## PARA BOWLING GROUP - SUPPLEMENTARY RULES

### 1.0 Rules specific to Classification

### 1.1 For Classification TPB1

1. Bowlers are to use their own guide rails for practice and competitions.
2. The guide rails should not be longer than 15 feet.
3. The guide rails should not have any structure that would spoil/deface the approach of the lanes.
4. Eyes are to be taped by using eye patches.
5. All bowlers must wear their own mask/goggles, and it will subject to inspection.

### 1.2 For Classification TPB8

1. Electric/Motor wheelchairs are not allowed in the competition.
2. Wheelchairs should have non marking wheels which would deface the approach
3. Athletes must be seated on the wheelchair when delivering the ball during play.
4. There shall be no items on the wheelchair except, if necessary, for 2 bowling balls for stability purposes.

### 1.3 For Classification TPB2, TPB3, TPB4, TPB9 \& TPB10

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

### 2.0 Competition format

2.1 All Bowling events shall consist of straight finals i.e. 6-games finals. Finals for singles, doubles, trio events are completed within a day.
2.2 Each game shall be bowled on a pair of lanes depending on the category. Indivduals shall successively and in regular order bowl one (1) frame on one (1) lane, and alternate and use the adjoining lane for the next game, except for categories TPB1 and TPB8, which shall bowl their games on 1 lane. For Doubles and Trio events, TPB1 and TPB8 will bowl on one lane while the rest will bowl on the adjoining lane.
2.3 If any question arises as to which of the two (2) bowlers should bowl first, it is incumbent on the right to do so.
2.4 It is the bowler's responsibility to ensure that all bowling ball used are verified for correctness of weight and other specifications, confirming to WB Playing Rules.
2.5 The Competition Manager may authorize the completion of a game and series on another pair of lanes when equipment failure on the starting lanes would delay the normal progress of the game.

| Category | No. Of Games | Lane Change |
| :--- | :---: | :---: |
| TPB1 \& TPB8 include <br> Single and Double Event | 6 | After 3 games |
| TPB2, 3, 4, 9 \& 10 include <br> Single and Double | 6 | After 2 games |
| TPB1+TPB2+TPB3 (Trios) | 3 | After every game |
| TPB8+TPB9+TPB10 <br> (Trios) | 3 | After every game |

### 2.6 TPB1 \& TPB8

Individuals will play three (3) games on one (1) lane and use another lane for the next three $\{3\}$ games. The lane change will be decided by the Technical Delegate and will be notified during the Team Managers' Meeting.

### 2.7 TPB2,3,4,9,10

Teams and/or Individuals will play one frame on one lane on the next frame alternate and the use adjoining lane until five (5) frames are bowled on each lane of the pair. The lane change will be decided by the Technical Delegate and will be notified during the Team Managers' Meeting.

### 2.8 Ranking

The top three (3) teams and/or individuals will be awarded in each event. If two (2) teams have the same score, both will be awarded the same medal.

### 2.9 All-Events

For B1, B2, B3, B8, B9 and B10, the all-events will be decided by adding the total score for Singles, Doubles and Team events, while the B4 all events will consist of the Singles and Doubles.

