

# 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 and Gordon Miller Memorial 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.

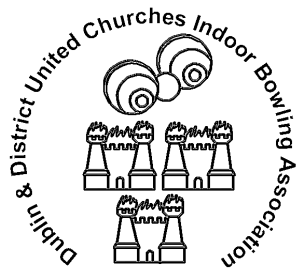
- (i) Matches having been arranged cannot be postponed unless the Hon. Secretary has been notified and has agreed.
- (j) Play is not permitted on mats prior to the commencement of Cup Matches.

**11. 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.

D. S. HOPE, President  
J. D. Trevor PEARE, Secretary

**Adopted at AGM 2001**

**Amended at AGM 2005**

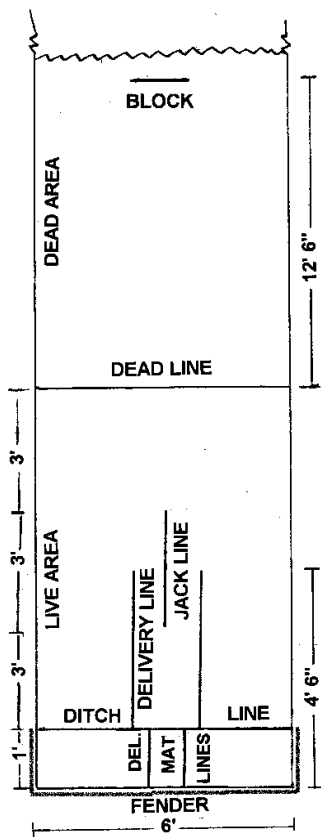


# Irish Indoor Bowling Association

## LAWS of the SHORT MAT INDOOR BOWLING GAME

*In these rules, unless the context otherwise requires, words importing the singular in number shall include the plural and vice versa and all words expressed in the masculine gender shall include the feminine gender.*

### SPECIFICATION



<b>RINK MAT</b>	Max. Length	45'
	Min. Length	40'
	Width	6'
	Width Tolerance	2"
<b>FENDER</b>	Back	6' (Inside) x 3" x 3"
	Sides	12" (Inside) x 3" x 3"
<b>BLOCK</b>	Length	15"
	Height	3"
	Max. Width	1½"
<b>DELIVERY MAT</b>	Length	24"
	Width	14"
<b>DELIVERY LINES</b>	From centre line	13"
	From ditch line	4' 6"
<b>DELIVERY MAT LINES</b>	From centre line	7"
	Length	12"
<b>DITCH LINE</b>	From fender	12"
<b>DEAD LINE</b>	From ditch line	9'
<b>JACK LINE</b>	From dead line	3'
	From ditch line	3'
<b>BLOCK LINE</b>	Length	15"
<b>MARKINGS</b>	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.

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## A. EQUIPMENT

### 1. THE RINK MAT

- (a) **Description:** The rink mat shall consist of green felt or other approved material with an underlay or 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 with a tolerance of two inches. 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 which must be anchored to the rink mat. The fender must not be covered with any material.

**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. They shall be black or brown in colour.

**6. JACK:** The jack shall be round and white.

**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.

### 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 a tied-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 tie-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 playing 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 and the other foot inside 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, 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, such a bowl shall also be a toucher.

(Note: Position of toucher in ditch should be marked by chalk.)

**16. MARKING A TOUCHER:** 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.

**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 bowls 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. (Note: The underlay is part of the playing surface).

**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. (Note: Law 20 overrides this.)
- (b) **Displacement by Participating 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 one of the players the opposing Skip shall have the option of:
- (1) restoring the bowl as near as possible to its original position; or
  - (2) letting it remain where it rests; or
  - (3) declaring the bowl dead; or
  - (4) playing the end anew in the same direction.
- (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 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 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. (Note: The underlay is part of the playing surface).
- (b) it is driven by a bowl in play beyond the boundaries of the rink mat, that is, over the fender or off the side, or should 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 direction chosen by the opposing Skip.

**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 REBOUNDED 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 have the option of:
  - (1) restoring the jack as near as possible to its original position; or
  - (2) letting it remain where it rests; or
  - (3) 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 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 his 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:** Players not in the act of playing or controlling play must stand behind the jack and away from the head or behind the rink mat. Leads in pairs and triples and leads and seconds in fours should remain at the delivery mat end and behind the dead line. They should not move to the head until all their bowls have been delivered.

#### **32. PLAYERS AND THEIR DUTIES:**

- (a) **The Skip:** The Skip shall have sole charge and his instructions shall be obeyed by his players. With the opposing Skip he 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 his team and shall at all times retain possession of the score card whilst play is in progress. He shall ensure that the names of all players are entered on the score card, shall compare his record of the game with that of the opposing Second as each end is declared and at the close of the game shall hand his score card to his 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 his 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.

**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 tie-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. Any dead ends already incurred are carried into the tie end/ends.

#### **35. DEFAULTS BY PLAYERS:**

- (a) **Absentee Players:** If a single player is absent from one or both sides in a team game the game shall proceed. In the defaulting four(s), 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 four(s) 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 his 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 a bowl, the opposing Skip shall have the option of allowing the head to remain as it is or of having the end played anew in the same direction. If the head is allowed to remain the opposition shall then play two successive bowls to restore the correct sequence.
- (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, his 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 his 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 to govern their Leagues' or Clubs' own competitions.

**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 AND MARKER**

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

His duties shall be as follows:

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

His decision on all matters shall be final and binding.

#### **41. DUTIES OF THE MARKER**

- (a) The marker shall control the game in accordance with the Laws of the Short Mat Indoor Bowling Game.
- (b) He shall centre and place the jack to the required length in singles ties only. In pairs, triples or fours matches this is the duty of the Skips.
- (c) In singles games he shall answer affirmatively or negatively a player's enquiry as to whether a bowl is jack high. If requested he may indicate the distance of any bowl from the jack or any other bowl, indicate which bowl he thinks is the shot or the relative position of any other bowl. In pairs, triples and fours this is left to the Skips.
- (d) The marker shall remove all non-touchers from the ditch, and all dead bowls from the rink mat. In singles matches he shall chalk all touchers.
- (e) He must not move either jack or bowls until each side has agreed to the number of shots.
- (f) In all matches the marker shall enter the score at each end on a score-card, and shall tell the players, when requested by them, the state of the game. He shall notify the players before they commence the last end.
- (g) In the case of any dispute the marker must call the umpire immediately.
- (h) At the conclusion of the game, the marker shall see that the score card containing the names of the players is signed by the losing player or Skip and returned to the controller immediately.