

Definition of the game

The bowling game consists of ten parts. The player plays in every part, up to ten, two throws. If the first throw is scored, the second throw does not shuffle. In the tenth part, player three plays throws, if a strike or spare is scored, or only two throws. All parts games must be played by each bowling player according to the rules. Automatic computer the device may be used as long as it is able to print a score of a part and the other to suit the counts and game rules of the game. The throw is transferred if the player's ball is crushed the boundary line of the game territory. The throw must be transferred personally and manually.

Method of counting

The number of scratch marks in the first round is marked in a small square in the top the left corner of this section and the number of collated matches in the second round of play is marked in right top corner. If no standing stamps are scored for the second throw in the section, the number will be marked (-). Counting for both games in the section will be recorded immediately.

Strike

- the strike is converted when the entire set of stamps is matched at the first throw in the section. It is

(X) in the lower left upper square in the section. Counting for one strike is 10 plus number stamped in the next two hours.

Double

- two consecutive strikes are double. Count for the first strike 20 plus the number of stamps matched in

the first subsequent part after the second strike.

Triple

- Three consecutive strikes are triple. Count for the first strike 30 to reach a maximum of 300 points the player must place 12 strikes behind.

Spare

- spare is counted if the unmatched bets after the first throw in the part are at the second throw in the same

part of the consensus. Mark (/) in the small square at the top right corner of the section. Counting for spare is

10 plus the number of scratch cards scored for the next player's throw.

Rank for throwing

- the order in which team players enter the game is given by the players' rankings listed on team set up.

Interrupted game

- the official delegate of the tournament, if not present, so the arbitrator (organizer) may approve moving competition games and series to other tracks if the device on some tracks will fail and threaten the course of the competition.

Legally matched receipts

the following legally assessed stamps shall be considered:

- receipts downhill or out of the plate by ball or other stamps,
- stamped down or off the stamp plate when the stamp jumps from the side of the track or rear damping pad,
- stamped down or out of the stamp plate when the stamp is bounced from the sweeping net,
- stalls inclined and touching the end or side of the track.
- All the scores that have been scored in this way must be removed before the next game.

Illegally reconciled bets / roll repeat /

the result obtained by collating the stamps shall not be recorded if:

- the ball rebounds before touching the dampening pad,
- the throw is transferred and the ball comes in contact with a stamp that lies in the space bearing cross or groove, before leaving the track surface,

- if it affects the outcome of the throw of circumstances in which the player does not have the lead
- in the above cases, the player has the right to the additional throw (repeat) in the section.

Collocation and stamping illegally collapsed must be built on the original places.

Illegally reconciled stamps / no throw /

the result obtained by stamping is not recorded if:

- the ball leaves the track before touching the standing bows,
 - the player makes a move,
 - automatic stamp staker is not ready to register matching stamps.
- In this case, the player is not entitled to the additional throw (repeat) in the section. To record the throw will be written "F". If this occurs at the first throw in the section, the player will play the second roll into a full set of stamps.

Incorrect set of stamps

- when throwing into full or throwing a stop, it is detected immediately after the throw that one or more stamps are poorly built but not matched, the throw and the result of choking stamps counts. It is the responsibility of each player to check before the throw or to stand properly. If the player insists that one or more stamps do not stand in line, they will again placed before a ball of a ball, otherwise the position is considered acceptable.

Rebound of stamps

- the bounces that are bounced and standing on the track must be counted as standing and not considered
downed.

Replace damaged stamp

- If the stamp is broken or otherwise damaged during the game, it will be replaced by another, very like. The official delegate of the tournament, or arbitrator (organizer), determines whether the substitute
the stamp is acceptable.

Dead Balls

the ball will be declared "dead" if any of the following occurs:

- after the throw (and before the next throw on the same track), the fact that one or more stamps are missing in the set,
- the player hits on the wrong track or outside the designated path,
- Players are physically hindered by other players, viewers or moving objects. in that case it can the player accepts the final match of the stamps or declare the "dead" ball.
- some stamps are moving or falling when the ball is played by the player or before the ball is touched

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- The released ball will come into contact with a foreign obstacle.
- in the above cases, the player has the right to request a rollback. About that, but it's a good idea it will be decided by the arbitrator (organizer) or the team leader, if no arbitrator or official tournament delegate (organizer) is present.

Definitions of translation

- A tour takes place when a player's part gets outside or on the other side and touching any part of the track, device, or structure when casting the throw or after releasing the spheres.
- the tracking is recorded if:
 - is recorded by an automatic transponder detection device,
 - the referee who is in a position where there is nothing to prevent him from looking at the line of the quest, reports a pass.

Detection of the passage

- the official delegate of the tournament can use an automatic tracking device. If it is not none at all, the referee must be in a position where there is nothing to prevent him from looking at the line of the pass.

If automatic crawling detection fails or does not work regularly, the tournament

the official shall designate the transfer agent or authorize the official registration at the time of the declaration

foul line.

An obvious move

- if an automatic transponder detector or arbitrator fails, the tracker will be declared and recorded if:

- the team leader or at least one player from the same team is the same

of each team,

- the tournament is announced by the official delegate of the tournament.

Revocation of the pass

- the player's appeal against the declaration of passage is admitted if it proves that the detector does not work properly.

protests

- Errors in the record or in the count must be corrected by the official delegate of the tournament immediately after

detection of such an error. Discreet mistakes will be decided by the organizer of the tournament with the final

effect. The protest timeout is one hour after the event or block

games. If the protest contains a leg or a legality of collusion, the procedure is similar

as above.