



Bowling 7's - Pilot League

Rules & Info



Special Olympics





Bowling 7's League Rules

All games will be conducted in accordance with the Special Olympics Tenpin Bowling Sports Rules [Click Here](#).

Panel Size: A maximum of 10 players may be declared on each squad. Squads must be declared prior to the start of each fixture. Within a team of 7, 1 player must be nominated to play singles, 2 nominated to play doubles and 4 nominated to play team competition. Players may change the type of game they play for each fixture.

Doubles and teams can be mixed or single gender athletes.

An additional player may be added to the panel if one of the initially registered players withdraws (and is de-registered). This must be done through SO Leinster.

League Format: The number of rounds will depend on number of teams entered and clubs will complete one fixture every four/five weeks.

Fixtures: Each fixture will consist of 3 games;

- 1 Singles Game (2 athletes @ 10 frames each)
- 1 Doubles Game (4 athletes @ 10 frames each)
- 1 Teams Game (8 athletes @ 10 frames each)

After the entry deadline clubs will be issued with a list of fixtures. These fixtures must be complete before the fixture play by date. Failure to complete the fixtures will result in a walkover.

Scoring: 1 point will be awarded for each game won. In the event of a tie, the winning team should be decided in the following way and in the following order;

1. Highest number of strikes bowled
2. If still tied, highest number of spares bowled
3. If still tied, The best of 3 additional frames

Officials: Coaches and Club Volunteers will act as officials for each game. It is important that no coaching takes place during the fixtures.

Results: Must be emailed/posted to Special Olympics Leinster by the HOME TEAM, within 1 week of the fixture being played. Official Special Olympics Bowling Scorecards along with bowling alley printouts must be submitted for scores to be recorded. Whereby a bowling alley does not facilitate printouts a photo of the screen may be submitted. Results not submitted within 1 week will result in a minus point to the HOME TEAM.

Illegal Players: All players must be registered with Special Olympics Leinster at the start of the league. Any club found to be playing an illegal player will forfeit the





game in which that player was playing. A win will be allocated to the opposing team. If both teams play illegal players in the same game, the game will be declared void and no points awarded (*e.g. if an illegal players plays in the doubles game, a win is awarded to the opposing team in doubles. No other games are affected*).

Forfeits and non-attendance: in the event that a team presents for a fixture with less than 7 players, the following rule will be applied;

- 6 players - singles game is played as a friendly, point is awarded to team with the full panel
- 5 players - doubles game is played as a friendly, point is awarded to team with the full panel.

In the event of a team not being able to fulfil a fixture, they must give their opponents adequate notice of their non-attendance (1 week notice at least in order for a club to cancel a venue). Fixtures that need to be re-arranged must be done so within 14 days of the original date.

In the event of a team receiving a walkover they will be awarded 3 points.

League Winners: The league winner will be the team with the most points at the end of the league. A finals day will be organised by Special Olympics Leinster.

In the event of a 2 way tie for 1st place, teams will be separated by their head to head record in the league.

In the event of a 3 way tie for 1st place, teams will be separated by their points for and against.

