

***Special
Olympics***
Hawai'i



Bowling



Sport Information Guide

***Rules and Guidelines
Fall 2023***

TABLE OF CONTENTS

SOHI BOWLING GUIDELINES AND RULES

	<u>Page #</u>
Section A - General Rules	3
Section B – Important Dates	3
Section C – Training Policy	4
Section D - Official Events	4
Section E – Divisions	4
Section F - Uniforms and Equipment	5
Section G - Coaches and Their Responsibilities	5
Section H - Rules of Competition	5
Section I - Unified Sports Rules	7
Section J - USBC Playing Rules	8
Section K – Bowling Etiquette	12
Coaches Code of Conduct	13
Athletes Code of Conduct	15

SPECIAL OLYMPICS MISSION STATEMENT:

The mission of Special Olympics is to provide year-round sports training and athletic competition in a variety of Olympic-type sports for children and adults with intellectual disabilities, giving them continuing opportunities to develop physical fitness, demonstrate courage, experience joy and participate in a sharing of gifts, skills and friendship with their families, other Special Olympics athletes and the community.

Changes, additions, or clarifications to the 2023 rules:

https://media.specialolympics.org/resources/sports-essentials/sports-rules-changes/Sports-Essentials-Bowling-Rule-Change-Summary-2022.pdf?_ga=2.201946136.825647222.1692221030-436935927.1683926090

For more information please go to www.SOHawaii.org or e-mail Greg Terhune, Director of Sports at sohisports@SOHawaii.org.

SOHI BOWLING RULES AND REGULATIONS

These Official Special Olympics Hawaii (SOHI) Bowling Rules shall govern all SOHI Bowling competitions. SOHI has created these rules based upon United States Bowling Congress (USBC) rules. USBC rules shall be employed except when they are in conflict with the Official SOHI Bowling Rules. In such cases, these Official SOHI Bowling Rules shall apply.

SECTION A - GENERAL RULES

1. Each Special Olympics Athlete is required to have a valid Medical form, filled out by a certified physician, and a signed Release form in order to participate. Each Unified Partner must have a valid Unified Partner registration form, and meet Class “A” Volunteer criteria in order to participate. Athletes or Partners without the appropriate forms are ineligible to participate. These forms must be on file with their Area Director and with the State Office.
2. All Coaches and Assistant Coaches must have a Volunteer Information Form on file and meet Class “A” Volunteer criteria in order to participate.
3. All Head Coaches and Assistant Coaches must complete NFHS or CDC Concussion Training.
4. Each team must have a Head Coach with current SOHI certification in Bowling to participate in the Holiday Classic. Additionally, all Unified Teams must have a Head Coach who has completed the Unified Sports Training. **Head Coaches at Unified Competition may not participate as a Unified Partner.**
5. **For more information regarding Coaches Certification and Class A Volunteer requirements please see the following:**
<https://sohawaii.org/wp-content/uploads/2023/04/Class-A-Unified-and-Volunteer-Form-2018-1.pdf>
6. Athletes and Unified Partners must participate in a training program run by a registered delegation. Athletes and Unified Partners must comply with Delegation, Area, and State training policies and standards and must meet minimum attendance requirements set by the Delegation or Area to participate in Area, Regional, or State competition.
7. Each individual or entire Unified Team is required to compete in an Area or Regional tournament to qualify for participation at the Holiday Classic. Only athletes and Unified partners who bowled in their qualifying tournament can bowl at the Holiday Classic.
8. No Make-up competitions will be allowed to qualify athletes who have missed Area or Regional competition.
9. Delegations with multiple teams should identify these teams with different team names, not numbers or letters.
10. All delegations must abide by the most current COVID Guidelines and Protocols.

SECTION B – IMPORTANT DATES – BOWLING

Event	Date/Deadline
Official Training May Begin	August 21
Bowling Coaches Clinic	August 20
All Athletes must begin training/ All Medicals due/ Last day to transfer delegations	By September 15
Official Training Must Begin for Delegations/ Teams	By September 15
Registration Deadlines for Area or Regional Competition	Check with Area Director/ HoD
Area or Regional Competitions	September/ October 2023
Holiday Classic	November 18-19

SECTION C – SPECIAL OLYMPICS HAWAII TRAINING POLICY

1. Delegations must offer enough training sessions so that athletes have the opportunity to gain the skills and fitness levels required to be successful in their specific events.
2. Athletes must attend enough training sessions to gain the skills and fitness levels required to be successful in their specific events.
3. SOHI recommends that every athlete is offered at least two training opportunities per week with every training opportunity being at least 1 – 1 ½ hours in duration (Per the Global Strategic Plan). However, SOHI will accept a minimum of one training session a week for at least 90 minutes.
SOHI understands the unique circumstances regarding training for Bowling. Therefore, Bowling training sessions must be offered at least 10 times within a season and an athlete must attend 8 of those sessions. Athletes must be offered the opportunity to practice at a minimum of 10 sessions.
4. Area and Regional Competitions, scrimmages, and mini-meets count as training sessions.
5. SOHI requires that Athletes/ Unified Partners attend a minimum of 75% of training sessions offered by their delegation. Delegations may require a higher attendance percentage, but may not require athletes/Unified Partners to attend more than 90% of training sessions.
6. Athletes with documented injury or illness during a season may receive an exemption from the above policy, but must participate in a minimum of 50% of practices during the season and must have the requisite skills, and be physically capable (strength, fitness, injury/sickness fully healed with doctor's clearance) of successfully participating in the sport as determined by their Head Coach. Athletes and Partners still must compete at Area or Regional competition in order to compete at the Holiday Classic.

SECTION D - OFFICIAL EVENTS

1. Individual
 - a. Singles Bowling
 - b. Ramp Bowling (See Section F.1.f.1 – Modifications for rules)
 - c. Ramp Assisted Bowling (See Section F.1.f.2 – Modifications for rules)
2. Unified® Team Bowling – 4 people (2 Athletes and 2 Unified Partners)
(Note: Athletes and Partners must compete at an Area or Regional Unified® competition to be eligible for Unified® competition at the Holiday Classic.)
3. Athletes may compete in both Singles and Unified Team Bowling at the Holiday Classic, or just one of the events.

SECTION E - DIVISIONS

1. Competitors in Singles bowling will compete in one of five age groups:
 - a. Junior: Ages 8-15
 - b. Senior: Ages 16-21
 - c. Masters: Ages 22-29
 - d. Senior Masters: Ages 30 and over
 - e. Open Age Groups: Reserved for combining age groups to meet the required minimum number of competitors or teams in a division, or to ensure quality competition.
2. Unified Teams will bowl in one of three age groups*:
 - a. Youth: Ages 8-21
 - b. Adult: Ages 22 and over

- c. Open Age Groups: Reserved for combining age groups to meet the required minimum number of competitors or teams in a division, or to ensure quality competition.

*Note: Unified teams will be split into Youth and Adult divisions at the Holiday Classic based on the age of the athletes only. Teams with athletes ages 8-21 will be considered Youth teams. It is highly suggested that delegations form teams that are age appropriate. If teams are of mixed ages it is possible that youth will bowl in adult divisions, or adults will bowl with youth. If a youth athlete is put on an adult Unified team they will **not be able** to bowl in Singles due to a schedule conflict at Holiday Classic.

SECTION F – UNIFORMS and EQUIPMENT

1. SOHI recommends a team/delegation shirt or a polo shirt, and appropriate pants or shorts.
2. Bowlers must use a USBC approved bowling ball.
3. Bowlers must wear bowling shoes and must keep the soles clean during competition.

Note: Athletes should consider bringing their own shoes and bowling ball. All bowling centers do provide bowling shoes and bowling balls; however, the availability of light balls is often limited.

Note: If allowed by the bowling center, a bowler may be allowed to wear sneakers/tennis shoes on one or both feet provided those shoes are only worn for bowling, the soles are clean and won't deface, damage, or interrupt the lanes, and the bowler can compete safely.

4. Bowling Ramps (for Assisted and Unassisted Ramp Bowlers) are a 2 or 3 piece metal unit which consists of a stand and a sloped piece. The minimum height of the stand is 24 inches and the maximum height is 28 inches. The stand width is 24-25 inches across.

SECTION G - COACHES AND THEIR RESPONSIBILITIES

1. Coaches are not allowed to give assistance to an athlete, must stay off the lanes, and must stay out of the bowlers seating area once competition has started, unless the athlete is entered in Assisted Ramp Bowling, or requires one-to-one supervision. If an athlete needs one-to-one supervision in the seating area, please provide a written request explaining the reason. The request should be submitted with Area Games registration for approval by the competition director. **Physical/Medical limitations are the only accepted reasons to allow coaches assistance in the bowlers seating area. Behavioral reasons will not be accepted.**
2. Coaches are responsible for their athlete having the correct size shoes and appropriate weight ball.
3. Coaches are responsible for knowing and understanding the rules of the game, not only the modified rules in this manual, but also the National Rules of the game. The National Governing Body of Rules for Special Olympics Bowling is the United States Bowling Congress (USBC). Check their website www.Bowl.com for more info and to download rules.
4. **Each delegation shall have a non-playing certified coach responsible for the line-up and conduct of each team during Unified competition.**

SECTION H - RULES OF COMPETITION

1. Modifications
 - a. In all SOHI competitions bowlers will bowl in the same lane. Cross-lane bowling will not be utilized.
 - b. Non-ramp Bowlers with physical disabilities or special physical needs may utilize special approved equipment to aid in grasping and delivering the ball.
 - c. Bowlers may alternate delivery styles during competition.
 - d. A bowler may be allowed to bowl up to three frames consecutively, **per the competition director's recommendation. At most competitions, ramp singles bowlers will be directed to bowl three consecutive frames.**
 - e. **Bowling ramps and other assistive devices should only be used when an athlete does not have the physical ability to roll the ball with their hand or hands.**

- f. Athletes using ramps shall be placed in separate divisions from other bowlers for singles competition. Within the ramp bowling division, there shall be two classifications an athlete may enter.

1) Ramp Bowling:

- Athlete aims ramp into position without assistance. If physically unable to move ramp, the athlete must give verbal direction to the volunteer to aim the ramp.
- Athlete positions ball on the ramp with or without assistance.
- Athlete pushes ball down ramp towards target without assistance.

2) Ramp Assisted Bowling:

- An assistant may aim the ramp toward the pins, but the athlete should assist by directing the assistant through verbal or physical cues.
- Athlete positions ball on the ramp with assistance.
- Athlete pushes ball down ramp towards target **without** assistance.
- The athlete's registered coach can be their assistant, **or a SOHI volunteer will be assigned.**

- g. A ramp bowler on a Unified® Team places the entire team in a ramp division.

- h. If an athlete wishes to use their own ramp, they must get approval from the competition director. If approved, all athletes on this lane will use the approved ramp.**

2. Divisioning

- a. The scratch entry score to determine ability divisions will be based on the following:

- For Area or Regional competition the average of the bowlers training scores will be used to determine divisions.
- For the Holiday Classic (State Games) the total 3 game score from the Area or Regional competition will be used to determine divisions.
 - **Note: If an athlete or partner does not complete 3 games at an Area or Regional competition, the competition director must notate the number of games and frames completed. The score will be adjusted to account for missing games/frames to division the athlete or team for State competition.**

- b. All tournaments will be "scratch" tournaments, no handicaps will be given to any bowler. Athletes or teams will be divisioned by their entry score.

3. Scoring

- a. The final score for an athlete competing in Singles is the sum of the competitor's score for 3 games.
- b. The final score for a 4 person Unified team shall be the sum of each competitor's total score for 3 games.
- c. Foul lights will be on during competition.
- d. If there is a dispute over a foul the athlete or coach must call it to the attention of the scorekeeper before the athlete bowls the next ball.
- e. Bowlers must complete 3 games within two and a half (2 ½) hours. If bowlers have not completed 3 games by the time cut-off tournament officials may declare those games completed and their score at that point will stand as their official score.
- f. If an athlete or partner does not complete 3 games at an Area or Regional competition, the competition director must notate the number of games and frames completed. The score will be adjusted to account for missing games/frames to division the athlete or team for State competition.

4. Alternates

- a. Alternates must be listed on the Delegation's Alternate form. They can be listed as an alternate for a specific team within the delegation, or as an alternate for all teams within the

delegation. Athletes and Unified Partners who are listed as a primary member of a Unified team cannot be listed as an alternate of another team. Only 2 alternates are allowed for Unified Teams. All alternates must have a valid bowling average to be officially considered as an alternate.

- b. At Area/Regional competition, teams without correctly registered alternates, who take the place of primary members on that team, will only be eligible for Participation Ribbons.
 - c. The team that bowls at Area or Regional Competition becomes the Primary team for the Holiday Classic. **Only these bowlers are eligible to bowl at the Holiday Classic. No alternates will be allowed at the Holiday Classic.**
 - d. If 2 teams from the same delegation in the same event do not have enough bowlers they may combine to form 1 team. All above rules still apply. **The newly formed team will be placed in the higher division of the previous teams.**
 - e. No absentee or vacancy scores shall be permitted.
5. Teams missing players, tardy players, and players unable to complete a series
- a. If one member of a 4-person Unified team is not present and there is no alternate the team may bowl, but is only eligible for participation ribbons. If more than one member of a Unified team is not present and there are no alternates the team shall not bowl, nor be eligible for awards. 4 team members must bowl at Area/Regional competition to qualify for the Holiday Classic.
 - a) If any bowler is tardy they shall not be credited with any pins in the frames they missed and will begin to receive a score in the current frame of the other bowlers on the lane. They cannot make-up any frames, and they must bowl on the same lane and at the same time as their teammates. Teams must begin to bowl once the competition is officially started. If a team refuses to begin, the tournament management may declare the games forfeited.
 - b) If a bowler in Singles competition cannot complete their 3 games due to injury, illness, or physical ability they will receive no pins in all frames that are not completed. The bowler is still eligible for awards based on their total score. If a bowler is disqualified during competition for behavioral reasons they will not be eligible for awards.
 - c) If a bowler on a Unified team cannot complete their 3 games due to injury, illness, or physical ability they will receive no pins in all frames that are not completed. Their teams are still eligible for awards based on their total score. If a bowler is disqualified during competition for behavioral reasons the rest of the team will be eligible for participation ribbons only.

SECTION I - UNIFIED BOWLING TEAMS

1. Unified Bowling teams shall consist of an equal number of Athletes and Partners (2 athletes and 2 Unified Partners). Teams cannot bowl with 3 athletes and 1 partner, nor 1 athlete and 3 partners.
2. Delegations should have both Athletes and Partners listed as Alternates, if possible.
3. Bowlers on a Unified team may be assigned to bowl in any order.
4. **All 4 athletes and partners on a Unified Team are required to train together consistently in order to be eligible to bowl at competitions.** It is required that all athletes and partners attend a minimum of 75%-80% of all practices. Specific delegations or Areas may have a more specific practice attendance policy which would take precedence. If it is found that Unified Partners have not been training with the athletes on their team, their Unified team is subject to disqualification.
5. Each delegation shall have a non-playing adult coach responsible for all teams and team conduct during training and competition. The team should be organized under the guidance of a trained coach who understands and adopts the principles of Special Olympics and Unified Sports, and has knowledge of the rules, techniques, strategies and training regimens of bowling.
6. Every player must be given an opportunity to contribute to the success of his or her team through their unique skills and qualities. This means that every teammate: (a) demonstrates sufficient sport-specific skills and game understanding; (b) plays a valued role on the team that emphasizes his or her personal talents; and (c) has an opportunity to play without a heightened risk of injury.

- Team members should be matched by age and ability as specifically defined by the sport. All players on a Unified Sports team make the commitment to attend every practice, support each other as equal teammates, and demonstrate respect and sportsmanship.

SECTION J – USBC GENERAL PLAYING RULES

(Note: Non-relevant rules have been omitted. USBC rule numbers are still used.)

Rule 1 – USBC Certification

1. Leagues and tournaments must be organized and bowled in accordance with the USBC rules and regulations. These events must be scheduled on lanes that are currently USBC certified and only USBC approved equipment may be used.

Rule 2 – The Game

2a. Definition

A game of American tenpins consists of ten (10) frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

2b. How Scored

Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right-hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

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

2c. Strike

A strike is made when the full setup of 10 pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

2d. Double

Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

2e. Triple or Turkey

Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

2f. Spare

A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

2g. Open

An open is made when the player fails to bowl down all ten pins after two deliveries in a frame.

2h. Split

A split is a setup of pins left standing after the first delivery, provided the head pin is down and at least one pin is down:

1. Between two or more standing pins; i.e., 7-9 or 3-10
2. Immediately ahead of two or more standing pins; i.e. 5-6

Rule 4 – Delivering the Ball

4a. Legal Delivery

A delivery is made when the ball leaves the player's possession and crosses the foul line into playing territory. Every delivery counts unless a dead ball is declared. (See Rule 8). A delivery must be made entirely by manual means. No device may be incorporated in or affixed to the ball that detaches on delivery or is a moving part during delivery except as provided in Rules 4b and 4c.

4b. Special Equipment to Grip the Ball

A player may use special equipment to aid in grasping and delivering the ball if it is in place of a hand or major portion thereof lost by amputation or otherwise.

4c. Mechanical Aids to Grip the Ball - Alternating Delivery

A player may, if granted permission by the tournament committee, alternate right/left handed delivery and/or use special equipment to aid in the grasping and delivering the ball. The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball unless the person cannot impart such force due to a physical disability. These individuals must provide a description of the device and evidence that the use of the particular device is necessary to participate.

Rule 5 - Fouls

5a. Definition

A foul occurs when a part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery. When a foul is recorded the delivery counts but the player is not credited with any pins knocked down by that delivery.

NOTE: The foul line is of infinite length including walls, flooring, posts and ball returns. (Footwear and clothing are considered part of the body.) A foul is not committed when foreign objects such as pens, jewelry, coins, etc., drop from a bowler's pocket or fall from a person's body or clothing. A player should request permission to cross the foul line to retrieve any items that have fallen beyond the foul line.

5c. Foul Detection

A USBC approved automatic foul detecting device must be used, if available. When not available, or temporarily inoperative, the following procedures shall be used to call fouls:

In tournament play, competition management shall assign a foul judge or have the official scorers call fouls.

5d. Apparent Foul

A foul shall be declared and recorded if the automatic foul detecting device or foul judge fails to call a foul that is apparent to:

1. Both captains or one or more members of each of the opposing teams
2. The official scorer, or
3. A tournament official

If there is a dispute, refer to Rule 10, Provisional Ball.

Rule 6 - Pinfall

6a. Legal Pinfall

Pins to be credited to a player following a legal delivery shall include:

1. Pins knocked down or off the lane surface by the ball or another pin.
2. Pins knocked down or off the lane surface by a pin rebounding from a side partition or rear cushion.
3. Pins knocked down or off the lane surface by a pin rebounding from the sweep bar when it is at rest on the pin deck before sweeping dead wood from the pin deck.

4. Pins that lean and touch the kickback or side partition. All such pins are termed dead wood and must be removed before the next delivery.

No pins may be conceded and only pins actually knocked down or moved entirely off the playing surface of the lane as a result of a legal delivery may be counted.

6b. Illegal Pinfall

When any of the following occur the delivery counts but the resulting pinfall does not:

1. A ball leaves the lane before reaching the pins.
2. A ball rebounds from the rear cushion.
3. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
4. A pin is touched by mechanical pinsetting equipment.
5. Any pin knocked down when dead wood is being removed.
6. Any pin knocked down by a human pinsetter.
7. The player commits a foul.
8. A delivery is made with dead wood on the lane or in the gutter and the ball contacts such dead wood before leaving the lane surface.
9. A delivery is made with dead wood on the lane or in the gutter, and a pin, after coming into contact with the dead wood, knocks down one or more pins.

If illegal pinfall occurs and the player is entitled to additional deliveries in the frame, the pin(s) illegally knocked down must be respotted where they originally stood before delivery of the ball.

Rule 7 - Pins

7a. Improperly Set

It is each player's responsibility to determine if a setup is correct. The player or coach shall insist that any pin(s) incorrectly set be respotted before delivering the ball, otherwise the setup is deemed to be acceptable.

When bowling at a full setup or to make a spare, if it is discovered immediately after the delivery that one or more pins are set improperly, but not missing, the delivery and resulting pinfall count.

No change can be made in the position of any pins left standing after the bowler's first delivery, unless the pinsetter moved or misplaced any pin(s), or any standing pins are outside the range of the sweep bar. Any such pins will be respotted where they originally stood before the delivery.

7b. Rebounding

Pins that rebound and stand on the lane must be counted as standing pins.

7c. Replacement

Should a pin be broken or otherwise badly damaged during the game, it shall be replaced at once by another as nearly uniform in weight and condition with the set in use. The league or tournament officials shall determine whether pins shall be replaced. A broken pin does not change the score made by the bowler. The pins knocked down are counted, after which the broken pin is replaced.

Rule 8 - Dead Ball

When a dead ball is called, the delivery does not count and the correct pins must be respotted. The player is allowed to rebowl that delivery.

A ball shall be declared dead if any of the following occur:

1. After a delivery, attention is immediately called to the fact that one or more pins were missing from the setup.
2. A human pinsetter interferes with any standing pin before the ball reaches the pins.
3. A human pinsetter removes or interferes with any downed pin before it stops rolling.
4. A player bowls on the wrong lane or out of turn, or one player from each team on the pair of lanes bowls on the wrong lane.

5. A player has physical contact with another person or moving object as the ball is being delivered and before delivery is completed. In such case, the player has the option to accept the resulting pinfall or have a dead ball called.
6. Any pin is moved or knocked down as a player delivers the ball but before the ball reaches the pins.
7. A delivered ball comes in contact with a foreign obstacle.

Rule 9 - Bowling on Wrong Lane

In normal league or tournament play, a dead ball shall be called and the player or players required to rebowl on the correct lane when a player bowls in the wrong lane. In Special Olympics Hawaii tournaments, players bowl on one lane.

Rule 10 - Provisional Ball

A provisional ball or frame shall be bowled when a protest involving a foul, legal pinfall or a dead ball is made and cannot be resolved by the two team captains or a tournament official. The following procedures apply when a dispute occurs:

1. For the first ball of any frame, or after the second ball in the tenth frame if the first ball was a strike:
 - a. Foul: The player shall complete the frame and then bowl one provisional ball at a full setup of pins.
 - b. Illegal Pinfall: The player shall complete the frame and then bowl one provisional ball at the same setup which would have remained standing had the disputed pin(s) not have fallen.
 - c. Dead Ball: The player shall complete the frame and then bowl a complete provisional frame.
2. On a spare attempt or the third ball of the tenth frame:
 - a. Foul and Illegal Pinfall: No provisional ball is necessary.
 - b. Dead Ball: A provisional ball shall be bowled at the same setup which was standing when the disputed ball was bowled.

The scoresheet and a record of both scores for the frame which the provisional delivery was made shall be kept. The protest must be referred to the competition director for a decision.

Rule 11 - Forfeit - Delay of Game

No unreasonable delay in the progress of any game is permitted. If a player or team in a league or tournament refuses to proceed with a game after being directed to do so by a league or tournament official, the game or series shall be declared forfeited.

Rule 12 - Approaches Must Not Be Defaced

The application of any foreign substance on any part of the approach that detracts from the possibility of other players having normal conditions is prohibited. This includes, but is not limited to talcum powder, pumice and resin on shoes, and/or soft rubber soles or heels that rub off on the approach.

Rule 322 - Tournament Playing Rules: Players

322a. Tardy Players

1. A player or team missing one or more frames by not being present and ready to bowl in turn shall:
 - a. Begin play with the score to count from the frame then being bowled
 - b. Not be credited with any pins for the frames missed
2. If a team refuses to start because a full lineup is not present, tournament management, at its discretion, can declare the games forfeited.
3. A bowler must bowl on the same lanes and at the same time his/her team bowls.

322b. Absentee/Vacancy Scores

No absentee or vacancy scores are permitted.

SECTION K – BOWLING ETIQUETTE

1. If bowlers in adjacent lanes are on the approach at the same time, the first one on the approach goes first. When in doubt, the person to the right goes first.
2. Keep your post-shot celebration brief and in your own lane.
3. Be ready when it's your turn to bowl.
4. Do not eat or drink in the bowling area. Bottled water may be allowed in certain areas per the direction of the competition director and facility manager.
5. Do not linger on the approach.
6. Have fun with your team, but be respectful and show sportsmanship to your opponents.

Special Olympics Coaches Code of Conduct

Special Olympics is committed to the highest ideals of sport and expects all coaches to honor sport and Special Olympics. This is the SOI and SOHI Coaches Code of Conduct. Local Delegations and Area Programs may also have Codes of Conduct specific to their program with certain specifications not included below. All Special Olympics coaches agree to observe the following code:

Respect for Others:

I will respect the rights, dignity and worth of athletes, coaches, officials, other volunteers, friends and spectators in Special Olympics.

I will treat everyone equally regardless of sex, ethnic origin, religion or ability.

I will be a positive role model for the athletes I coach.

Ensure a Positive Experience:

I will ensure that for each athlete I coach, the time spent with Special Olympics is a positive experience.

I will respect the talent, developmental stage and goals of each athlete.

I will ensure each athlete competes in events that challenge that athlete's potential and are appropriate to that athlete's ability.

I will be fair, considerate and honest with athletes and communicate with athletes using simple, clear language.

I will ensure that accurate scores are provided for entry of an athlete into any event.

I will instruct each athlete to perform to the best of the athlete's ability at all preliminary competition and finals competition in accordance with the Official Special Olympics Sports Rules.

Act Professionally and Take Responsibility for My Actions:

My language, manner, punctuality, preparation and presentation will demonstrate high standards.

I will display control, respect, dignity and professionalism to all involved in the sport (athletes, coaches, opponents, officials, administrators, parents, spectators, media, etc.).

I will encourage athletes to demonstrate the same qualities.

I will not drink alcohol, smoke or take illegal drugs while representing Special Olympics at training sessions, during competition, or at any Special Olympics event or function.

I will refrain from any form of personal abuse towards athletes and others, including verbal, physical and emotional abuse.

I will be alert to any form of abuse from other sources directed toward athletes in my care.

Quality Service to the Athletes

I will seek continual improvement through performance evaluation and ongoing coach education.

I will be knowledgeable about the Sports Rules and skills of the sport(s) I coach.

I will provide a planned training program.

I will keep copies of the medical, training and competition records for each athlete I coach.

I will follow the Special Olympics Hawaii and National Federation/Governing Body rules for my sport(s).

Health and Safety of Athletes

I will ensure that the equipment and facilities are safe to use.

I will ensure that the equipment, rules, training and environment are appropriate for the age and ability of the athletes.

I will review each athlete's medical form and be aware of any limitations on that athlete's participation noted on that form.

I will encourage athletes to seek medical advice when required.

I will maintain the same interest and support toward sick and injured athletes.

I will allow further participation in training and competition only when appropriate.

Violations of the Code of Conduct:

I understand that if I violate this Code of Conduct I will be subject to a range of consequences, up to and including being prohibited from coaching in Special Olympics.

Furthermore, I understand that I accept the responsibility for the behavior of the athletes under my supervision.

Should the behaviors and/or attitude of any coach or other faction of the member organization be contrary to the principles, goals, or philosophies of Special Olympics, then one or more of the following steps may be taken by the Games Committee, Sport Officials, or other representatives of Special Olympics Hawaii in an effort to alleviate the situation without further affecting Special Olympic athletes or the competition:

The coach may be notified of the undesirable behavior and requested to remedy the situation for continued participation, **and/or** the coach may be requested to withdraw personally, or as a team or organization, from the remainder of the event or tournament.

In the event of extreme or repeated behavior contrary to the best interests of Special Olympics, Special Olympics may:

Prevent the coach, team organization, or specific members of the delegation from participating in any or all Special Olympics events for a specified period of time, **and/or** prevent the coach, team, organization, or specific members of the delegation from participating in Special Olympics indefinitely.

Special Olympics Hawaii Athletes/ Unified Partners Code of Conduct

Special Olympics Hawai'i is committed to the highest ideals of sport and expects all athletes to honor sports and Special Olympics. The following code of conduct applies to in-person events, virtual events and activities (Zoom, etc.) and on relevant social media platforms. All athletes and Unified Partners agree to the following code:

Athlete/ Partner Standards of Behavior

- I will practice good sportsmanship.
- I will learn and follow the rules of my sport.
- I will act in ways that bring respect to my coaches, team, Special Olympics, and me.
- I will attend 75% or more of practices.
- I will participate in all activities as deemed necessary by my Head Coach or Head of Delegation.
- I will always try my best during training, divisioning events, and competition.
- I will obey all safety rules.
- I will listen to and respect my coaches and officials and ask questions when I do not understand
- I will not "hold back" in preliminary competitions just to get into an easier finals competition division
- I will abide by and follow all laws, Special Olympics Hawai'i rules, and National Federation/Governing Body rules for my sport(s).
- I will not use or bring alcohol, drugs/controlled substances, or tobacco products at/to any Special Olympics event (practices, competitions, fundraisers, etc.).
- I will not verbally insult or abuse others or use inappropriate language (swearing). This applies to in-person, virtual and social media settings.
- I will not possess harmful or threatening weapons.
- I will not act in a violent, sexually inappropriate or disruptive manner with other athletes, coaches, volunteers, or staff. This includes inappropriate or unwanted physical, verbal, or sexual actions or behaviors, both in-person and on-line.

Disciplinary Measures for violations of the Code of Conduct

Minor Offenses: non-illegal or non-aggressive behaviors

- 1) 1st offense – verbal warning
- 2) 2nd offense – written warning with the possibility of short-term suspension, depending on severity of violation. Consequences may include:
 - a) Removal from practice(s)
 - b) Removal or suspension from Area/Regional competition
 - c) Removal or suspension from State Games, a season, or a longer period of time
- 3) 3rd offense – Suspension from program for a period to be determined based on severity and timing of the current and past violations. Suspensions may range from one season to three years. If prior violations are minor, and/or not recent history, suspensions will be reviewed.

Major Offenses: Illegal acts and aggressive behaviors including sexual harassment, physical assault and threats of physical violence

- 1) Immediate suspension from the program, AND
- 2) Suspension or Removal from the SOHI program, suspension length determined by the SOHI Risk Management Group.

All disciplinary action may be appealed to the SOHI Appeals Committee by the athlete/ partner and/ or their legal guardian.

Note: All offenses will be documented and kept on file.

Travel to competitions or events: Athletes and Youth (8-17) Partners

In order for any Special Olympics Hawai'i athlete/youth partner to travel to a Regional or State competition they must meet the following travel requirements.

- Be able to travel with a Special Olympics designated chaperone for the duration of the event, including flights.
- Be able to independently manage the activities and skills of daily living, ie. toileting, showering, personal hygiene, etc., with minimal help.
- Cannot be a danger to themselves or others.
- Cannot be a flight risk and must listen to instructions from their chaperone, coaches and Head of Delegation.
- Be able to compete in their events independently, or only with the level of assistance allowed in the rules for their specific events.

Athlete/ Partner:

I understand that I am to abide by this Code of Conduct, I will be subject to a range of consequences by Special Olympics Hawai'i up to and including not being allowed to participate.