Department of Recreational Sports | Intramural Sports
Bowling Singles Information Sheet

Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Rules of the Game

1. Equipment and Location
   a. Lanes for play are available at the BreakZONE in Squires Student Center. Players may also agree to play matches at other locations.
   b. All lane fees must be paid by each participant.
   c. Players are responsible for providing their own equipment. Bowling balls and shoes are available at the BreakZONE.

2. The Game
   a. A game consists of ten 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 in regular order.
   b. A match shall consist of the best 2 out of 3 games.

3. Scoring
   a. Except when a strike is scored, the number of pins knocked down by the player’s first delivery is 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 marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the sheet shall be marked with a (-). The count for the two deliveries in the frame is recorded immediately.

   b. A strike is made when the full setup of pins is knocked down with the first delivery in a frame.
      i. 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.
      ii. 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.
      iii. Three successive strikes is a triple or turkey. The count for the first strike is 30.
      iv. To bowl the maximum score of 300, a player must bowl 12 strikes in succession.

   c. A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame.
      i. 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 the player’s next delivery.

   d. A split is a setup of pins left standing after the first delivery, provided the head pin is down and:
      i. At least one pin is down between 2 or more standing pins.
ii. At least one pin is down immediately ahead of two or more standing pins.

iii. A split is usually designated by an (O).

e. An automatic scoring device may be used. The device shall comply with the playing and scoring rules.

4. Fouls
   a. A foul occurs when a part of a 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.
   b. When a player deliberately fouls to benefit by the calling of a foul, the player shall be credited with zero pinfall for that delivery and not allowed further deliveries in that frame.
   c. A player shall not directly or indirectly tamper with lanes, pins or bowling balls to gain unfair advantage.

Any additional rules not stated on this sheet will be determined by the United States Bowling Congress (USBC) official rules which can be found at: http://usbcongress.http.internapcdn.net/usbcongress/bowl/rulebook/2017-2018Rulebook.pdf