Injured Bowler Rule:

In the event a bowler has started a game, becomes injured and is unable to complete the game, the following procedure shall be followed:

The bowler must announce to the TSR that they are unable to finish the game. The TSR will announce to both teams that they are unable to finish.

The total score for the game will be calculated as the sum of the “Dead Stop Score” and the “Remaining Injury Score.”

1. The Dead Stop Score is calculated as if the current game was considered complete and totaled out as if no more pinfall accumulated. This number will be set aside for further calculation.

Example (bowler injured after frame 3):

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **PLAYER** | **1** |  | **2** |  | **3** |  | **4** |  | **5** |  | **6** |  | **7** |  | **8** |  | **9** |  | **10** |  |  |
| Bowler |  | X | 8 | / |  | X | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |  |
|  | 20 | | 40 | | 50 | | 50 | | 50 | | 50 | | 50 | | 50 | | 50 | | 50 | | |

1. To determine the “Remaining Injury Score”, we must first find the “Injury Score” and the “Injury Score per Frame.”
   1. To calculate the “Injury Score”, the injured bowler must take ten percent off their current X-League average. Any calculations always round down.

Example:

If a bowler averages 224, 10% (22.4 pins, rounded down to 22) is subtracted from their average. 224 – 22 = 202 = “Injury Score”

* 1. Each frame = 10% of the game, thus ten percent of the “Injury Score” will be allocated per frame. This is known as the “Injury Score per Frame.”

Example:

If the Injury Score was 202, then the “Injury Score per Frame” would be ten percent of 202 and would be 20 pins per frame (20.2 rounded down to 20).

* 1. The “Remaining Injury Score” is the “Injury Score per Frame” times the number of remaining frames.

Example:

In the above image, the bowler was injured after frame three. Seven frames remain. 20 pins times 7 frames remaining = 140.

1. Add together the “Dead Stop Score” + “Remaining Injury Score”

Example: DSS is 50. RIS is 140. (50 + 140 = 190)

1. The score for this game will be 190.

Bowlers competing can alter the scoring system for the injured bowler through the scoring monitor for the rest of the game to reflect this score, but it is not required. A simple 190 on the scoresheet will suffice.

Injured bowlers’ scores are eligible to win individual and team points. The injured game will not count towards the bowler’s game count, pinfall, or average.

If a bowler claims they are injured in the middle of a frame, the bowler has the opportunity to complete the current frame or receive a zero for remaining balls for that frame.

The injured bowler may not return to play in the same day (this includes if there is a double header).

The RIS (remaining injury score) can be looked up in the table below by finding the intersection of the unbowled frames remaining and the bowlers average. Using the same example as above, a 224 average bowler injured in frame 3 with 7 frames remaining would have a RIS of 140. This gets added to the DSS (Dead Stop Score) for the total score of the injury game.

Remaining Injury Score Table

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |  |
| Un-Bowled Frames Remaining | | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** |  |
|  |  |  |  |  |  |  |  |  |  |  |  |
| Injured Bowler's Average | |  |  |  |  |  |  |  |  |  |  |
|  | 244 - 250 | 198 | 176 | 154 | 132 | 110 | 88 | 66 | 44 | 22 |  |
|  | 233 - 243 | 189 | 168 | 147 | 126 | 105 | 84 | 63 | 42 | 21 |  |
|  | 222 - 232 | 180 | 160 | 140 | 120 | 100 | 80 | 60 | 40 | 20 |  |
|  | 211 - 221 | 171 | 152 | 133 | 114 | 95 | 76 | 57 | 38 | 19 |  |
|  | 199 - 210 | 162 | 144 | 126 | 108 | 90 | 72 | 54 | 36 | 18 |  |
|  | 188 - 198 | 153 | 136 | 119 | 102 | 85 | 68 | 51 | 34 | 17 |  |
|  | 177 - 187 | 144 | 128 | 112 | 96 | 80 | 64 | 48 | 32 | 16 |  |
|  | 166 - 176 | 135 | 120 | 105 | 90 | 75 | 60 | 45 | 30 | 15 |  |
|  | 155 - 165 | 126 | 112 | 98 | 84 | 70 | 56 | 42 | 28 | 14 |  |
|  | 144 - 154 | 117 | 104 | 91 | 78 | 65 | 52 | 39 | 26 | 13 |  |
|  | 133 - 143 | 108 | 96 | 84 | 72 | 60 | 48 | 36 | 24 | 12 |  |
|  | 122 - 132 | 99 | 88 | 77 | 66 | 55 | 44 | 33 | 22 | 11 |  |
|  | 111 - 121 | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | 10 |  |
|  | 99 - 110 | 81 | 72 | 63 | 54 | 45 | 36 | 27 | 18 | 9 |  |
|  | 88 - 98 | 72 | 64 | 56 | 48 | 40 | 32 | 24 | 16 | 8 |  |
|  | 77 - 87 | 63 | 56 | 49 | 42 | 35 | 28 | 21 | 14 | 7 |  |
|  | 66 - 76 | 54 | 48 | 42 | 36 | 30 | 24 | 18 | 12 | 6 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |