



Dublin & District United Churches Indoor Bowling Association

RULES OF THE ASSOCIATION

1. TITLE: The Association shall be called the Dublin & District United Churches Indoor Bowling Association.

2. OBJECTS: The objects of the Association shall be to promote and foster the game of Short Mat Indoor Bowls, and to control and regulate Competitions held under its auspices.

3. MEMBERSHIP: Membership of the Association shall be confined to Clubs attached to or consisting of members of Churches, Parishes, Congregations or Organisations who shall apply successfully for affiliation. Applications shall give the name of the Club and the names and addresses of the Office-Bearers and shall be accompanied by the affiliation fee.

4. SUBSCRIPTIONS: An annual affiliation fee and competition entry fees as determined by the Executive Committee shall be payable to the Honorary Treasurer on or before 1st November in each year. Expenses, in excess of the available funds shall be borne by the Clubs comprising the Association. Should the Association be dissolved for any reason, its assets shall be disposed of at the discretion of the Executive Committee.

5. OFFICE-BEARERS: The Office-Bearers of the Association shall consist of President, Vice-President, Honorary Secretary, Assistant Honorary Secretary and Honorary Treasurer and shall be elected at the Annual General Meeting.

6. MANAGEMENT: The business of the Association shall be conducted by an Executive Committee which shall consist of the Office-Bearers and not less than three, and not more than six members from affiliated clubs who shall be elected at the Annual General Meeting. Should a vacancy occur in the Office-Bearers, the Executive Committee shall have power to fill the vacancy *pro tem* and similarly with the elected members. The Executive Committee shall meet as often as necessary. Such meetings shall be called by the Honorary Secretary after consultation with the President. Four members shall form a quorum. The Executive Committee shall control and regulate the Competitions held under the auspices of the Association. The Hon. Secretary shall appoint qualified Coaches and Umpires as required.

7. GENERAL MEETINGS: The Annual General Meeting of the Association shall be held on or before 30th September each year at such time and place as the Executive Committee may decide. Special General Meetings may be called by the Honorary Secretary at the request of one-third of the affiliated clubs. Such requests must state the business to be brought forward and no other business shall be transacted. General Meetings shall consist of the Office Bearers and two representatives from each Club. Other members of Clubs may attend these Meetings and may take part in the business but shall not have a vote. The Chair shall have a casting vote at all meetings.

8. APPEALS: The Executive Committee shall have power to deal with disputes that may arise between Clubs. Such complaints or disputes must be stated in writing to the Hon. Secretary who shall call a meeting of the Committee to consider such matters.

9. SECRETARY AND TREASURER: The Honorary Secretary shall keep a record of all business transacted at General and Committee Meetings. At the Annual General Meeting the Honorary Secretary shall submit a report of the proceedings since the previous Annual General Meeting. The Honorary Treasurer shall keep a detailed account of all receipts and disbursements and shall submit a full account thereof duly audited at the Annual General Meeting. The books and Accounts of the Honorary Treasurer shall be audited by a member of constituent Clubs, who is not a member of the Executive Committee. The Honorary Auditor shall be appointed at the Annual General Meeting of the Association.

10. COMPETITIONS:

- (a) The Competitions controlled by the Association shall be the Senior (Rohu Cup), Intermediate (McIlwaine Cup) and Junior (Price Cup). The teams in each competition shall be divided into sections and shall play each other on the league principle to determine the winner of each cup.
- (b) The competitions shall be confined to teams of eight players each representing affiliated clubs. Entries for the competitions shall be subject to the approval of the Executive Committee who shall determine the maximum number of teams in each competition and shall decide the promotion or relegation of any team from one competition to another.
- (c) Any club entering more than one team in the competitions shall be required before playing in any competition to register with the Honorary Secretary eight players for its first team if two teams are entered and eight players for its first team and eight players for its second team if three teams are entered and so on. Players registered to compete in the Senior competition shall not compete in the other competitions and players registered to compete in the Intermediate competition shall not compete in the Junior competition. If two teams are entered by any club in any one competition eight players shall be registered in respect of one team and are not interchangeable. Registered players may be changed after the first two matches and before playing the third match of the particular competition. Any player from a lower team may substitute not more than twice for a higher team.
- (d) Each team shall consist of two sides or rinks of four players. The teams in each section shall play each other in matches "at home" and "away", each consisting of twenty-one ends. The right of a team to play first shall be determined by the toss of a coin. Two points shall be awarded to the winning side on each rink and two points to the team with the higher aggregate of shots in each match. In the event of a tie on either rink or in the aggregate of shots the points shall be divided. The winning team in each section shall be the team awarded the greatest number of points. In the event of two or more teams being equal on points at the head of any section the team with the best aggregate of shots shall be the winner. The matches between the winners of the sections in each competition shall consist of one game of twenty-one ends played at a neutral venue. The result of each match shall be decided by the aggregate of shots, an extra end or ends being played in the event of a tie. Should a team be reduced in number for a match or part of a match, the number of bowls is made up by the Lead and Second and the score is reduced by a quarter for the duration of the absence of a player and fractions are taken into account. – Law 35 applies. The result of each match shall be sent by the winning team to the Honorary Secretary on the prescribed form within three days of the conclusion of the match, stating the names of the players, the skips and the scores on each rink.
- (e) Matches should be played in a timely manner, so that they are normally completed within three hours of playing time.
- (f) A walk-over cannot be conceded without the consent of the Executive Committee. The full circumstances must be submitted to the Executive Committee who may order the match to be played on another date.
- (g) Fixtures must be sent to the Honorary Secretary within three days of them being arranged.
- (h) The Association also controls and regulates the Hope Cup, Gordon Miller Memorial Trophy and Kerr Trophy Competitions.

HOPE CUP COMPETITION

- (1) It will be run annually and will be for ladies only.
- (2) It will be a rinks competition; will be knock-out; on an open draw for each round; top club in draw will be at home, away team will have choice of rink; and Semi-Finals and Final will be played at neutral venues subject to at least fourteen days' notice being given to the participating teams.
- (3) Each match will be played over twenty-one ends; extra end(s) to be played if necessary to obtain result.
- (4) Clubs may enter one rink only.
- (5) Two substitutes only are allowed in any position provided two of the original players always participate. The original player or players may be reinstated.

GORDON MILLER MEMORIAL TROPHY

- (1) It will be run annually and will be for gentlemen only.
- (2) It will be a rinks competition; will be knock-out; on an open draw for each round; top club in draw will be at home, away team will have choice of rink; and Semi-Finals and Final will be played at neutral venues subject to at least fourteen days' notice being given to the participating teams.
- (3) Each match will be played over twenty-one ends; extra end(s) to be played if necessary to obtain result.
- (4) Clubs may enter one rink only.
- (5) Two substitutes only are allowed in any position provided two of the original players always participate. The original player or players may be reinstated.

KERR TROPHY

- (1) Each team shall consist of four players – ladies / men or mixed.
- (2) The teams in each section shall play each other in matches "at home" and "away", each consisting of twenty-one ends. The right of a team to play first shall be determined by the toss of a coin. Two points shall be awarded to the winning side. In the event of a tie the points shall be divided. The winning team in each section shall be the team awarded the greatest number of points. In the event of two or more teams being equal on points at the head of any section the team with the best aggregate of shots shall be the winner. The matches between the winners of the sections shall consist of one game of twenty-one ends played at a neutral venue. The result of each match shall be decided by an extra end or ends being played in the event of a tie.
- (3) The home team will have choice of rinks – only one mat need be made available for a match.
- (4) The Kerr Trophy competition ranks after the Price Cup for the application of substitution rules.
- (5) In the case of disputes, the general Rules of the Association shall be applied by the Executive.

- (i) Matches having been arranged cannot be postponed unless the Hon. Secretary has been notified and has agreed.
- (j) Play is not permitted on mats prior to the commencement of matches.

11. LAWS OF THE GAME: The Laws of the Game (Nos.1-40) in force under the Irish Indoor Bowling Association as adapted for carpet bowls shall be binding on the Association and on constituent Clubs.

12. ALTERATIONS TO CONSTITUTION AND RULES: Alterations or additions to the Rules of the Association or the Rules governing the competitions shall not be made except at the Annual General Meeting or at a Special General Meeting called for the purpose. Any such amendment shall require for adoption two-thirds of the total votes of the Members present and entitled to vote. One month's notice must be given in writing to the Honorary Secretary of any proposed alteration or addition which shall be included in the notice of business for the Meeting.

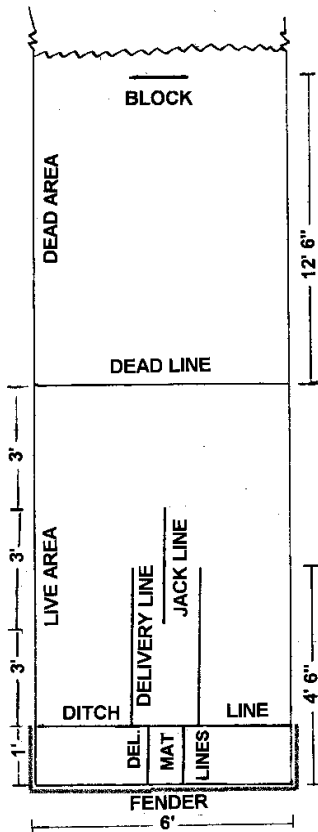
Bill SEMPLE, President
J. D. Trevor PEARE, Secretary
Adopted at AGM 2011



Irish Indoor Bowling Association

LAWS of the SHORT MAT INDOOR BOWLING GAME As adopted by The Dublin & District United Churches Indoor Bowling Association for carpet bowls

SPECIFICATION



RINK MAT	Max. Length	45'
	Min. Length	40'
	Width	6'
FENDER	Back	6' (Inside) x 3" x 3"
	Sides	12" (Inside) x 3" x 3"
	(All planed wood)	
BLOCK	Length	15"
	Height	3"
	Max. Width	1½"
DELIVERY MAT	Length	24"
	Width	14"
DELIVERY LINES	From centre line	13"
	From ditch line	4' 6"
DELIVERY MAT LINES	From centre line	7"
	Length	12"
DITCH LINE	From fender	12"
DEAD LINE	From ditch line	9"
JACK LINE	From dead line	3"
	From ditch line	3"
BLOCK LINE	Length	15"
MARKINGS	White adhesive tape	½"

DEFINITIONS AND GLOSSARY

BACKHAND to the player is the left-hand side of the block in the case of a right-handed person and the right-hand side of the block in the case of a left-handed person.

BIAS is the peculiar property of one side of a bowl which enables it to follow a curved course.

BLOCK means the obstacle which is placed midway between each end of the rink mat on the block line.

BLOCKING means covering the lying shot or jack with a guarding bowl.

BOWL IN COURSE means a bowl from time of its delivery until it comes to rest.

BURNED is the term applied to a bowl or jack which has been interfered with or displaced otherwise than by a bowl in play.

CONTROLLING BODY means the body having immediate control of the conditions under which a match is played. The order of precedence shall be:

- (a) The Irish Indoor Bowling Association;
- (b) affiliated Leagues or Associations;
- (c) affiliated Clubs.

DEAD AREA means that section of the rink mat between the dead lines.

DELIVERY LINES mean the markings within which the player's feet are restricted to deliver the bowl.

DELIVERY MAT means the foot-mat upon which the stance is taken to deliver the bowl.

DRAWING means delivering the bowl to reach its objective with the necessary green to allow the bias to take effect.

DRIVING means the additional impetus given to the bowl to prevent the bias taking effect.

END means the placing of the jack and the playing of all the players' bowls in the same direction on a rink mat.

FENDER means the surround that encloses the ditch. **FOREHAND** to the player is the right-hand side of the block in the case of a right-handed person and the left-hand side of the block in the case of a left-handed person.

FOUR means any four players whose positions in order of playing are called Lead, Second, Third and Skip.

HEAD means the jack and such bowls as have come to rest within the boundary of the rink mat and not dead.

JACK HIGH means that the nearest portion of the bowl referred to is no further from the dead line than the nearest portion of the jack.

LIVE AREA means that section of the rink mat between the dead line and the ditch line delineated by the edge of the half-inch marking tape.

PAIR means any two players whose positions in order of playing are called Lead and Skip.

RINK MAT means the whole rectangular playing area.

SKIP means the player who, for the time being, is in charge of the head on behalf of the team.

TEAM means any agreed number of players.

TOUCHER is the term applied to a bowl which, before it comes to rest, touches the live jack either directly or by deflection off another bowl or bowls.

TRAILING means contacting the jack or bowl with sufficient weight to run it to an advantageous position.

TRIPLE means any three players whose positions in order of playing are called Lead, Second and Skip.

WICK is the term applied to a bowl which glances off another bowl or bowls.

INDEX OF THE LAWS OF THE GAME

A. EQUIPMENT

1. Rink Mat
2. Delivery Mat
3. Ditch and Fender
4. Block
5. Bowls
6. Jack
7. Footwear

B. CONDITIONS OF THE GAME

8. General form and duration
9. Play arrangements
10. Awards
11. Starting the Game
12. Stance on the delivery mat
13. Foot-faulting
14. Fender displaced

C. THE BOWLS

15. Live Bowl
16. Definition of a Toucher
17. Action of Touchers
18. Touchers Rebounding
19. Dead Bowl
20. Bowl driven over Fender
21. Bowl Displacement

D. THE JACK

22. Live Jack
23. Jack in Ditch
24. Dead Jack
25. Dead End
26. Jack driven over fender
27. Rebounding Jack
28. Jack Displacement

E. GENERAL CONDITIONS OF PLAY

29. Order of Play
30. Possession of Rink Mat
31. Position of Players
32. Players and their Duties
33. Result of End
34. Game Decisions
35. Defaults by Players
36. Influences Affecting Play
37. Domestic Arrangements
38. Regulating Singles, Pairs and Triples Games
39. Spectators

F. DUTIES OF UMPIRE

40. Duties of Umpire

A. EQUIPMENT

1. THE RINK MAT

- (a) **Description:** The rink mat shall consist of a green material with a bonded rubber backing. The maximum length shall be forty-five feet and the minimum forty feet including ditches and the width shall be six feet. The floor surface should be level.
- (b) **Markings:** Rink mat lines shall be marked with ½ inch white adhesive tape.
- (c) **Ditch and Dead Lines:** Lines representing the ditch shall be marked across each end of the rink mat one foot from the fender and similar transverse lines be marked nine feet from each ditch line to represent the dead lines.
- (d) **Jack Line:** The jack line shall be three feet long and in the middle of the rink mat with one end three feet from the ditch line and the other three feet from the dead line.
- (e) **Delivery Lines:** Delivery lines shall be marked four feet six inches long starting at right angles from the ditch line and the distance on each side from the centre line of the rink mat shall be thirteen inches.
- (f) **Delivery Mat Lines:** Delivery mat lines shall be marked twelve inches long starting at right angles from the ditch line towards the fender and the distance on each side from the centre line of the rink mat shall be seven inches.
- (g) **Block Line:** The block line shall be fifteen inches long and centred across the rink mat.

2. DELIVERY MAT: The delivery mat shall be twenty-four inches long and fourteen inches wide.

3. DITCH AND FENDER: The width of the ditch shall be twelve inches. It shall be enclosed at the back and both sides with a wooden fender three inches high (planed wood) which must be anchored to the rink mat. The fender must not be covered with any material and bevelled edges are not permissible.

4. BLOCK: The overall dimensions of the block shall be fifteen inches long, three inches high and one and a half inches maximum width. It shall be placed on the block line.

5. BOWL: Bowls shall be made of wood or composition and shall bear an individual and distinguishing mark. Loading of bowls is strictly prohibited. (The Association uses bowls not more than 96mm (3.78 in) in diameter, or 737.09gm (1lb 10oz) in weight.)

6. JACK: The jack shall be round and yellow or other colour approved by the Executive Council, (The Association recommends a white Jack approximately 52mm (2.05 in) in diameter with a weight of 141 gm (5 oz.))

7. FOOTWEAR: Bowling shoes or any smooth heelless footwear shall be worn by players, umpires and markers while on the rink mat.

B. CONDITIONS OF THE GAME

8. GENERAL FORM AND DURATION: A game of bowls shall be played on one rink mat or on several rink mats. It shall consist of a specified number of shots or ends or shall be played for any period of time as previously arranged. Ends should be played in turn from the opposite direction except as in Laws 21, 24, 25, 28.

9. PLAY ARRANGEMENTS:

- (a) A game shall be played on one rink mat as:
 - (1) a singles game by two players, each player playing two, three or four bowls singly and alternately;
 - (2) a pairs game by four players, each player playing two, three or four bowls singly, alternately and in turn;
 - (3) a triples game by six players, each player playing two or three bowls singly, alternately and in turn;
 - (4) a fours game by eight players, each player playing two bowls singly, alternately and in turn.
- (b) A team game shall be played by two sides, each composed of an equal number of players.

10. AWARDS: All prizes shall be in kind i.e. no monetary prize may be given or retained. It is not permissible for an award to be made which might be redeemable for cash.

11. STARTING THE GAME:

- (a) The playing of trial ends shall be at the discretion of the controlling body.
- (b) **Tossing for play:** In all games the winner of the toss decides who shall play first. In all ends subsequent to the first the winner of the preceding scoring end shall play first. In the event of a tied-end (no score) or a dead-end, the first to play in that end shall again play first. In the case of an extra end to decide a game the players shall toss again, the winner to decide who shall play first. In the case of more than one extra end being required the players shall toss at the beginning of each additional end but in the case of a tie-end being declared dead no further toss is required for that end.
- (c) **Placing the Delivery Mat:** At the beginning of an end the player to play first shall place the delivery mat within the delivery mat lines with the shorter side in contact with the inside of the fender. After play has commenced at any end the delivery mat shall not be moved from its position. If it is moved accidentally it must be replaced in its proper position.
- (d) **Placing the Jack:** The player first in singles or the Skip whose side is in possession of the jack shall have the jack placed anywhere along the jack line.

12. STANCE ON THE DELIVERY MAT: A player at the moment of delivering the bowl shall have one foot remaining entirely within the confines of the delivery mat. The foot may be either in contact with or directly above the delivery mat, the other foot inside the delivery lines (or extension of these lines backwards or forwards) and no part of the body (other than the delivery hand) shall be in contact with the mat outside the delivery lines. Failure to observe this law constitutes foot-faulting.

13. FOOT-FAULTING: Should a player foot-fault the Umpire shall cause the bowl to be stopped and removed clear of the rink mat.

14. FENDER DISPLACED: Should the fender become displaced it must be replaced by the marker or if there is none, by a member of the opposing side. If the jack or any bowls have been affected they should be restored as near as possible to their former positions.

C. THE BOWLS

15. A LIVE BOWL is:

- (a) a bowl which in its original course comes to rest within the live area;
- (b) a bowl which in its original course breaks the ditch line, but does not interfere with any toucher or the jack in the ditch or touch the fender, but comes to rest in the live area;
- (c) a bowl which in its original course on the rink mat touches the live jack which is playable and finishes in the live area of the ditch.

16. DEFINITION OF A TOUCHER

- (a) a bowl which in its original course on the rink mat touches the live jack which is playable, either directly or by deflection off another bowl or bowls, even though such bowl settles in the ditch. Such a bowl shall be called a toucher. If, after having come to rest, a bowl falls over and touches the jack before the next succeeding bowl is delivered, or in the case of the last bowl in an end it falls and touches the jack within the period of half a minute invoked under Law 33(a), such a bowl shall also be a toucher. (Note: Position of toucher in ditch should be marked by chalk.)
- (b) A toucher should be clearly marked with chalk by a member of the player's side before the delivery of the succeeding bowl. If a bowl is not so marked before the succeeding bowl comes to rest it ceases to be a toucher. If in the opinion of either Skip, or opponent in singles, a toucher or wrongly chalked bowl comes to rest in such a position that chalking or erasing the mark is likely to move the bowl or alter the head, the bowl shall not be marked or have its mark erased but shall be indicated as a toucher or non-toucher as the case may be. Toucher marks should be removed before a bowl is played subsequently.
- (c) a toucher finishing in the ditch must be marked as such.

17. ACTION OF TOUCHERS: Touchers may act on the jack or on touchers in the ditch.

18. TOUCHERS REBOUNDED: Touchers rebounding from the fender, or from the jack or touchers in the ditch, on to the live area shall remain in play where they rest.

19. DEAD BOWL: A bowl is dead and must be removed from the rink mat if:

- (a) delivered from a foot-fault position;
- (b) it strikes the block or passes over it; (Note: Bowls delivered under (a) & (b) above should be stopped, where possible. If not possible then any bowl or jack which as a result is driven over the fender will incur penalties under Laws 20 or 26 as appropriate. These penalties also apply to bowls or jack driven over fender as in section (f)).
- (c) it does not travel beyond the dead area;
- (d) when it comes to rest any portion of it intersects any part of the dead line
- (e) when it comes to rest any portion of it intersects any part of the ditch line unless it is a toucher;
- (f) being a non-toucher it finishes in the ditch, touches or rebounds from the fender, strikes the jack or toucher in the ditch.
- (g) any portion of it comes into direct contact with the floor or any non-playing surface; a toucher may, however, come into contact with the fender.

20. BOWL DRIVEN OVER FENDER: If a bowl be delivered with such force as to pass over the fender or to drive another bowl over the fender the opposing skip shall have the option of:

- (1) claiming 3 shots and counting the end as an end played; or
 - (2) claiming the shots lying after the bowl has gone over the fender and counting the end as an end played; or
 - (3) completing the end; or
 - (4) counting the end as a Dead End and playing the end anew.
- (Note: If the jack is also driven over the fender Law 26 only will apply).

21. BOWL DISPLACEMENT:

- (a) **Displacement by Non-Toucher:** A head disturbed by a bowl delivered from a foot-fault position or by a bowl which strikes the block, or any toucher in the ditch disturbed by a non-toucher or any bowl displaced by a non-toucher rebounding from the fender shall be restored as near as possible to its original position by the opposing Skip, and the end completed. If the opposing skip deems it impossible to restore the head, they shall have the option of playing the end anew in the same direction. (Note: Law 20 overrides this.)
- (b) **Displacement by Participating Player:** If a bowl at rest on the rink mat or if a toucher in the ditch be interfered with or displaced by one of the players the opposing Skip shall restore the bowl as near as possible to its original position. If the opposing skip deems it impossible to restore the head, they shall have the option of playing the end anew in the same direction. If a bowl in motion be interfered with, it shall be replayed.
- (c) **Displacement by Non-Player:** If a bowl while in motion or at rest on the rink mat or if a toucher in the ditch, be interfered with or displaced by an individual not playing or by a bowl or jack from another rink mat or by any object, the two Skips shall come to an agreement regarding its position. Should the two Skips fail to agree, the end shall be played anew in the same direction.
- (d) **Displacement by Umpire:** If a bowl is moved as it is being marked or measured by the Umpire it shall be restored as near as possible to its original position by the Umpire subject to the agreement of both Skips. Where the Skips cannot agree the end shall be played anew in the same direction except where a shot or shots have already been awarded to a Skip who then has the option of accepting this as the score for the end.
- (e) **Toucher in the ditch:** A toucher in the ditch shall remain live and shall not be moved except by the direct action of another toucher or by the jack.

D. THE JACK

22. A jack is live and may be played by a live bowl if the jack is within the live area or if any portion of it is within the live area when it is intersecting the ditch line.

23. A jack driven into the ditch shall remain live and shall not be moved except by the direct contact of a toucher. Law 26, however, overrides this. (Note: Position of jack in ditch should be marked by chalk.)

24. A JACK IS DEAD if:

- (a) any portion of it comes into direct contact with the floor or any non-playing surface other than the fender.
- (b) it is driven by a bowl in play beyond the boundaries of the rink mat, that is off the side, or should it rebound over the dead line. (Note: If the bowl however, passes over the fender Law 20(1) or (4) will apply).
- (c) after rebounding it comes to rest either in the dead area or with any portion of it intersecting any part of the dead line.

25. DEAD END: When the jack is dead the end shall not normally be counted a played end, even though all the bowls have been played. The end shall be played, anew and in the same direction.

26. JACK DRIVEN OVER FENDER: If a jack, whether playable or in ditch, is driven over the fender by a player the opposing Skip shall have the option of:

- (1) claiming 3 shots and counting the end as an end played; or
- (2) counting the end as a dead end and playing the end anew.

27. A REBOUNING JACK: Should the jack be driven against the fender and rebound on to the live area or should it rebound from a toucher in the ditch on to the live area or after being played into the ditch it be moved by a toucher so as to find its way on to the live area, it shall be played to in the same manner as if it had never left the live area.

28. JACK DISPLACEMENT:

- (a) **Displacement by a non-toucher:** A jack disturbed by a bowl which is delivered from a foot-fault position or which strikes the block or a jack displaced by a non-toucher rebounding from the fender or a jack in the ditch disturbed by a non-toucher shall be restored as near as possible to its original position by the opposing Skip and the end completed. (Note: Law 26 overrides this).
- (b) **Displacement by a participating player:** If a jack while in motion or at rest on the rink mat be interfered with or displaced by one of the players, the opposing Skip shall restore the jack as near as possible to its original position. If the opposing skip deems it impossible to restore the head, they shall have the option of playing the end anew in the same direction.
- (c) **Displacement by non-player:** If a jack, while in motion or at rest on the rink mat, be interfered with or displaced by an individual not playing or by a bowl or jack from another rink mat or by any object, the Skips shall come to an agreement regarding its position. Should the Skips fail to agree, the end shall be played anew in the same direction.
- (d) **Displacement by Umpire:** If a jack is moved as it is being measured by the Marker or Umpire it shall be restored as near as possible to its original position by the Umpire subject to the agreement of both Skips. Where the Skips cannot agree the end shall be played anew in the same direction except where a shot or shots have already been awarded to a Skip who then has the option of accepting this as the score for the end.

E. GENERAL CONDITIONS OF PLAY

29. ORDER OF PLAY: No one shall play until their opponent's bowl has come to rest. Players must not interchange positions under penalty of disqualification except where a substitution is made.

30. POSSESSION OF THE RINK MAT:

Possession of the rink mat shall belong to the side whose bowl is being played. The players in possession of the rink mat shall not be interfered with, annoyed, or have their attention distracted in any way by their opponents. As soon as each bowl has come to rest, possession of the rink mat shall be passed to the other side, time being allowed for marking a toucher.

31. POSITION OF PLAYERS:

- (a) Subject to (b) below, players in possession of the mat may confer on the mat. Otherwise, players not in the act of playing or controlling play must remain behind the fender at the head end or the delivery end.
- (b) Leads in pairs and triples and leads and seconds in fours must remain at the delivery end and behind the deadline. They must not move to the head end until all their bowls have been delivered.

32. PLAYERS AND THEIR DUTIES:

- (a) **The Skip:** The Skip shall have sole charge and their instructions shall be obeyed by their players. With the opposing Skip they shall decide all disputed points and when both agree their decision shall be final. If both Skips cannot agree, the point in dispute shall be referred to and considered by an Umpire whose decision shall be final.
- (b) **The Third:** The Third may have deputed to him the duty of measuring any and all disputed shots.
- (c) **The Second:** The Second shall keep a record of all shots scored for and against their team and shall at all times retain possession of the score card whilst play is in progress. They shall ensure that the names of all players are entered on the score card, shall compare their record of the game with that of the opposing Second as each end is declared and at the close of the game shall hand their score card to their Skip. (Score Cards are not used in Association's Leagues).
- (d) **The Lead:** The Lead shall place the delivery mat and shall ensure that the jack is properly centred before playing their first bowl.

33. RESULT OF END:

- (a) **The Shot:** A shot or shots shall be adjudged by the bowl or bowls nearer to the jack than any bowl played by the opposing player or players. When the last bowl has come to rest half-a-minute shall elapse, if either team so requires, before the shots are counted. Neither jack nor bowls shall be moved until each Skip has agreed as to the number of shots, except where a bowl has to be moved to allow measuring of another bowl.
- (b) **Measuring conditions:** No measuring shall be allowed until the end has been completed. All measurements shall be made to the nearest point of each object. If a bowl requiring to be measured is resting on another bowl which prevents its measurement, the best available means shall be taken to secure it in its position, whereupon the other bowl shall be removed. The same course shall be followed where more than two bowls are involved, or where in the course of measuring a single bowl is in danger of falling or otherwise changing its position. The measurement shall be made with a flexible measure or callipers.
- (c) **Tied End - No Shot:** When at the conclusion of play in any end the nearest bowl of each team is touching the jack, or is deemed to be equidistant from the jack, there shall be no score recorded and the end shall be counted a played end.
- (d) **Last bowl in an end:** nothing in these laws shall be deemed to make it mandatory for the last player to play their last bowl in an end, but they should make their intentions known to the opposing side before commencement of the determination of the result of the end. Once they have declared, that bowl may not be played.

34. GAME DECISIONS: The winner is the player or team with the highest number of shots or points at the end of the game. If where the agreed number of ends has been played the scores are equal, an extra end or ends shall be played until a decision has been reached. The Captains in a match or Leads in other games shall toss and the winner shall have the right to decide who shall play first. In the case of more than one extra-end being required the players shall toss at the beginning of each additional end but in the case of an extra-end being declared dead no further toss is required for that end. Any dead ends already incurred are carried into the tie end/ends.

35. DEFAULTS BY PLAYERS:

- (a) **Absentee Players** If one or more players are absent the game shall proceed. In the defaulting fours, the number of bowls shall be made up by the Lead and Second players playing three bowls each, but one quarter of the total shots scored by each fours playing three players shall be deducted from their score at the end of the game. Fractions shall be taken into account.
- (b) **Playing out of Turn:** When a player has played before their turn, the opposing Skip shall have the right to stop the bowl and it shall be played in its proper turn. If the bowl has come to rest without disturbing the head it shall be returned and played in its proper turn but where the bowl so played has moved or displaced the jack or bowls, the opposing Skip shall replace the head as near as possible to its original position and the bowl shall be played in its proper turn. If the opposing skip deems it impossible to restore the head, they shall have the option of having the end played anew in the same direction.
- (c) **Playing the wrong bowl:** A bowl played by mistake shall be replaced by the player's own bowl.

36. INFLUENCES AFFECTING PLAY:

- (a) **Game stoppages:** When a game of any kind is stopped either by mutual arrangement or any other valid reason it shall be resumed with the scores as they were when the game was stopped. An end commenced, but not completed, shall be declared null. If in a resumed game any one of the original players in any fours is not available one substitute shall be permitted. Players, however, shall not be transferred from one four to another.
- (b) **Leaving the rink mat:** If during a team game a player has to leave the rink mat owing to illness, or other reasonable cause, their place shall be filled by a substitute if both Skips agree such a substitution is necessary. In a team game such a substitute must be a member of the club to which the Team, Pair, Triple or Four belongs. No player shall be allowed to delay play by leaving the team unless with the consent of their opponent, and then only for a period not exceeding ten minutes. Contravention of this law shall entitle the opposition to claim the game or match.
- (c) **Objects on the rink mat:** Under no circumstance shall extraneous objects to assist a player be placed on the rink mat, or on the fender, or on the jack, or on the bowl, or elsewhere.

37. DOMESTIC ARRANGEMENTS: Leagues and constituent clubs, in making their arrangements, shall draw up such regulations as are deemed necessary.

38. REGULATING SINGLES, PAIRS and TRIPLES GAMES:

The foregoing laws, where applicable, shall apply to singles, pairs and triples games.

39. SPECTATORS:

Persons not engaged in the game shall be situated clear of and beyond the limits of the rink mat. They shall neither by word or act, disturb or advise the players.

F. DUTIES OF UMPIRE

40. DUTIES OF THE UMPIRE: An Umpire shall be appointed by the Secretary of the Association.

Their duties shall be as follows:

- (a) they shall enforce the Laws of the Short Mat Indoor Bowling Game;
- (b) they shall measure any shot or shots in dispute;
- (c) they shall decide as to whether or not the jack and/or bowls are in play;

The Umpire's decision on all matters shall be final and binding.