to charity, subscriptions or banquet fees, may be authorized providing these fees are designated separately on the entry form and poster.

RULE 14 - CONDITIONS CANNOT CHANGE

- (a) The conditions under which entries are accepted cannot be changed or modified after the tournament starts. This includes entry fee charges and the rules governing the competition.

RULE 15 - FREE OR REDUCED ENTRIES

- (a) The tournament management may not provide or arrange to provide any kind of a free or reduced entry that is not fully advertised in the tournament program, entry form or publicity material.
- (b) When a free or reduced entry is made available, an amount equal to

the prize fee must be placed in the tournament prize fund.

RULE 16 - DISTRIBUTION OF PRIZE FUNDS

- (a) Upon application for and receipt of a C5PBA sanction, the tournament, its sponsor and management undertake an obligation that all funds, not including interest thereon, provided by that part of the entry fee, designated as "prize fee" shall be held in trust for the exclusive benefit of tournament participants.
- (b) Such funds cannot be used for any other purpose and must be returned to the participants in accordance with the following conditions:
 - 1) All prize money collected in an event or division of an event, shall be returned to the participants in that event or division of that event, except where replacements require a change of classification, in which case, prizes shall be distributed to reflect the actual number of participants in that event or division of that event. However, re-classification to a lower division shall not be permitted unless tournament rules specifically permit this procedure. The last prize paid, including those paid for each tie, must be equal to at least the amount designated as the prize fee.
 - 2) In team, doubles and singles events, there shall be at least one prize for each ten entries or major fraction thereof.
 - 3) When there are 100 or more entries in an event or a division of an event, first place, or the amount expended from the prize fund for first prize, shall not exceed 40 percent of the total prize fund. Second place shall be equal to at least one-half (**2**) of first place or the amount expended from the prize fund for first prize. If special prizes are offered and a team or individual can qualify for both a position and special prize, the total prizes paid to second place shall be at least one-half of the combined total of first place plus the special prize of greatest value.
 - 4) Where special prizes exceed 25 percent of the prize fund in an event or a division of an event, and a bowler or team can qualify for both a special and position prize, in determining the minimum ratio of one prize for each ten entries, all prizes won by a bowler or team shall count only as one prize.
- (c) Special Prizes may include, but not be limited to, the following:
 - i) Scratch Prizes in a handicap event
 - ii) Single Game Prizes
 - iii) Limited group prizes (*Early Bird, Average Category,*

Sponsor, and weekend prizes, etc.)

- (d) Shift prizes for which all participants in an event are eligible shall not be defined as special prizes.
- (a) The Technical Director of the C5PBA may at his discretion require a bond, or in lieu thereof, a satisfactory assurance that the prize fund obligations will be met.

RULE 17 - ALL-EVENTS COMPETITIONS

- (a) Participants in tournaments may be charged optional fees for All-Events contests under the following conditions:
 - i) When two or more events are conducted as part of the tournament.
 - ii) When two or more tournaments are conducted under the same management and within the jurisdiction of the same provincial association.
 - iii) If expense fees are charged for participation in optional All-Events contests, the designation of such fees must comply with Section G - Rule 13.
- (b) The All-Events entry fee must be paid prior to the advertised closing date for entries or before the participant bowls any of the events, whichever comes first.
- (c) The tournament management shall be required to indicate in the schedule or post at the tournament site, the names of all such players, who are eligible to qualify for All-Events prizes.
- (d) An All-Event entry may be transferred, providing the transfer is made before the bowlers involved have participated in any event of the tournament.
- (e) Where a trophy or award, excluding cash awards, is provided for the All-Events winner, the bowler who places first in All-Events, shall be entitled to the trophy or award regardless of whether the bowler has paid the optional fee. However, in such cases, the trophy or award (*excluding cash*) must not be purchased from optional fees paid into the All-Events prize fund by its participants.
- (f) Distribution of prizes for All-Events Contests shall comply with the formula prescribed for payment of regular position prizes and the ratio of return to entries shall be at least one to 10 or major fraction thereof.

RULE 18 - SPECIAL FEATURES

- (a) Optional prize fees may be charged to tournament participants for

one or more special feature events, provided such optional special feature events are open to all entrants in the tournament.

- (b) Distribution of prizes shall comply with the formula prescribed for payment of regular position prizes and the ratio of return to entrants shall be at least one to 10 or major fraction thereof.

RULE 19 - PRIZE PAYMENT AND REPORT

- (a) Within thirty days after completion of the tournament, the following post tournament requirements must be met:
 - 1) Distribute all prizes, except when the C5PBA or Provincial Association has authorized holding up payment, pending settlement of any claim or protest which affects position standings.
 - 2) Submit the following to the C5PBA:
 - i) A prize list showing the name and score of each entrant and prize won.
 - ii) A financial statement on forms provided by the C5PBA listing all receipts and disbursements.

TOURNAMENT OPERATION

RULE 20 - ENTRY DEADLINE IN ADVANCE OF TOURNAMENT & NOTIFICATION OF SCHEDULE

- (a) When the date for closing entries is prior to the opening date of the tournament, advance notification of time and date of participation must be given to individual entrants and/or team captains and/or coaches by tournament management.
- (b) All entries postmarked or hand delivered the first post office business day following the entry closing date shall and must be accepted.
- (c) Additional entries for any event shall not be accepted after the closing date of entries for the tournament.
- (d) A schedule must be prepared or a complete list of entrants posted at the tournament site.
- (e) No Tournament Director may indicate in the schedule, the word "partner" or "reserved" or similar term in lieu of any team or individual entry.

RULE 21 - ENTRY DEADLINE PRIOR TO LAST SHIFT

- (a) When the date for closing of entries is set prior to the time the last shift is scheduled, the tournament management shall post in a conspicuous place in the establishment, a notice showing:
 - 1) Number of entries to date. As entries are accepted the entry forms must be numbered consecutively and the entry number must appear with the contestant's name whenever current or final results are posted.
 - 2) Ratio of prizes to tournament entries (*at least 1 to 10*).
 - 3) A complete list of all entrants to be kept current and indicating scores bowled by each entrant. This list shall be returned and made available for inspection during the entire tournament and for thirty (30) days thereafter.
 - 4) Posted schedule kept current at all times.
 - 5) The exact time of day that the last shift is scheduled to start.
 - 6) The exact time of day for closing of entries.
- (b) This data shall be kept current as of six o'clock each evening. It is also required, that a complete prize list be similarly posted within one hour after entries have been closed.
- (c) No Tournament Director shall accept any additional entries for any event after the closing date of entries for the tournament.

RULE 22 - HANDICAPS & ASSIGNED AVERAGES

- (a) When tournament prize winners are determined on a handicap, pins-over-average or average classification basis, the handicap or classification must be based on a known and proven average of a bowler or an average assigned prior to the start of competition.
- (b) Participants in a tournament granted a regular tournament sanction, who do not have an acceptably proven league average in accordance with the rules of the tournament, shall be required to bowl scratch (*with no handicap*) unless tournament rules provide that:
 - 1) A bowler with prior league or tournament experience but who does not have a proven acceptable average under the tournament rules shall be accepted at his/her most recent league average or 210, whichever is higher.
 - 2) A bowler with no previous league or tournament experience

shall be assigned an average as established by tournament rule, but not less than 175.

- (c) In addition, the Tournament Director, prior to the entrant bowling, may assign a higher average than the foregoing when information indicates the individual may be a better bowler than his/her average indicates.
- (d) In tournaments granted a moral support sanction, participants who do not have an acceptable and proven average under tournament rules, may be assigned an average in accordance with the figures established by tournament rules.

RULE 23 - AVERAGES

- (a) The following conditions will apply to averages in sanctioned handicap, pins-over-average or classified tournaments unless otherwise specified in the tournament rules, except that any adjustment of an entrant's average must be accomplished before the entrant bowls. If the adjustment is not acceptable to the entrant, his/her entry fee shall be refunded.
 - 1) Individual averages which are used to determine handicaps or classification of a bowler, must be based on a minimum of fifty (50) games in a previous season's C5PBA sanctioned league.
 - 2) When a tournament uses the previous season's averages and at the time of bowling, the entrant has a current season's average for 12 games or more, of 15 pins or more higher than the previous season's average, the bowler must use his/her current average for entry in the tournament.
 - 3) It shall be each bowler's responsibility to verify the accuracy of his/her average in handicap, pins-over-average or classified tournaments, whether originally submitted by the bowler, his team captain, coach or others. Failure to use the proper average shall disqualify score if submitted average is lower than actual average thereby resulting in a lower classification or more handicap. Prize winnings shall be based on the submitted average if it is higher than the actual average. In the case of teams of two or more bowlers, the averages shall be combined to determine whether the correct total is higher or lower than the submitted total.
- (b) Corrections in averages can be made up to the completion of the first game of a series, or within 48 hours after completion of a series, if the Tournament Director, prior to the completion of the first game of the series, has given written consent to the bowler, authorizing such

extension of time to correct his/her average.

RULE 24 - REPORTING OF PRIZE WINNERS

- (a) A tournament may require a bowler to report his/her previous tournament prize winnings as a condition for entry. However, in the absence of a specific tournament rule, a bowler who has qualified for a prize of \$300.00 or more in any event in a tournament within the previous 12 month period must report his actual score, position and amount won to the tournament management at time of bowling in a handicap, pins-over-average or classified tournament for possible re-rating.
- (b) It is the bowler's responsibility to report his/her scores in any tournament where the prize payment has not been made but in which the bowler has qualified for \$300.00 or more.
- (c) Failure to comply with either of these provisions shall be cause to forfeit tournament entry fee and prize winnings.

RULE 25 - MULTIPLE PARTICIPATION

- (a) It shall be optional whether the entrants in a sanctioned tournament may participate more than once in an event provided it is duly publicized in advance. The number of times participation will be permitted must be indicated.
- (b) Where more than one time participation is permitted, one or more of the following provisions must appear on the entry form and poster:
 - 1) Five member Team Event - Not more than three players on the same team can place more than once in a prize list for position standings.
 - 2) Three and four member Team Events - Not more than two players on one team can place more than once in the prize list for position standings.
 - 3) Two member Team Events - In no case shall the same two member team be permitted to place more than once in the prize list for position standings.
 - 4) Individual Events - In no case shall the same individual be permitted to place more than once in the prize list for position standings.
- (c) When a bowler competes more than once, his/her first appearance in each event shall count toward his/her All-Events score.

RULE 26 - SCORERS

- (a) The tournament director of each sanctioned tournament is required to appoint or hire scorers to officially record any and all games bowled in the tournament or use an automatic scoring device that has been approved by the C5PBA Standards & Specifications Committee.
- (b) When a full compliment of scorers is not available and the entry cannot be rescheduled, the bowlers affected may be allowed to record their own score, under the supervision of tournament management.
- (c) In match-game tournaments where the pin count is not carried forward, the competing team captains or coaches or other players may be authorized to keep score by the tournament management.
- (d) After a score has been recorded, it cannot be changed except where there is an obvious error in scoring or calculation. The Tournament Committee may, by rule, set a time limit for the appeal of any scoring errors.
- (e) No scorer, shall be interested, directly or indirectly, in any bet or wager on any game or series. If at any time, the scorer shall be found to be so interested, is incompetent or interferes with tournament contestants, the Tournament Director may remove any such scorer.

RULE 27 - SUBMITTING ENTRIES

- (a) The receipt of any entry in writing and its acceptance in any tournament by the Tournament Director for one or more events shall regulate the number of bowlers who shall participate.
- (b) Substitutions and replacements may be made in accordance with the provisions of Section G - Rules 29 and 34.
- (c) The entry form must contain the names of the bowlers entered and the necessary prize fees must be in the hands of the Tournament Director prior to the closing date of entries for the tournament.

RULE 28 - REPLACEMENTS

- (a) No one may bowl in a sanctioned tournament except those originally entered or such replacements who may be authorized by the captain or coach of a team.
- (b) The team captain or coach may make a replacement in the team event according to Section G - Rule 4. If a duly entered and scheduled entrant is unable to bowl when scheduled to do so, in the two member and individual events and will sign a replacement

affidavit, a person qualified to bowl in the event under the tournament rules, may be named to take his/her place. Such affidavit must be presented to the Tournament Director at least thirty(30) minutes prior to the time the entrant is scheduled to bowl.

- (c) If a replacement request is made too late to secure the affidavit prior to bowling the scheduled games in question, the Tournament Director, may at his/her discretion, furnish replacement affidavit blanks and allow a replacement to be made in accordance with a team captain or coach's authority.
- (d) A replacement may be made in the All-Events providing the replacement is made before the original entrant or his/her replacement has bowled in the tournament.

RULE 29 - CHANGES IN LINE-UPS OR PAIRINGS

- (a) If a change in team line-up or a change in line-up or pairings in a two member team event is desired, it must be made to the Tournament Director at least thirty(30) minutes prior to the time the entrants are scheduled to bowl unless otherwise specified in the tournament rules.
- (b) Thereafter, no entrant shall change his/her position in any team or two member team line-up after the bowler has been checked onto the lanes to bowl, unless authorized by the Tournament Director. Violation of this rule may be cause for disqualification.
- (c) If a replacement is needed on each of two doubles teams, the two entrants present may be teamed together.

RULE 30 - ENTRY IN BOTH SINGLES AND DOUBLES

- (a) If a tournament committee elects to conduct both a two-member team and individual event, it may, by rule, make entry in both events a requirement to qualify for participation in either event, providing the rule is printed on the entry form.

TOURNAMENT RULES

RULE 31 - LATE/TARDY BOWLERS

- (a) Bowling shall begin in accordance with a previously arranged schedule. Any player or team arriving late shall begin play with the score counting beginning with the frame then being bowled.
- (b) If a team refuses to start because a full line-up is not present, it shall forfeit all games, which it declines to bowl, at the discretion of the Tournament Director.

- (c) No absentee scores shall be permitted and a bowler must bowl on the same lanes and at the same time his/her team bowls.
- (d) A bowler who misses one frame or more by not being present and ready to bowl when it is his/her turn shall not be credited with any pinfall for any frames missed.

RULE 32 - TEAM BOWLING ALONE

- (a) When bowlers entered in the team, two member team, or individual event of a tournament are scheduled alone on a pair of lanes, they must bowl any and all games to be bowled as if they were actually contested. Each entrant must have completed his/her frame on one lane before the player bowling as lead-off shall commence his/her next frame on the adjoining lane.
- (b) The foregoing provision shall apply to all team tournaments except those which by rule, schedule each team alone on a pair of lanes and permit the members to follow each other immediately in order on the alternate lane.
- (c) In singles tournaments, a minimum of two entries shall constitute a shift and these entries must bowl on the same pair of lanes. If a bowler competes alone as a shift, his/her score shall be disqualified.

RULE 33 - PACERS

- (a) A tournament may, by rule, permit the use of pacer bowlers.
- (b) No person who serves as a pacer shall be permitted subsequently to enter or compete in the tournament.
- (c) No person who has been suspended or refused membership in the C5PBA, shall serve as a pacer.

RULE 34 - SUBSTITUTIONS DURING GAME OR SERIES

- (a) After a series has started, no changes shall be made in the order of the players, except that the captain or coach may replace any of his/her bowlers by another qualified substitute at any time.
- (b) When a substitution is made during a game, the score of such game shall be credited to the starting bowler, unless tournament rules provide that scores be maintained so that each individual's score also reflects the actual frames bowled.
- (c) In team and doubles competition, substitutes may be permitted after a game has started, but a bowler once removed cannot return to bowl

for the balance of that game.

- (d) No substitutes will be allowed in Singles events.
- (e) Scores bowled through the efforts of more than one individual player shall not qualify for any C5PBA or tournament individual game awards nor shall the score be included in All-Events contest totals.

RULE 35 - TWO LANES REQUIRED

- (a) Two lanes immediately adjoining each other must be used in each game of tournament play.
- (b) The bowling of ten(10) complete frames on the pair of lanes on which the game was started shall constitute an official game.

RULE 36 - IRRETRIEVABLY LOST SCORES

- a) A Tournament game(s) or frame(s) within a game, which is irretrievably lost in the scoring process, is null and void. The game(s) or frame(s) must be re-bowled unless one of the following conditions is met:
 - 1) Scores of any players that have been lost can be documented.
 - 2) The team captains/coaches can completely agree on one or more scores lost.
 - 3) The Tournament Committee rules that the game(s) or frame(s) are not to be re-bowled.

If scores on a pair of lanes can be documented or agreed upon, the game shall be continued from the point of agreement. If some but not all of the scores can be documented or agreed upon, the bowlers whose scores cannot be substantiated, shall re-bowl the game to the point of agreement/interruption, at which time the game shall be continued in regular order.

RULE 37 - INTERRUPTED GAME OR SERIES

- (a) The Tournament Officials may authorize the completion of a game and series on another pair of certified lanes when equipment failure on the starting lanes would delay the normal progress of the game or series.
- (b) An interrupted game and series, which cannot be completed on the same lane, must be resumed from the point of interruption.

RULE 38 - TOURNAMENT LANE DRAWS

- (a) In tournament play, the first game of a series shall be started on the lane on which the team or individual is scheduled.
- (b) Succeeding games shall be scheduled and played on different pairs of lanes, so that each team or individual bowls on a completely different pair of lanes for each game of the tournament series.

RULE 39 - ORDER OF BOWLING

- (a) The members of contesting teams, doubles, and singles entrants shall successively and in regular order, bowl one frame on one lane and for the next frame alternate and use the adjoining lane and so alternating each frame until five(5) frames are bowled on each lane to complete the game.
- (b) Each bowler shall bowl three(3) balls in every frame, except where the bowler makes a strike or a spare.
- (c) No pins may be conceded and only those pins knocked down by the action of a legally delivered ball may be counted.
- (d) Every frame must be completed at the time the player is bowling in his/her regular order.
- (e) When a bowler makes a strike in the tenth frame, the bowler shall then and there, be permitted to bowl two more balls on the same lane on which the bowler bowled the strike in order to complete the frame and game.
- (f) When a bowler makes a spare in the tenth frame, the bowler shall then and there, be permitted to bowl one more ball on the same lane on which the bowler bowled the spare in order to complete the frame and game.

RULE 40 - SCHEDULING OF DOUBLES

- (a) Normally, only one doubles team is scheduled on each lane and both members of the doubles team start on the same lane. This order of bowling may be changed, however, when a tournament schedules three or more doubles teams on a pair of lanes, as part of its normal scheduling pattern, in which case, the lead-off bowler of each team will start on one lane and the anchor bowler on the adjoining lane.
- (b) Bowlers must alternate lanes after each frame.
- (c) Succeeding games shall be scheduled and played on different pairs of lanes, so that each doubles team bowls on a completely different pair of lanes for each game of the tournament series.

RULE 41 - TIE SCORES

- (a) In case of a tie for the team, doubles, singles or All-Events championships in a tournament, it shall be optional with the Tournament Committee to hold a play-off or declare co-champions, except as otherwise provided by Section G - Rule #41.
- (b) In the event that co-champions are declared, the cash prizes for the positions affected are to be equally divided and the Tournament Committee shall be required to supply such additional medals or other awards it makes to the champions, which are emblematic of co-championships, from a fund other than the prize fund.
- (c) In the case where a play-off shall be played to decide all ties, at least three games shall be played except in match game or elimination tournaments, where the number of games or frames shall be determined by the Tournament Committee.
- (d) The team or individual scoring the greatest number of pins (*including handicap if applicable*) in playing off of such tie, shall be entitled to the first prize allowed for each contest, and if the tie is in the team, doubles, singles or All-Events contest, such winning team or individual shall be entitled to the championship and medals or other awards offered for such contest.
- (e) The team or individual making the next greatest number of pins in playing off such tie, shall be entitled to the second prize, and so on.
- (f) Any and all ties other than for first prize and position, shall be decided by the Tournament Committee.

RULE 42 - TIES WITH DUPLICATION OF TEAM PERSONNEL

- (a) When multiple participation is permitted in a tournament, and one or more bowlers are members of the team tied for the championship, the following procedure shall apply in conducting the play-off for the championship:
 - 1) If two teams are tied, and the same person or persons are duplicated on both teams, co-champions may be declared. Otherwise, only those bowlers not duplicated on the teams, shall bowl a series of at least three games, with total pinfall (*including handicap, if applicable*) deciding the championship.
 - 2) If more than two teams are tied for the championship and there is a duplication of personnel on any of the teams involved, there shall be no play-off and co-champions shall be declared. If there is no duplication of personnel on the teams tied for the championship, it shall be optional to the

Tournament Committee to have a play-off or declare co-champions.

RULE 43 - APPEAL OR PROTEST

- (a) An appeal or protest regarding the decision of a foul judge, scorer or tournament official, may be made to and decided by the Board of Directors of the Local or Provincial Association under whose jurisdiction the tournament is conducted. They shall render a decision thereon as soon as possible, after submission (*in writing*) of the appeal or protest.
- (b) Such appeal or protest shall in all cases, be made in writing, and be signed by the party making the appeal or making the protest, and the grounds of appeal or protest shall be briefly stated.
- (c) If such party is not satisfied with the decision of the Local or Provincial Association, a final appeal or protest can be referred to the C5PBA, whose decision shall be final and binding.
- (d) If such appeal or protest affects prize payments and positions, the Tournament Committee shall withhold all payment of prizes until such appeal or protest is resolved.

APPENDIX "A" MODEL LEAGUE RULES

C5PBA Rules (See Section F - Rule #7(a)) requires that leagues must adopt rules to govern their regular activities. The following pages contain "tailor-made" suggested rules, which the majority of 5 Pin bowling leagues can use for this purpose. In addition, there are options that can be used with or without one or more of the suggested rules. In this way, each league can adopt these model rules for most situations that may arise in their leagues.

Leagues can adopt these "tailor-made" rules without change, simply by completing the blank spaces, thereby giving the league an adequate set of rules to govern its operation by. The following rules are suggestions only, and are not effective unless adopted by a league. Other rules and/or options may be adopted, but they must, in no way, conflict with C5PBA, Provincial, Local or House Association Rules and Regulations.

_____ 5 PIN BOWLING LEAGUE

OFFICIAL RULES & REGULATIONS

RULE # 1 - LEAGUE SCHEDULE

The _____ 5 Pin Bowling League shall be sanctioned with the Canadian 5 Pin Bowlers' Association through their Provincial and Local Associations.

The league shall consist of ____ teams with a playing strength of ____ men and/or ____ women.

The league will bowl on _____(day) for ____ weeks, commencing on _____(date). All scheduled matches will start promptly at ____ (a.m. or p.m.) and shall be played according to the Official Rules and Regulations of the Canadian 5 Pin Bowlers' Association.

OPTION: The league schedule will be divided into _____ (halves, thirds, quarters). An equal number of games will be bowled in each segment, unless there is an uneven number of weeks in the schedule, in which case the extra week will be placed in the last segment of the schedule.

OPTION: _____ position matches will be included in the schedule.

RULE # 2 - MANAGEMENT OF LEAGUE ACTIVITIES

The management of this league shall be vested in the League Executive, which shall consist of the officers and team captains. A majority shall constitute a quorum. The League Executive shall adopt the League Rules and the membership shall elect the officers.

RULE # 3 - BOWLING FEES

The amount to be paid by each bowler each league session shall be \$_____ of which \$_____ will cover the cost of bowling and the balance to be placed in the league treasury. There shall be no arrearages, unless authorized by the League Executive.

OPTION: Each team shall pay to the treasurer a \$_____ franchise or sponsor fee within ____ days after the opening date of the league's schedule.

OPTION: The bowling fees for the last two weeks of the schedule shall be paid before completion of the fifth week of the schedule.

OPTION: Games shall be forfeited by a team whose members are not current in league fee payments, unless such arrearages are authorized by the League Executive.

OPTION: Bowlers who are absent and have not bowled-off must pay the full weekly league bowling fee of \$_____ for each week missed.

OPTION: Bowlers who are absent and have not bowled-off shall pay the league the prize fee contribution of \$_____ only for each and every week missed.

RULE # 4 - HONORARIUMS

The salary, if any, to be paid to the League Secretary, or any other league officer, shall be established by the League Executive, and shall be paid at the conclusion of the League Schedule, unless otherwise specified. Full payment shall not be authorized until the secretary has furnished the final average sheets and reports to the League Executive and Local Association Secretary.

RULE # 5 - FRANCHISES

The team captain shall hold the franchise, as long as the team captain is acceptable to the majority of members of the League Executive, except that a franchise cannot be recalled during a season without sufficient cause.

A captain must notify the league secretary of the team's intention to retain their

franchise by _____(date). Failure to do so may result in the reassignment of the team's franchise by the League Executive.

The League Executive will decide disputes pertaining to the captaincy or sponsorship of a team.

RULE # 6 - LEAGUE FUNDS

An account shall be opened in the name of the league in the _____ (bank, savings or trust company) in which funds will be deposited weekly.

Withdrawals from the account shall be made only with the joint signatures of at least two(2) authorized officers of the league who are not related in any manner whatsoever. The President shall verify the bank balance each month.

RULE # 7 - PRIZES

Prior to the start of the league schedule, the President shall appoint a committee to draw up a Prize List. This prize list must be approved by a majority of the league's membership and distributed within five weeks after the opening date of the league's schedule.

In order to qualify for individual awards or prizes, a bowler must have bowled in two-thirds of the scheduled league games.

A bowler or team can qualify for only one special award for high series or game. When a team or individual qualifies for an award in more than one category, and prizes are of equal value, the series prize shall be awarded. In other cases the prize of the highest value shall be awarded.

PLAY-OFF games shall not be included for high score or average awards, nor shall they be used to determine **b** of games bowled.

OPTION: To qualify for individual awards, a bowler must bowl at least _____ of the scheduled league games. (Note: A league may wish to provide for more or less than two-thirds of the scheduled games.)

OPTION: Teams and individuals can qualify for one high game and one high series award.

OPTION: Teams and individuals are eligible to receive all high game and series prizes for which they qualify.

OPTION: Special high game and series prizes shall be awarded in both scratch (*no handicap*) and handicap categories, however, no one individual can qualify for an award in both categories. A player qualifying for a prize in both categories shall receive

the prize of greater value. If both prizes are of equal value, the scratch (*no handicap*) prize shall be awarded.

RULE # 8 - ENTERING AVERAGES

Bowlers will use the year-end averages established in this league last season, based on 50 or more games. All others shall use their highest year-end average from another league from the previous season, based on a minimum of 50 games.

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 50 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.

RULE # 9 - HANDICAPS

The handicap allowance shall be ___ percent, and shall be based on the difference between each individual's average and a base figure of _____. (*See Section D - Handicapping explanation.*)

The team's handicap for each scheduled game shall be the total of the individual handicaps for the bowlers in the game's line-up.

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.

New bowlers without an established (*50 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 (50 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 # 10 - TEAM ROSTERS

Team Rosters shall be limited to ____ bowlers.

Team Captains shall turn in rosters of team members to the League Secretary prior to the starting date of the league schedule.

Any roster changes must be reported to the League Secretary prior to the time the new team member bowls.

OPTION: New players cannot be added to a team's roster in the final ____ weeks of the league schedule without the approval of the League Executive.

OPTION: Roster changes shall be reported to the league secretary at least ____ hours before the new team member bowls.

OPTION: Team rosters shall be determined on the basis of a draft, where team captains shall select team members in a fair draw to be held before the opening date of the league schedule. Team captains shall be selected and approved by the League Executive.

OPTION: Team rosters shall be determined by a team selection committee who shall assign bowlers to teams on the basis of individual entering averages so as to equalize the teams throughout the league.

OPTION: New players may be added to the league only at the discretion of the League Executive and the League Executive shall decide which team the new bowler shall be placed with.

RULE # 11 - TEAM CAPTAINS

The team captain is responsible for listing the starting line-up, collecting bowling fees from each bowler on his/her team, making sure the correct score

is recorded for each bowler on the scoresheet, and completing all league sheets as required.

RULE # 12 - SUBSTITUTE BOWLERS

A list of roving or floating substitute bowlers shall be approved and maintained by the League Executive.

No individual substitute may bowl with more than one team for the regularly scheduled games each week.

Substitute bowlers shall be eligible for prize money and league awards, providing they pay the required league bowling fees on each occasion they substitute and meet the league's award requirements.

OPTION: Substitutes may be used by any team providing the substitute's established average does not exceed the average of the bowler being substituted for.

OPTION: Substitutes may compete with more than one team in regularly scheduled league games each week, but under no condition may a player bowl with more than one team for the same scheduled game.

OPTION: Substitute bowlers shall not be eligible for prize money or individual league awards.

RULE # 13 - LEGAL TEAM LINE-UPS

Both regular and substitute bowlers shall count toward a legal team line-up. A minimum legal team line-up must be present by the completion of the ____ frame of each game. (See Section F - Rule #26 for minimum legal team line-up provisions).

OPTION: A minimum legal team line-up must include at least ____ bowlers from a team's current roster.

RULE # 14 - FORFEITURE OF GAMES

When a game is declared forfeited, the team present shall bowl as though the game was actually contested and shall complete a team frame on one lane before starting the next frame on the adjoining lane. The game point(s) shall be awarded to the team that is present.

OPTION: When a team fails to have a minimum legal line-up the opposing team/individuals must bowl within ____ pins of their current average in order to win points by forfeiture. Points not won for failing to bowl the prescribed score will not be

credited to either team. (See Section F - Rule #40.)

RULE # 15 - COUNTING SCORES

The highest five scores including handicap shall count towards the team's pinfall total for a game in order to determine points awarded for game points.

Should a team not have enough bowlers to field a full line-up appropriate pre-bowled (*bowl-offs*) games, absentee scores or vacancy scores may be inserted in place of the missing bowler.

OPTION: The highest ____ scores including handicap shall count towards the team's pinfall total for a game in order to determine game points to be awarded.

RULE # 16 - PRE-BOWLED (BOWL-OFF) SCORES

Bowlers may, and are encouraged, to bowl their games in advance, should they know that they will miss a specific date of scheduled league games.

Pre-bowled scores shall count towards team totals but scores so rolled shall not count for individual awards or in calculation of the bowler's average or games (*or frames*) played or for any C5PBA high score or record score recognition.

Pre-bowled (*Bowl-offs*) games will not be allowed during the play-offs.

OPTION: Pre-bowled (*bowl-offs*) games will be allowed for play-off providing they are scored and recorded by an authorized member of the League's Executive.

RULE # 17- ABSENTEE SCORES

Absentee scores shall be allowed when a team has a legal line-up but less than a full line-up at the start of any game.

The absentee score shall be the absent bowler's average less 10%. The absentee's entering average shall be used unless the absent bowler has a current average based on 12 or more league games bowled. The handicap shall be figured on the actual average of the absentee.

OPTION: The absentee score shall be the absent bowler's average less ____ pins.

OPTION: The absentee score shall be the lowest counting score including handicap from the opposing team's roster.

RULE # 18 - VACANCY SCORES

When a team does not have enough bowlers on its roster for a full line-up, a vacancy score of 175 shall be used. Such score shall be the basis for the handicap.

OPTION: The vacancy score shall be ____, with handicap based on
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that score.

OPTION: The vacancy score shall be the lowest counting score including handicap from the opposing team's roster.

RULE # 19 - POSTPONEMENT OF LEAGUE GAMES

The League Executive shall determine what is sufficient cause to grant a postponement of a scheduled league game or games.

In emergencies, the captain of the team unable to attend or compete shall notify the opposing team captain and League Secretary or President at the earliest opportunity.

OPTION: All requests for postponements shall be filed with the League Executive except those caused by emergencies.

RULE # 20 - BOWLING UNOPPOSED

Teams scheduled to bowl against each other must be in direct competition with each other on adjacent lanes.

RULE # 21 - LATE/TARDY BOWLERS

A tardy bowler shall use one-tenth of the absentee score for each of the frames missed. Games including partial or complete absentee scores cannot be credited to a bowler's average.

OPTION: A bowler who arrives late may enter the game provided ____ frames have not been completed. Frames missed may be made up.

OPTION: A bowler who arrives late may enter the game provided ____ frames have not been completed. Frames missed may not be made up, and one-tenth of the absentee score shall be used for each frame missed. Note: A frame shall be considered completed when the bowler in the anchor position on each team has completed the frame.

OPTION: A bowler arriving late must bowl in the frame in which the team is bowling when the bowler came in. Frames missed shall be counted as zero(0).

OPTION: A bowler arriving late may not bowl that particular game. An absentee score shall be substituted in place of the late bowler.

RULE # 22 - POSITION STANDINGS

Position standings shall be determined on the basis of games won and lost.

OPTION: Standings shall be determined on a point basis, with ____ point(s) being awarded for each game won and ____ point(s) for the high series pinfall for the match.

OPTION: Standings shall be determined on a point basis, where each bowler on the team who beats the bowler in the corresponding position in the line-up from the opposing team shall be awarded with one point while the team recording the highest pinfall for each game shall receive 3 points thereby giving a maximum of 8 points for a game.

RULE # 23 - TIE GAMES

When a tie occurs, each of the two teams involved in the tie shall be credited in the standings with having won one-half(**2**) game and with the loss of one-half(**2**) game.

There shall be no roll-off of the tie.

OPTION: When a tie occurs for any point, each of the two teams involved in such tie, shall be credited with having won one-half(**2**) the value of the point or points normally awarded. There shall be no roll-off of the tie.

RULE # 24 - SPLIT SEASON

At the end of each ____ (*half, third, quarter*), a first place winner will be named and the wins and losses will start over, but the averages of all bowlers will be continued. If there is a tie for first place in any segment, the team with the highest accumulated pinfall for the segment shall be named the segment winner.

Team prize money shall be divided equally into each segment and distributed at the end of the season according to the standings in each segment. The first place winners of each segment will enter into the league's play-offs to decide the league champion.

OPTION: (*Halves*) - If the same team wins both halves, it shall be named the champion and the two second place teams will bowl a play-off to decide the runner-up.

OPTION: (*Three or more segments*) - A team may qualify only one time for the play-offs. After a team has qualified that team shall be disregarded when determining future teams for the play-offs.

OPTION: (*Three or more segments*) - A team may qualify only one time for the play-offs. When one team wins more than one segment, the team with the most games won during the

season who is not a first place winner will qualify.

OPTION: (*Thirds*) - If the same team wins each third, it shall be named league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins two of the three segments and loses the play-offs, another play-off shall be bowled to decide the champion.

OPTION: (*Quarters*) - If the same team wins each quarter, it shall be named the league champion and the second place teams will bowl a play-off to decide the runner-up. If the same team wins three quarters and loses the play-off, at least one other play-off shall be bowled to decide the champion. If the same team wins two quarters and loses the play-off, another play-off shall be bowled between that team and the winner of the play-off to decide the champion.

RULE # 25 - PLAY-OFFS

To determine the winner of any play-off for first place or any other trophy position, a three game series shall be bowled under the same conditions and rules governing league play during the regular season. An extra complete tenth frame shall be bowled in the event of a tie at the end of the play-off series.

When more than two teams are tied, four adjoining lanes shall be used. Starting lanes will be selected by draw. Teams will rotate lanes after each game as follows:

<u>LANE</u>	<u>A</u>	<u>B</u>	<u>C</u>
First Game	Team 3	Team 1	Team 2
Second Game	Team 2	Team 3	Team 1
Third Game	Team 1	Team 2	Team 3

The team bowling alone must bowl a complete frame on one lane before the lead-off player starts the succeeding frame on the alternate lane.

Should other positions end in a tie, prize money for the positions affected shall be divided equally among those tied.

Scores bowled in such play-offs shall not count toward individual or team averages or special prize awards offered by the league.

The provisions of this rule also apply to ties for first place in each segment of a split season.

OPTION: Total pins in a series of three games shall determine the winners of any play-off for first place or other trophy positions. An extra complete tenth frame shall be bowled in the event of a tie at the end of the play-off series.

RULE # 26 - ABSENTEEISM

It is the responsibility of each bowler to inform the team captain or league secretary if the bowler is going to be absent for a scheduled league game(s).

Repeated negligence on the part of the bowler to inform the team captain or league secretary of his/her absence could result in expulsion from the league.

A member absent for two consecutive league scheduled dates without sufficient cause shall also be liable for expulsion from league.

RULE # 27 - EXPULSION OF BOWLER(S)

If a league member continually violates the rules of this league, the bowler shall be expelled from the league and forfeit all rights, privileges and prizes forthcoming. The League Executive will make all decisions regarding this action.

RULE # 28 - COMPLAINTS & PROTESTS

Any complaints by league members are to be made to the team captain, who in turn will present the complaint to the League Executive for discussion.

RULE # 29 - RULES NOT COVERED

Any situation or rule not covered in the preceding provisions are covered in SECTION F - OFFICIAL LEAGUE RULES in the OFFICIAL 5 PIN BOWLING RULEBOOK of the Canadian 5 Pin Bowlers' Association.

CANADIAN 5 PIN BOWLERS' ASSOCIATION



Established on May 22nd, 1978, the Canadian 5 Pin Bowlers' Association is the governing body for the sport of 5 Pin Bowling in Canada.

Its membership is comprised of eleven (11) Provincial/Territorial 5 Pin Bowlers' Associations, encompassing all areas and boundaries within the Dominion of Canada.

In turn, each Provincial/Territorial 5 Pin Bowlers' Association is comprised of Local (*Zone*) 5 Pin Bowlers' Associations, whose boundaries are established by the parent Provincial/Territorial Association.

Bowlers and leagues within the boundaries of these Local Associations may join (*affiliate*) with the Local Association by voluntarily purchasing a membership card through the Local Association. Those bowlers and leagues who affiliate with the Local Association, automatically become registered members of their respective Provincial/Territorial 5 Pin Bowlers' Association and the Canadian 5 Pin Bowlers' Association.

ADMINISTRATION OF THE C5PBA

BOARD OF DIRECTORS

The overall responsibility for policy decisions and guidelines for conducting the affairs of the Canadian 5 Pin Bowlers' Association is carried out by its Board of Directors.

The Board of Directors consists of two (2) representatives from each of the following recognized and chartered Provincial/Territorial 5 Pin Bowlers' Associations:

ALBERTA 5 PIN BOWLERS' ASSOCIATION
BRITISH COLUMBIA 5 PIN BOWLERS' ASSOCIATION
MANITOBA 5 PIN BOWLERS' ASSOCIATION
NEWFOUNDLAND/LABRADOR 5 PIN BOWLERS' ASSOCIATION
NORTHWEST TERRITORIES 5 PIN BOWLERS' ASSOCIATION
NOVA SCOTIA 5 PIN BOWLERS' ASSOCIATION
NORTHERN ONTARIO 5 PIN BOWLERS' ASSOCIATION
ONTARIO 5 PIN BOWLERS' ASSOCIATION
PRINCE EDWARD ISLAND 5 PIN BOWLERS' ASSOCIATION
QUEBEC 5 PIN BOWLERS' ASSOCIATION
SASKATCHEWAN 5 PIN BOWLERS' ASSOCIATION

In addition to the twenty-two (22) representatives from the chartered

Provincial/Territorial Associations listed above, the Board of Directors of the C5PBA also includes one (1) representative from the Master Bowlers' Association of Canada and one(1) non-voting representative from the Bowling Proprietors' Association of Canada.

EXECUTIVE COMMITTEE

Representing the Board of Directors in deciding the day-to-day policies of the Association, is the Executive Committee, which is elected from and by the entire Board of Directors at the Association's Annual Meeting. Each position extends for terms of two years.

The Executive Committee is comprised of:

- 1) President
- 2) 1st Vice-President
- 3) 2nd Vice-President
- 4) Corporate Secretary/Treasurer

C5PBA NATIONAL HEADQUARTERS

The day-to-day business affairs of the Association are conducted by professional office employees, who carry out the directives made by the Executive Committee and the Board of Directors. The office staff consists of the following full-time positions:

PROGRAM CO-ORDINATOR

Any questions regarding the Canadian 5 Pin Bowlers' Association and its programs can be directed to their national headquarters, located at:

CANADIAN 5 PIN BOWLERS' ASSOCIATION
#206 – 720 Belfast Rd.
OTTAWA, ONTARIO
K1G 0Z5
PHONE: (613) 744-5090 FAX: (613) 744-2217
email: c5pba@c5pba.ca

FUNCTIONS OF THE CANADIAN 5 PIN BOWLERS' ASSOCIATION

The Canadian 5 Pin Bowlers' Association represents 5 Pin bowlers across Canada. Those bowlers and leagues who join the Canadian 5 Pin Bowlers' Association are entitled to the following services and benefits provided by the national organization:

AIMS & OBJECTIVES

- a) To provide uniform Rules and Regulations to govern the sport of 5 Pin Bowling.
- b) To assist Provincial/Territorial Associations to establish Local Associations within their boundaries and to effectively serve the member leagues and bowlers within these Local Associations.
- c) To provide member leagues with vital information and necessary materials to effectively conduct a successful bowling league.
- d) To provide a comprehensive awards program to reward member bowlers regardless of their ability or skill level.
- e) To recognize and keep accurate record of special achievements made by member bowlers, such as Record Scores, Perfect Games and Championship victories.
- f) To conduct a series of tournaments and championships for both average and elite bowlers, which lead to House, Zone, Regional, Provincial/Territorial and National competitions.
- g) To sanction 5 Pin Bowling Leagues and Tournaments.
- h) To inspect and sanction 5 Pin Bowling lane-beds and equipment to ensure fair conditions for all bowlers across Canada.
- i) To monitor and assist the improvement of equipment used in 5 Pin Bowling.
- j) To aid and assist special interest groups, such as youth, senior citizens, blind, deaf and physically or mentally handicapped, in planning and conducting 5 Pin Bowling programs for their benefit.
- k) To promote and organize 5 Pin Bowling programs for use by the school teachers and systems in Canada.
- l) To represent 5 Pin Bowlers in lobbying for government assistance and recognition.
- m) To encourage private sector and corporate sponsors to contribute to 5 Pin Bowling.

- n) To develop technical programs to educate and assist the development of qualified instructors, coaches and tournament officials for the sport.
- o) To work in harmony with other bowling organizations in Canada for the continued growth and betterment of the sport.
- p) To honour founders, proprietors, technicians, suppliers, volunteer executives, coaches, bowlers and other worthy groups or individuals who have made outstanding contributions to the sport of 5 Pin Bowling.
- q) To generally publicize and promote the sport of 5 Pin Bowling to the public and media in order to create a broader awareness of the sport.

SUPPLIES & SERVICES

The Canadian 5 Pin Bowlers' Association provides various materials, programs, manuals, and services which are designed to aid member bowlers, leagues, associations and proprietors at minimal cost.

Information or supplies of the following materials will be sent (*upon written request*) by contacting the Canadian 5 Pin Bowlers' Association national headquarters.

<u>ITEM</u>	<u>COST</u>
1) LEAGUE SECRETARY'S HELPER <i>- contains complete average calculation charts, handicap systems and charts, team schedules, etc.</i>	\$ 3.00
2) SAMPLE BOWLING LEAGUE CONSTITUTION <i>- includes model League Rules, League Executive duties, etc.</i>	\$ 1.00
3) OFFICIAL C5PBA 5 PIN BOWLING RULE BOOK	\$ 5.00
4) OFFICIAL LEAGUE SANCTION APPLICATION	\$ N/C
5) OFFICIAL TOURNAMENT SANCTION APPLICATION	\$ N/C
6) OFFICIAL 5 PIN BOWLING EQUIPMENT SPECIFICATIONS MANUAL	\$ 3.00
7) PUBLICITY CHAIRMAN'S HANDBOOK <i>- a must for publicity hounds!</i>	\$ 1.00

NOTE: PRICES ARE SUBJECT TO CHANGE WITHOUT NOTIFICATION!

RECORD SCORES

Official Record Score recognition is only available to members of the Canadian 5 Pin Bowlers' Association. Those members who accomplish a record high score while bowling in a sanctioned league or tournament will be duly recognized by the C5PBA and will receive appropriate awards denoting the achievement.

Record scores are determined on a scratch (no handicap) basis only. To receive recognition, such scores must be reported to the respective Local Association within 48 hours after the feat has been accomplished.

Record scores are established and maintained in the following categories:

CLASSIFIED SECTION

High single, three game series and five game series scores are recognized and published annually, for bowlers in the following average classifications:

LADIES	MEN
CLASS 1.....0 to 155	CLASS 1.....0 to 165
CLASS 2156 to 175	CLASS 2166 to 185
CLASS 3.....176 to 195	CLASS 3.....186 to 205
CLASS 4.....196 to 215	CLASS 4.....206 to 225
CLASS 5.....216 & UP	CLASS 5.....226 & UP

OPEN SECTION

High Single, three game series, four game series, five game series, eight game series and ten game series scores for Men's, Ladies', and Mixed categories will be duly recognized and published on an annual basis.

OTHER NATIONAL BOWLING ORGANIZATIONS IN CANADA

MASTER BOWLERS' ASSOCIATION OF CANADA



The Master Bowlers' Association of Canada is regarded as the teaching and instructional arm of 5 Pin Bowling in Canada. As an affiliated member organization of the Canadian 5 Pin Bowlers' Association, it assists the C5PBA in planning, implementing and conducting the nation-wide program of Instruction and Coaching Clinics.

Comprised of Canada's most dedicated and competitive bowlers, the Master Bowlers' Association also provides a comprehensive 5 Pin Bowling Tournament circuit which offers top-notch competition and attractive cash awards to its members.

For more information, contact:

MASTER BOWLERS' ASSOCIATION OF CANADA
954 Mink Ave.
Pickering, Ontario
L1W 2G5
PHONE: (905) 839-7253

BOWLING PROPRIETORS' ASSOCIATION OF CANADA



The Bowling Proprietors' Association of Canada is an independent trade organization for the owners of bowling centres in Canada.

In addition to monitoring the business trends and laws affecting bowling establishments, the BPAC also provides its member centres with a number of ready-made bowling programs, such as the National Youth Bowling Council and the National Golden Age Bowlers' Club, which the individual proprietor can offer to his/her clientele.

For more information, contact:

BOWLING PROPRIETORS' ASSOCIATION OF CANADA
250 Shields Court, Unit 10A
Markham, Ontario
L3R 9W7
PHONE: (905) 479-1560 FAX: (905) 479-8613

NATIONAL YOUTH BOWLING COUNCIL



The association for junior bowlers in Canada is known as the National Youth Bowling Council.

Founded in 1963, the Youth Bowling Council offers organized youth leagues in local bowling centres throughout Canada. The YBC program consists of competent instruction, attractive crests, awards and a series of in-house, regional, provincial and national tournaments designed to accommodate all children, regardless of skill or ability levels.

For more information, contact:

NATIONAL YOUTH BOWLING COUNCIL
250 Shields Court, Unit 10A
Markham, Ontario
L3R 9W7
PHONE: (905) 479-1560 FAX: (905) 479-8613

NATIONAL GOLDEN AGE BOWLERS' CLUB



Another national program conducted by the Bowling Proprietors' Association of Canada is the National Golden Age Bowlers' Club.

Bowlers who have attained the age of 55 years, enjoy the camaraderie and friendship of fellow senior citizens in organized leagues at local bowling centres throughout Canada. Attractive awards, various in-house and inter-city tournaments all contribute to an exciting program.

For more information, contact:

NATIONAL GOLDEN AGE BOWLERS' CLUB
250 Shields Court, Unit 10A
Markham, Ontario
L3R 9W7
PHONE: (905) 479-1560 FAX: (905) 479-8613

! NOTES !

DATES PERTINENT TO THE HISTORY OF 5 PIN BOWLING

- 1909 - Thomas F. (*Tommy*) Ryan invents 5 Pin Bowling in Toronto, Ontario. Original Pin Count is established as "4-2-1-3-5".
- 1910 - First 5 Pin Bowling League was formed at Ryan's Toronto Bowling Club.
- 1912 - Rubber band was added to the Pins.
- 1918 - Alfred Shrubbs of Toronto bowls first (*recognized*) 400 game.
- 1921 - First perfect "450" game bowled by Bill Bromfield in Toronto, Ontario.
- 1921 - First Ladies' 5 Pin Bowling League started by Marion Dibble in Toronto, Ontario.
- 1922 - First inter-city match between Toronto and Montreal using a telephone hook-up.
- 1923 - Winnipeg's Charles Gibson introduces 5 Pin Bowling to Western Canada.
- 1927 - First 5 Pin Bowling organization "Canadian Bowling Association" (*CBA*) formed in Toronto, Ontario. T.J. (*Tommy*) Simpson elected first President.
- 1928 - First "Official 5 Pin Rule Book" printed by the C.B.A.
- 1930 - Western Canada adopts own scoring system. Pin Values equal 1-4-5-3-2.
- 1932 - First sanctioned perfect "450" game bowled by Joe Heenan of Toronto, Ontario.
- 1935 - Blind bowlers' leagues introduced in Western Canada.
- 1935 - C.B.A. creates Ladies Section. Mabel MacDowell elected first President.
- 1938 - N. Berry of Winnipeg records first perfect "450" game under Western Canada scoring system.
- 1940 - Tillie Hosken of Toronto becomes first female bowler to roll a perfect "450" game.
- 1944 - Western Canada 5 Pin Bowling Association (*WCFBA*) was formed in Regina, Saskatchewan. Bill Hawrylak elected first president.
- 1952 - National 5 Pin Count (2-3-5-3-2) introduced by Charlie Hill (*President of the CBA*) and adopted only by Western Canada.
- 1953 - First Canadian Championship (*East vs. West*) conducted in Regina, Saskatchewan. Deaf bowler, Tommy Mallon wins Men's Singles. Regina wins Men's Team event.
- 1953 - C.B.A. changes name to Ontario Bowling Council.
- 1957 - First youth organization formed, Canadian Junior Bowling Congress.
- 1957 - First automatic pinsetting machine introduced.
- 1958 - First "Pepsi-Cola High School Championships" held in Alberta.
- 1959 - Entire country uses National 5 Pin Count as Eastern Canada adopts the "2-3-5-3-2" system.
- 1959 - 5 Pin Bowling introduced to international markets in British West Indies (*Bahamas*) and Scotland.
- 1961 - Founding father "Tommy Ryan" passes away on Nov. 19th.
- 1962 - Lane Certification and Tournament Sanctioning introduced.

DATES PERTINENT TO THE HISTORY OF 5 PIN BOWLING

- 1963 - Bowling Proprietors' Association of Canada (*B.P.A.C.*) formed.
- 1963 - B.P.A.C. introduces Youth Bowling Council (*YBC*) to replace the defunct Canadian Junior Bowling Congress.
- 1963 - First automatic string pin-setter introduced.
- 1964 - First provincial Master Bowlers' Association formed in Ontario.
- 1964 - Canadian Bowling Congress receives charter from federal government.
- 1965 - Bowlers' Association of Canada formed.
- 1965 - Bowling pin measurements standardized.
- 1965 - Carling O'Keefe Breweries obtained as Canadian Championships sponsor.
- 1967 - Counter (*Blow*) Pin abolished by C.B.C.
- 1968 - Eastern Canada adopts the no-counter pin ruling but Western Canada disagrees and opts out of C.B.C. and Canadian Championships from 1969 to 1971.
- 1970 - Master Bowlers' Association of Canada formed.
- 1971 - Tommy Ryan inducted posthumously into Canada's Sports Hall of Fame.
- 1971 - Western Canada agrees to abolish Counter Pin rule.
- 1972 - Western Canada 5 Pin Bowling Association (*WCFBA*) disbands in favour of Provincial Associations.
- 1972 - Canadian 5 Pin Bowling Championships restored. 1972 - B.P.A.C. introduces National Golden Age Bowlers' Club.
- 1975 - Government survey reveals 680,000 bowlers in 20,000 leagues across Canada. 102 Local (*Zone*) Associations with 105,000 members affiliated with the C.B.C.
- 1976 - 5 Pin Bowling "Standards & Specifications" Committee formed.
- 1976 - National 5 Pin Bowling "Instruction & Coaching" Program introduced by the Master Bowlers' Association of Canada.
- 1977 - 5 Pin Bowling included in Ontario Winter Games for the first time.
- 1978 - Canadian Bowling Congress and Bowlers' Association of Canada dissolve to form new national body, the Canadian 5 Pin Bowlers' Association (*C5PBA*).
- 1980 - First International Bowling Cup competition held in Manila, Philippines. Canada & Philippines participate.
- 1981 - Dave McNutt of Alberta and Sid Manning of British Columbia honoured with Life Memberships in the Canadian 5 Pin Bowlers' Association.
- 1983 - 5 Pin Bowling participates in Canada Winter Games in Chicoutimi, Quebec.
- 1983 - Hiram Walker Distilleries Ltd. is welcomed as the new national sponsor of the Hiram Walker "Special Old" High-Low Doubles and League Executive Championships.
- 1983 - 2nd International Bowling Cup held in Toronto, Ontario with Canada, Philippines, Argentina and the United States represented.

DATES PERTINENT TO THE HISTORY OF 5 PIN BOWLING

- 1984 - 5 Pin Bowling returns to national television on CBC's Championship 5 Pin Bowling.
- 1984 - 5 Pin Bowling celebrates its 75th birthday.
- 1986 - 100 Local (*Zone*) Associations with 165,000 affiliated members belong to Canadian 5 Pin Bowlers' Association.
- 1987 - National 5 Pin Bowler Ranking introduced by the C5PBA.
- 1987 - Bert Garside and Ernie Roggie of Ontario honoured with Life Memberships in the Canadian 5 Pin Bowlers' Association.
- 1990 - Rules changed to allow the use of personal bowling balls.
- 1990 - New Brunswick dissolves as a Provincial affiliate to join as a Zone affiliate of the Nova Scotia 5PBA.
- 1992 - Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Jack Hales of Ontario.
- 1994 - Ray Landkamer of Manitoba and Ernie Doucette of Prince Edward Island receive Life Memberships in the Canadian 5 Pin Bowlers' Association.
- 1995 - Pat McNamara of Northern Ontario honoured posthumously with Life Membership in the Canadian 5 Pin Bowlers' Association.
- 1995 - Government statistics report 521,000 Canadians participate regularly in 5 Pin Bowling (*37% male vs. 63% female*).
- 1996 - Fred Hawco of Newfoundland receives Life Membership in the Canadian 5 Pin Bowlers' Association.
- 1998 - Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Barbara Thompson of Northern Ontario.
- 1998 - First ever face-to-face national finals of the Canadian Youth Challenge 5 Pin Bowling Championships (*formerly known as the Pepsi High School Championships*) held in Hull, Quebec.
- 1999- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Norm Adelberg of Manitoba
- 1999- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Glenda Gallant of Prince Edward Island
- 2001- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Tom Cowan of Ontario
- 2002- Bowling Q approved as a mechanical aid.
- 2003- Mechanical aid ramp approved for use by Hayley Redmond.
- 2004- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Genny Lee of Newfoundland Labrador.
- 2005- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon John Hoffman of Saskatchewan.
- 2006- Life Membership in the Canadian 5 Pin Bowlers' Association is bestowed upon Al Hong of Ontario.

*For more information, contact the
Canadian 5 Pin Bowlers' Association.*

Updated: 06 November 2006

! NOTES !

GLOSSARY OF 5 PIN BOWLING TERMS

(with french language translations)

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/pointage de jouer absent

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/as

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/ancre

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

Approach/approche

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/l'elan de bras

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/flèche

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/dispositifs automatique de remise

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

Average/moyenne

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/lancer retro

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/elan arrière

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

Ball Rack/le casier de la boule

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

Ball Return/le retour de la boule

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

Beer Frame/le carreau bière

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/planche

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/mouvement de corps

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

Bowling Ball/boule de jeu

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/salle de quilles

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

Bowling Fee(s)/cotisation de jeu

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*)

Bowling Proprietors' Association of Canada/Association des propriétaires de salles de quilles au Canada

Trade organization of the people who own bowling centres.

Bowling Shoes/souliers de quilles

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)/partie anticipée

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/quilleurs

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

Break/déplacement ou chance

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/Association canadienne des 5 quilles

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

Captain/le capitaine

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/canal ou gouttière

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/bris

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

Chop-off/bris de côté

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/classifié

Leagues or tournaments with average limitations or classifications.

Clean Game/partie nette

Strike or spare in each frame of the game (*no open frames*)

Clearing the lane/nettoyé l'allée

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

Clutch/en pression

Pressure situation.

Conversion/convertir

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

Coach/l'entraîneur

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

Computer Scoring/Le Marquage de points de l'Ordinateur

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

Corner Pin/quille du coin

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/le compte

Number of pins knocked down on any given ball.

Cross-over/traverser

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/le rideau

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

Dead Ball/boule morte

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

Deadwood/la bois mort

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/envoi

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

Dots/points de repères

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/le 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/allée sèche

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

Dummy Score/pointage de jouer absent

See "absentee" score.

Fast Lanes/allée vite

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/tenir a bout de doigt

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

Five Bagger/cinq consécutif

Five (5) strikes in a row.

Flat Ball

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

Follow-through/elan prononcer

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

Foul/faute

Touching or going beyond the foul line at delivery.

Foul Detector/l'appareil de la découverte fétide

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

Foul Line/la ligne fétide

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

Foundation Frame/la fondation carreau

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

Four Bagger/quatre consécutif

Four (4) strikes in a row.

450 Game/la partie parfaite

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

Frame/le carreau

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/frapper plein

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/le jeu

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/rainure

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

Handicap/le handicap

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

Headpin/quille maîtresse

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/bris de tête

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/crochet

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

House/salle

Bowling establishment or bowling centre.

House Ball/boule de salle

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

Judge of Play/juge de jeu

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

Kegler/quilleur

A synonym for bowler.

Kickback(s)/les panneaux de retour

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/ quille maîtresse

Another name for the headpin/5 Pin.

Lane/allée

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/le lit de allée

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

Lane Certification/la certification de allée

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

Lane Draw/Schedule/le programme de allée

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/partant

First bowler in a team line-up.

League/la ligue

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/la ligue exécutif

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/la sanction de la ligue

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/laisser

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/la ligne

The path that a bowling ball takes down a lane.

Lineage/la lignée

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

Lofting the Ball/donner de la hauteur à la boule

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/la boule perdue

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/érable

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/marque

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

Master Bowlers' Association/Association des Maîtres quilleurs

An organization of competitive tournament bowlers and teaching instructional players.

Match Play/un contre un

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

Missed Shot/lancer raté

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/jeu ouvert

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

Open Frame/carreau ouvert

A frame without a strike or spare (mark).

Out of Bounds Ball/hors de boule des liens

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

Perfect Game/le parfait jeu

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)/quille(s)

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

Pin Band/bande en caoutchouc

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/quille cibler

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

Pin Deck/plancher des quilles

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/pin

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/quilles abattues

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

Pin Spots/les repères de quille

Synthetic fibre circles ($2\frac{3}{4}$ "/5.6cm in diameter) embedded into the pin-deck which mark the prescribed location where the pins should be set upon.

Pin Values/valeurs de quilles

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

Pit/la fosse du réception

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

Pit Cushion/le coussin du la fosse du réception

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

Play-offs/les matches de barrage

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

Pocket/poche

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

Position Round(s)/position de ronde

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/les fonds du lot

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)/boule(s) provisoire

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/le repoussement

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/lire l'allée

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

Release/relâchement

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

Reset/repositionner

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

Rotation/rotation

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

Rules/les règles

Adopted and accepted guidelines and procedures for conducting competition.

Rulebook/livres des règlements

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

Sanctioned/sanctionner

Competition conducted in accordance with C5PBA rules.

Score-sheet/feuille de pointage

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

Scorekeeper/compteur de pointage

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

Scoring/faire le pointage

Term used to describe the pinfall or pin action.

Scratch/pointage brute

Actual score without the benefit of handicap.

Series/séries

Two or more games.

Shadow Ball/la boule fantôme

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/le bouclier

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/lancé

Rolling a bowling ball. Another term for legal delivery.

Sideboards/mur de côtés

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

Slide/glisser

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

Spare/reserve

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

Spare Bowler-Substitute/remplacant - substitue

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/bris écarté

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

Spot Bowling/points repérés

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

Stance/positionnement

Bowler's starting position.

Strike/abat

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/série d'abats ou série des jeux ou la corde

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/le requiller automatiques à cordes

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

Sweep/balayer

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/cibles

See Range Finders.

Tap

When a pin stands on an apparent perfect strike hit.

Team/equipe

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

Tournament/tournoie

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

Tournament Committee/committer du tournoie

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

Tournament Sanction/sanction de tournoie

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

Triple/triplé

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/triplé

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

Turn/turner

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

Wood/bois

General term for pin or pins.

Working Ball/boule travaillante

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 Council/Association des jeunes quilleurs

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

8 CANADIAN 5 PIN BOWLERS' ASSOCIATION

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