

# FOWLING

## THE RULES

### Object

To knock down all ten of your opponents pins, before they knock down yours.

### Game Play

1. Select teams of 1, 2, 3 or 4 players
2. Flip coin to start. Winners choose first or last throw. Losers choose which end to defend.
3. Team A Player #1 throws first. Then, Team B Player #1 throws.  
Next, Team A Player #2, then Team B Player #2 and so on depending on the number of players per team.  
Continue until one team has knocked down all ten pins.
4. Bonk - If on any player's first throw, with all 10 pins still standing, the 5 pin (center pin) is hit completely OFF the board and all other pins remain standing, the game is won.  
The Fair Ups rule still applies if the Bonk is made by the first throwing team.  
The team with Fair Ups must 1. Knock down all remaining pins to TIE. OR  
2. Get a Bonk of their own to TIE.  
(See Overtime - Sudden Death to determine the winner of a TIE.)
5. Fair Ups Rule - If Team A knocks down all 10 pins before Team B does, then Team B is allowed one final throw.  
If Team B successfully knocks down their remaining pins, the game is a TIE.  
(See Overtime - Sudden Death to determine the winner of a TIE.)

### Rules

- \*The Field of Play is defined as the area between the far ends of the boards & extending indefinitely to the sides.
- \*Men throw from behind the board. (Men's Tees)
- \*Women and children throw from behind the front line of the board (Ladies' Tees)



- \*A ball thrown from beyond the Tee (Foot Foul) results in the loss of a turn & any pin(s) downed must be returned to their original upright position.
  - \*Any pins that are knocked down are to be cleared from the board after all ball/pin motion has stopped.
  - \*A pin down is a pin down during normal game play.
  - \*A maliciously knocked down pin is always returned to its upright position.
  - \*Any non-malicious act that knocks a pin down, counts.
- Examples: wind, accidental grazing of pins while clearing boards, dog, earthquake, footballs from adjacent games, etc.*

### Defense

- \*A team may NEVER defend their pins from a ball thrown fairly by their opponent.
- \*No player may touch or manipulate the ball or any pin(s) such that the action prevents a pin or pins from falling while the ball is within the Field of Play.
- \*Teams may defend their pins from any outside objects or actions. (see Examples above)
- \*If the ball leaves the Field of Play and then re-enters, the ball is once again LIVE and may not be touched until it and all pin(s) stop moving.

Violation of any Defense Rules result in a penalty shot. A penalty shot is awarded to the throwing team.

Men may throw from the Ladies' Tees. Women may throw from 8 ft. in front of the Ladies' Tees.

Either player on the penalty shooting team may throw regardless of throwing order.

The team throwing the penalty shot also receives the ball back with the Fowler whose throw was interfered with rethrowing.

Any pins knocked over during the commission of the violation remain down.

### Overtime - Sudden Death

At the beginning of Overtime, each team places one pin on any dot they want for their opponents to throw at.

A coin flip determines which team throws first. The team who threw last gets to call the toss. Overtime is sudden death.

First pin down WINS. There is no last throw by the opposing team.

### Etiquette

The philosophy behind Fowling is sportsmanship. At the end of every game or match, it is customary to reset the pins on the lanes and meet the opposing Fowlers at mid-lane to exchange a friendly "Good Fowl."

During multi-lane play, please be courteous of all other game play. When retrieving an errant ball, a polite Fowler will walk around, not through, the other lanes.