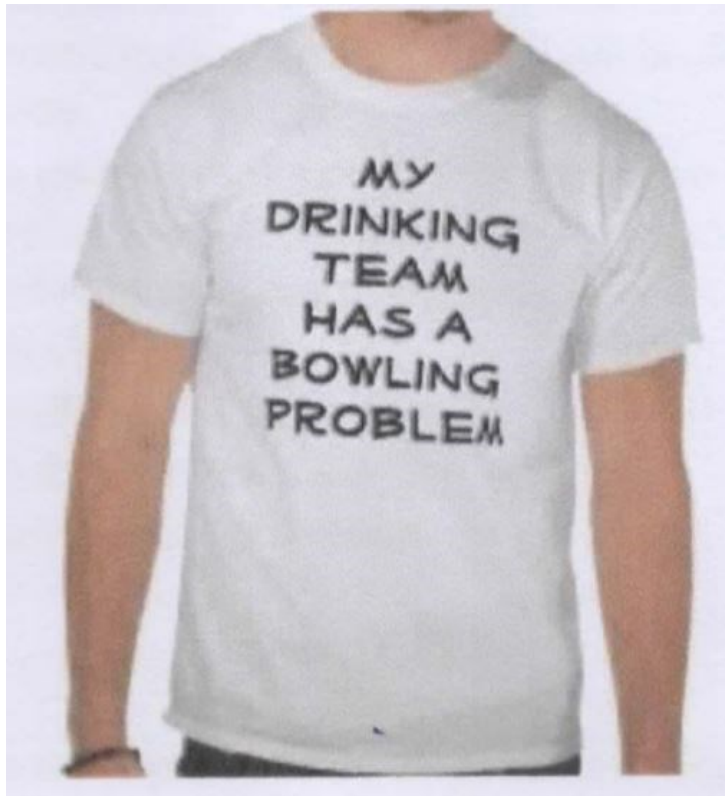


LAWN BOWLS

SOME COMMON LAWS

BOWLS LAWS ARE THE SAME REGARDLESS OF GENDA



Not every situation that occurs in bowls is specifically covered by the laws.

The laws of bowls are guided by common sense & common courtesy.

There is no rule for common sense.

The laws should always be interpreted using common sense
and a spirit of fair play.



Where a mistake is made, the opposing skip fixes it, "you mess up - I fix it"

Because we all forget some of the things we learnt when we started playing bowls, etiquette appears to be lacking at times so the following may serve as a useful reminder:

1. Dress correctly for all games, and arrive in good time.
2. Mobil phones should be switched off during play and if user always with discretion while in the vicinity of the green.
3. Greet your team members and opponents at the start of the game and congratulate or compliment them at the end of play. Shake hands before a match and its conclusion.
4. Remember to thank the marker at the end of a singles game for sparing his/her time and offer them a drink.
5. Concentrate fully on the game and on all bowls as they are being delivered. In a competitive match, save your socialising until afterwards.
6. Be ready to bowl when it is your turn.
7. Do not talk or make a noise behind the mat, or move at the head end, when a player is preparing to bowl. Remain behind the mat or behind the head when it is not your turn to play.
9. Always remember that, as soon as your bowls has come to rest, possession of the rink (both ends) passes to your opponent.
10. Avoid obscuring the rink number, rink markers or jack. This includes white shoes behind the jack.
11. Keep to your own rink, don't become a wanderer and distract other bowlers, and always walk down the centre of your rink when you are changing ends. Don't walk through the head.
12. Be aware of the player on the next rink, especially indoors.
13. Don't walk past the end of a rink when a player is about to bowl towards you.
14. Pick up the mat for your opponent after the last bowl has been delivered.
15. At the end of an end, once the score has been agreed, the only concern of the winning lead is to put down the mat and deliver the jack (unless in a pairs game where they will help to clear the bowls). The losing lead can also put out the bowl for winner lead. Everyone else should help to clear bowls, 2s alter the scoreboard after have been jacked back, or pushed back by the losing lead, if pushers are allowed. indoors 2s still fill in the scorecard but outdoors the skip should do it, but he can now give it to any of his players as long as the both skips agrees.
16. When outdoors on a sunny day be aware of your shadow. Don't let mask the jack or allow it to fall in front of the mat when a player is about to bowl.
17. But don't applaud a team member who has outrageous luck.
18. Admit a fluke with grace.
19. Encourage and praise the rest of the team, including the skip. Bowls is a team game; everyone should be working together.
20. Compliment your opponent on a good shot.
21. Don't wave opponent's bowls through the head.
22. Take care of team member, and the head, when drive shots are being played, and warn other on adjacent rinks of the intended shot. One of the 3s should be ready to go in front of the head in order to see if the delivered bowl becomes a toucher.
23. Do not criticise your opponent, the green, or your own team. If you cannot say something positive, and then don't say anything at all.
24. Be gracious whether you win or lose.
25. Learn the Laws of the Sport of Bowls and play accordance with them.

Good etiquette and manners make for a pleasant game and cost nothing;

Enjoy the game

GAMES

- The game is played to a pre-arranged number of ends or a fixed period of time. Domestic events formats of play will be decided by the controlling body.
- Singles - The game must be played between two opposing players,
- Players must play singly and in turn, either two, three or four of a set of bowls as decided by the controlling body. **Law 1.1**
- Pairs - 18 ends 1: **Law 1.2**
- Triples - 18 ends **Law 1.2.2**
- Fours (rinks) - 21 ends law **Law 1.2.3**
- Social - up to the club's discretion.

TOSS

- The skips in a team game, or the opponents in singles, toss to decide who starts the game, the winner of the toss decides if they want the mat or not, the opposing player cannot refuse the mat. **Law 5.2**
- From here the mat is taken by the winner of the previous end
- If you win the toss for an extra end you can decide if you want the mat or not, the end must be played from where the previous end was completed
- If the extra end is declared dead, the first to play on the previous end plays first. **Law 20**
- If the extra end is a tie **Law 24 & 5.4**

CARDS AND SCOREBOARD

- The skip keeps the scorecard. **Law 40.1.7.1 also 40.1.10**
- The skips update the score board at least every second end.
- The winner of the toss usually has their name first on the scoreboard.
- Set the scoreboard back to zero at the completion of the game. (Good manners for the next player & it looks better).
- At the end of the game both cards should be signed by both skips recording the time the game finished. **Law 40.1.7.5**
- The time is important if there is a protest within 10 minutes of the game finishing.

RULES ON THE MAT

- The mat line is described as the edge nearest to the front ditch (the ditch that is in front of you facing the set jack).
- All measurements are taken from the centre of the mat line.
- Rule regarding mat placement. **Law 6**
- Before delivery a player must be standing on the mat with all or part of at least one foot on the mat. **Law 7 also Law 8**
- When asked 'how far the mat is up' try & estimate, some people count their steps and can estimate the distance, (some clubs provide a 2-metre measure).

TRIAL ENDS

- One trial end from each direction, for domestic play the controlling body can limit the trial ends to no trial ends or to one trial end. **Law 5**
- Trial ends before the start of play in any game or before continuing an unfinished game on another day.
- A bowler can use any combination of bowls taken from different sets, but no more than the amount of bowls to be used for the game. **Law 5.1.5.**
- The opponent of the team which started the first trial end should start the second end.

JACK DELIVERY

- The player who plays first delivers the jack & if it travels 23 metres & stays inbounds it is a legitimate delivery. **Laws 9 & 10**
- If not, the lead of the opposing team delivers the jack. The mat can be moved by this lead. If the delivery is legitimate the game will start by the first lead bowling.
- If the second lead delivers an illegal jack, then it is set at 2mtrs from the ditch the original lead places the mat wherever they choose and delivers the first bowl. **Law 10.**
- However, if both leads have improperly delivered the jack and having been set on the 2mtr mark, but the lead places the mat at less the 23mtrs from the jack, the opposing skip has the right to dispute the validity of the length of the rolled jack, the opposing skip would call the umpire to measure the length of the jack. If the jack is less than 23 metres the opposing skip can have the lead place the mat where the skip requires.

WHEN YOUR OPPONENT IS BOWLING

- Don't stand too close behind when your opponent is bowling, keep away a fair distance (1 metre).
- It is off putting to step back from the mat & nearly fall over your opponent. **Law 12**
- And certainly, do not stand out to one side in your opponent's eye line.
- Do not Step onto the mat until your opponent's bowl has come to rest.



TIED END

- There will be no shot scored by either team if it is agreed that;
The nearest bowl of each team is touching the jack,
The nearest bowl of each team is the same distance from the jack,
No live bowls are left within the boundaries of the rink,
End recorded on score card. **Law 24 & 5.4**

INDICATING JACK HIGH OR JACK POSITION

- There is nothing in the laws, that prevent a team member from indicating "jack high" by placement of their foot on that line, when their player is preparing to deliver, or is ready to deliver their bowl.
As soon as the bowl is delivered, they should move away from the head, under no circumstances should they stay at the head, indicating "jack high" with their foot, until the bowl comes to rest.

LEAVING THE GREEN

- We all have occasion to leave the green for one reason or another, permission from your opponent is asked and you can only leave the green for ten minutes.

AN EXAMPLE

- *During a singles match, one player leaves the green to change some clothing, is this permitted?*
- Answer; *A player can only leave the green with the consent of the opponent and then only because of illness or other reasonable cause, the absence may not exceed 10 minutes.*
- Normally a player wishing to change clothing would not be a reasonable excuse, but good sportsmanship and common sense should prevail. **Law 33**

DEAD END

- A dead end in a game does not count as an end — it must be replayed; a dead end must be played in the same direction unless the skips or opponents agree to play in the opposite direction. (If the bowls need to be transferred to the other end they should be carried to avoid distracting other players. **Law 20**)
- The first to play in the end that was declared dead plays first in the new end.
- If the jack is declared dead, the end is dead.

TOUCHERS

- If a bowl in the course (on its way from hand until it comes to rest) touches the jack either directly or by touching other bowls on its way is a toucher. **Law 14**
- Bowls in motion (being moved by another bowl hitting them) that touch the jack are not touchers.
- QUESTION; What if the jack is in the ditch and is touched by, or stops, a newly delivered bowl?
- ANSWER; The bowl becomes "dead", a bowl can never become a toucher after the jack is in the ditch.
- QUESTION; A bowl comes to rest and falls over and touches the jack whilst the next bowl is in course, the skip moves to mark it as a toucher to which the opposing skip objects, is the bowl a toucher?
- ANSWER; NO, for a bowl to be a toucher it must touch the jack before the next bowl is delivered.
- Question; is there a time limit for a bowl to be a 'toucher', i.e. comes to rest then falls over to touch the jack?

Answer; Yes — it must make contact before the next bowl to be played leave's the bowlers hand, or it is the last bowl to be played; this must be within 30 second of it coming to rest.

- Question; Is there a time limit for marking a 'toucher'? Answer; Yes — it must be marked with 'chalk', or ("nominated" to the opposing skip, if that act might cause it to topple), before the next bowl played comes to rest, otherwise it ceases to be a 'Toucher'.
- Remove chalk marks from bowls from previous end before bowling, if not an opposing player or marker should do so.

LIVE JACK OR TOUCHER IN THE DITCH

- If a jack in the ditch is displaced by a non-toucher entering the ditch an opponent or marker should put it back to its former position. **Law 37.7**
- Mark the position of the jack in the ditch with the white marker found on the bank. **Law 18.2**
- Indicating position of a toucher in the ditch should be marked by a brightly coloured indicator if provided, if not improvise. **Law 14.4**
- If a bowl goes into the ditch that is not a toucher it should be removed to the bank.

Rebounding 'jack/bowl

- Rebounding jack, the end will continue if; when the jack comes to rest on the rink, it is driven against the face of the bank & rebounds onto the rink of play. **Law 21.1**
- OR
- When the jack is at rest in the ditch, it is moved by a toucher & this takes it back onto the rink. **Law 21.2**

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Example rebounding bowl.

- A player drives and the bowl, which is not a toucher, rebounds off the face of the bank, comes to rest within the rink and 14mtrs from the mat line. The opponent says that it is dead, but the player claims that it is live. What is the position?
- Answer; Only touchers rebounding from the face of the bank into the ditch or onto the rink shall remain in play, as the bowl is not a toucher it is dead. **Law 17**

BOWL COLLIDING WITH ANOTHER BOWL ON ANOTHER RINK

- Bowlers should make every attempt to prevent disturbance of the head by an outside object, and may stop a bowl in course, and shall stop a bowl or jack in motion from an adjoining rink, which is likely to touch a bowl or the jack, the bowl in course from an adjoining rink shall be replayed provided it was on a bias which would have resulted in it re-entering its own rink.
- Alternatively, bowlers shall have the option of lifting a bowl at rest upon their own rink which is likely to be disturbed by a neutral bowl in course from an adjoining rink providing the lifting will not influence the result of the end, note that in a single game the Marker must stop the bowl in course. **Law 37.6**
- If the head is disturbed and the bowls cannot be replaced to their agreed former positions the end will be declared dead. Bowlers shall make every attempt to prevent any disturbance of the head by a dead bowl belonging to their rink.
- Can you leave your rink to stop a bowl from your team disturbing the head on another rink?
- Answer; NO (encroaching on an adjoining rink) alert players on the rink next door as to the approaching bowl.

WRONG BOWL PLAYED OR PLAYED OUT OF TURN

- What happens if I play one of my opponent's bowls by mistake?
- Answer: Nothing happens — once at rest, mark its position and angle, replace it exactly with yours and return it to its owner. **Law 29.2**
- What happens if I play out of turn?
- Answer: if the bowl is on its way, the opposing Skip can stop it and return it to be played in the proper sequence, if it is not noticed until it comes to rest providing it is (a) still "live" and (b) has not disturbed the head, the player, who should have played, plays 2 bowls in succession, to restore the proper sequence, *if, however, it has disturbed the head, the opposing skip has 3 options:~ (a) leave things as they are and have his/ her play 2 bowls in succession, or (b) replace the head to its original position and return the bowl, to be replayed in its proper turn, or (c) declare the end dead.* **Law 29.1**
- If it is noticed after each player has bowled that the wrong player delivered the jack it is too late once a bowl has been played by each team, the sequence must be kept for the end. **Law 9.6**
- If, however, only one lead has bowled, and the mistake is brought to the kw attention of the players the correct team will restart the end. **Law 9.5**



If a bowl is sitting half on the green & resting on the jack or bowl in the ditch what happens at measuring time?

1. If a bowl is still partly on the green and resting on a jack in the ditch, it is still a live bowl, but is not a toucher, if it has moved the jack in the ditch, that is a valid movement of the jack. And the new position of the jack should be marked. The bowl should not be moved until after the count of shots in that end has been completed. (it will probability be the shot).
2. If a bowl is still partly on the green and resting on a bowl in the ditch, which is a toucher, then the bowl is still live. If the bowl has moved the toucher, then that is a valid movement of the toucher. And the new position of the toucher in the ditch should be marked. Again, the bowl that is still partly on the green should not be moved until the count of shots in that end has been completed.
3. If a bowl is still partly on the green and resting on a bowl in the ditch which is not a toucher, then the bowl in the ditch is a dead bowl and should be removed. if the bowl that is partly on the green then falls into the ditch, then it too is dead and should be removed, this may happen when there is a drive shot or running shot played and the jack goes into the ditch, a non-toucher, and another bowl or the bowl just played, finishes up resting on the non-toucher. **Law 16 & 37.7**

POSSESSION OF RINK

When bowl comes to rest, possession of rink changes to next player, after allowing time for marking if toucher, player should then be clear of mat. infringement of rink possession, after player has been warned, the last bowl declared dead.

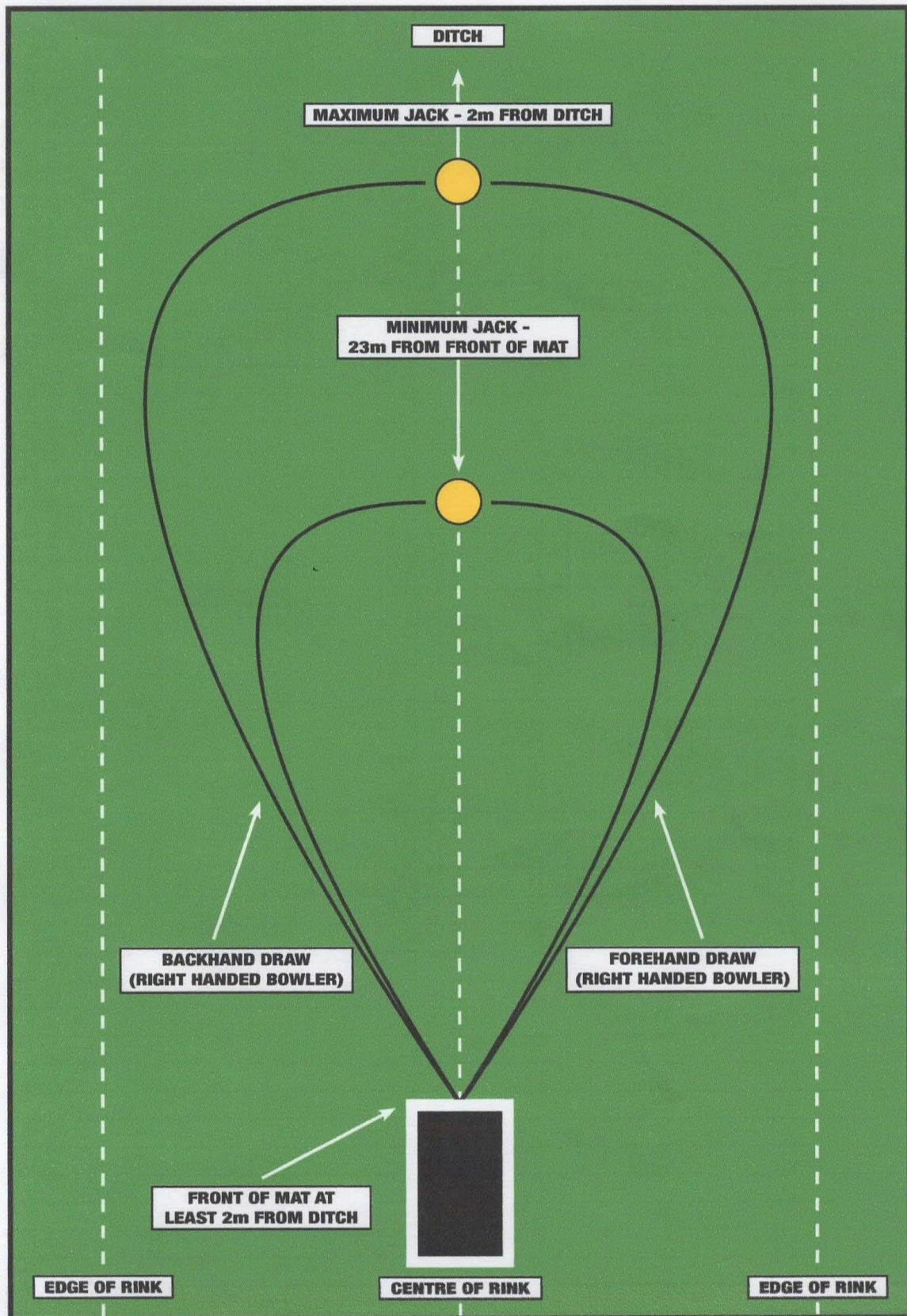
- *If disturbed the head replaced by opposition.*
- *Leave as altered.*
- *Declare end dead **Law 13***

WHEN YOUR OPPONENT IS BOWLING

- Don't stand too close behind when your opponent is bowling, keep away a fair distance (1 metre).
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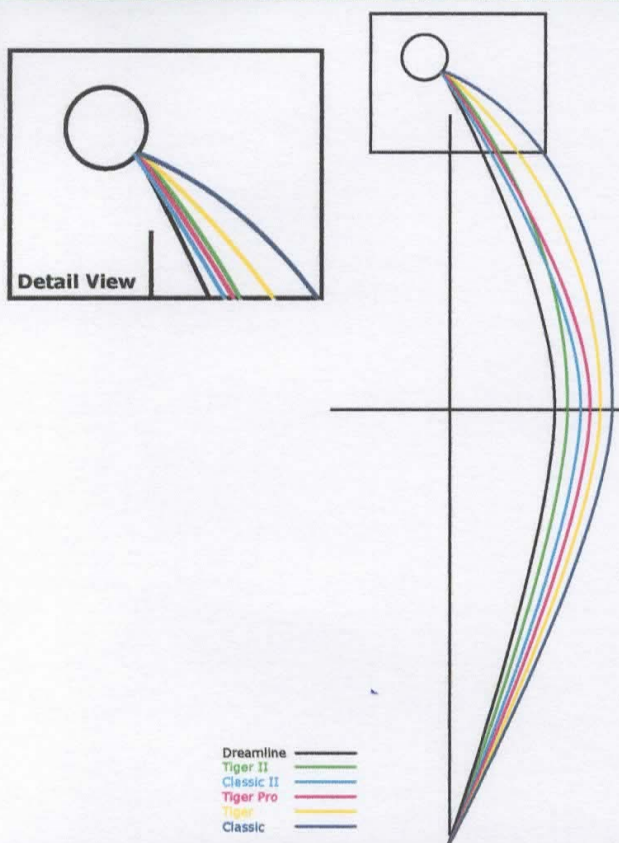


Bowl delivery to different length jacks.



DRAW CHARTS

HENSELITE - DRAW CHART



ALMARK - DRAW CHART



DRAKES PRIDE - DRAW CHART



TAYLOR BOWLS - DRAW CHART

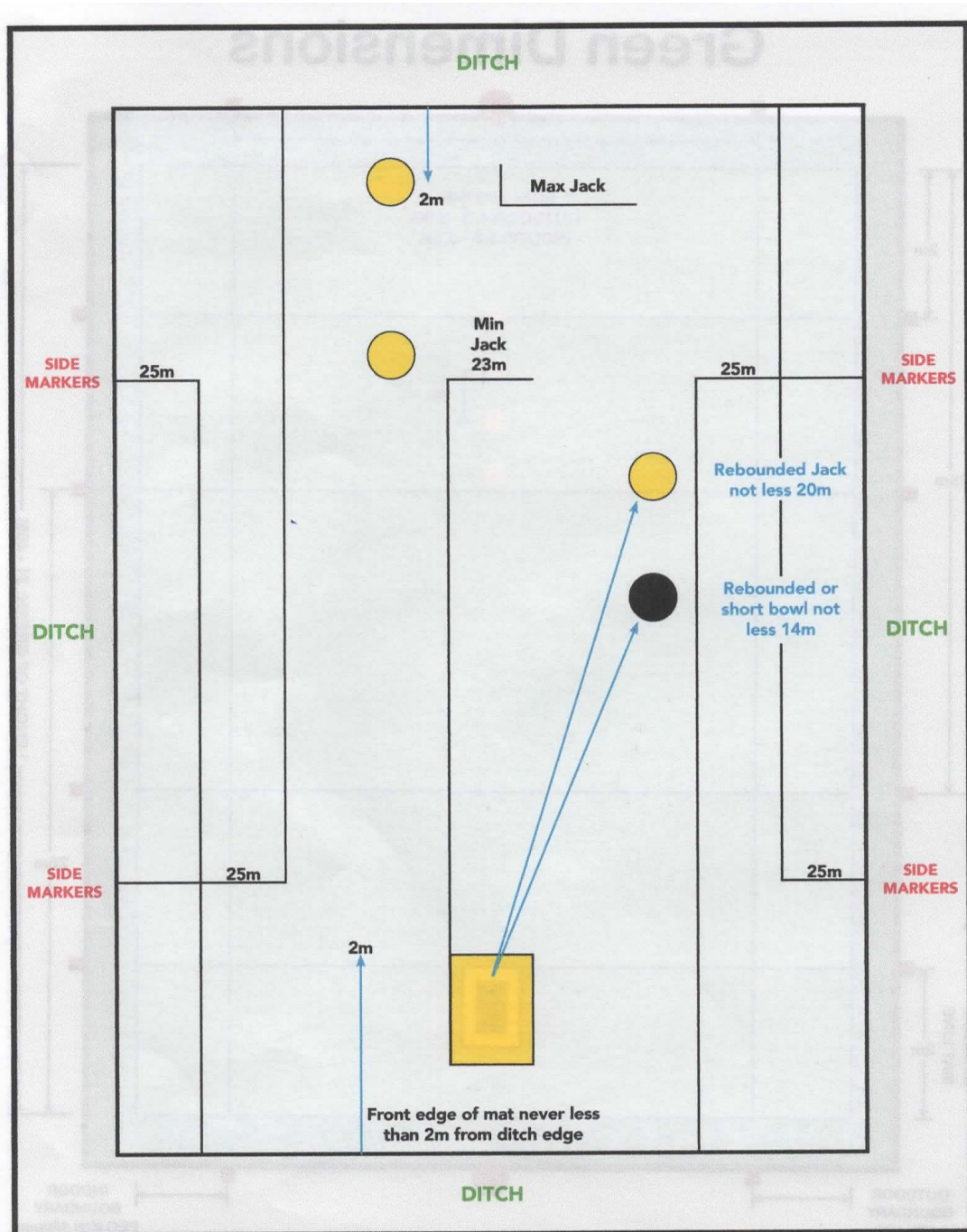


Outdoor Green Measurement

(Indoor Variations Shown in Brackets)

Green Dimensions Not Less Than 31m (34m) Not More Than 40m

Rinks Not Less Than 4.3m (4.6m) Not More Than 5.8m.



Lawn Bowls Shoe Soles
ALLOWED



NOT ALLOWED