

The Grimsby, Cleethorpes & District Bowling Association

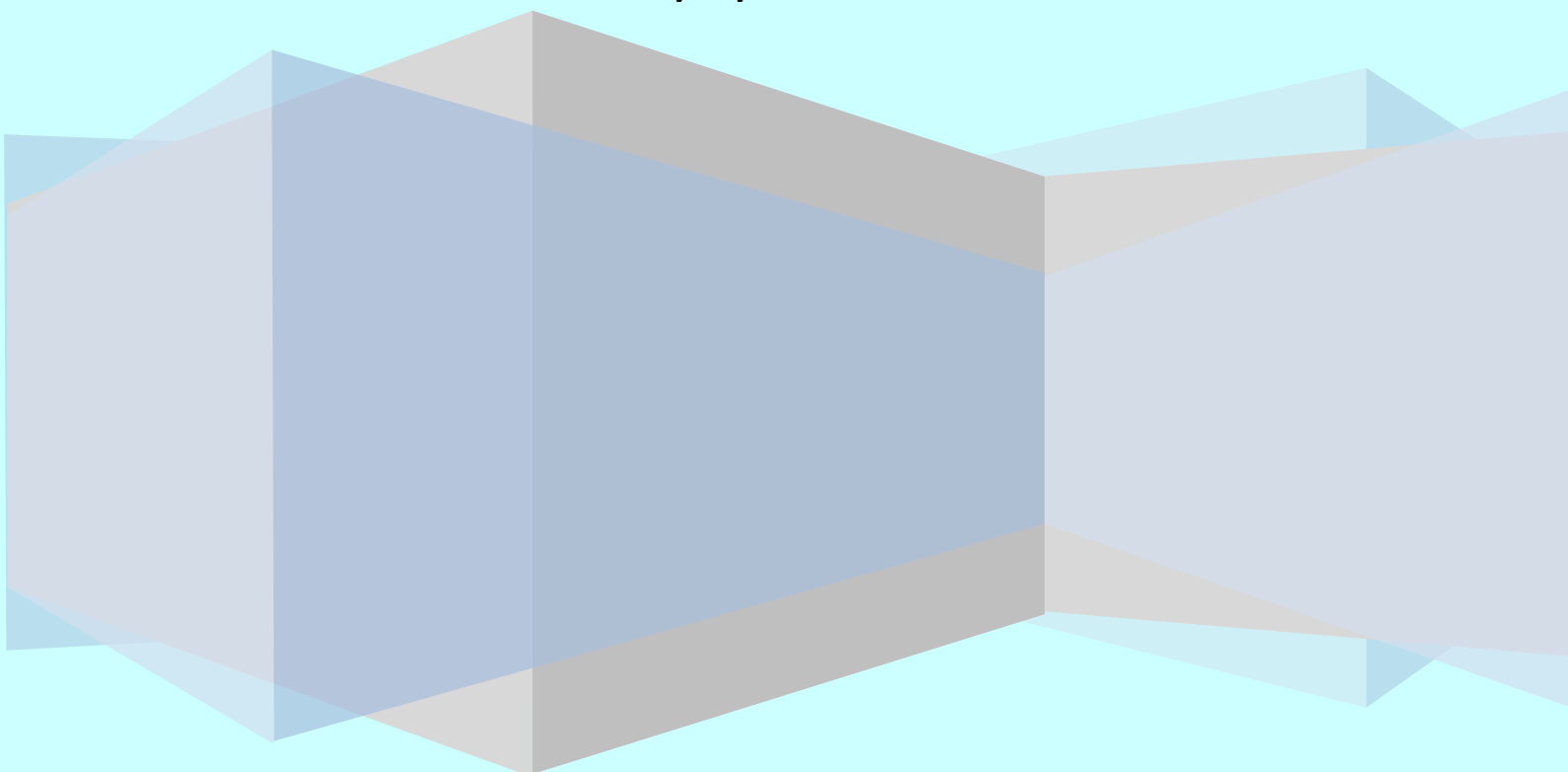
RULE BOOK

4th Edition

10.10.2012 Updated 16/01/2013 -17/02/2014 -10/01/2017

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14/01/2022



REMEMBER

No code of laws governing the game has achieved such perfection as to cope with every situation.

These laws have been framed in the belief that true sportsmanship and common sense will prevail to overcome any knotty problem.

RULES AND BYE-LAWS

- 1) The Association shall be called "The Grimsby, Cleethorpes & District Bowling Association".
- 2) The object of the Association shall be to encourage the playing of the game of bowls in the Association district.
- 3) Any bona-fide bowling club in the Grimsby, Cleethorpes & District shall be eligible for membership, subject to the approval of the Association at an Annual Meeting. All new teams to commence in the lowest division of the leagues. Any club wishing to join the Association or to withdraw one or more teams from the Association must give notice in writing to the Association Secretary not later than 10th December. Should the Management Committee consider it desirable to terminate the membership of any team or club they may submit at the Annual Meeting of the Association a proposition to this effect. If this proposition is approved at the Annual Meeting the membership of the team or club shall then terminate.
- 4) An Annual Meeting of the Association shall be held in January each year and each club shall be advised in writing of the time and place of this meeting at least 21 days before the date of the meeting.
- 5) At each Annual Meeting, each team playing in the leagues of the Association shall have one representative to vote on their behalf, but he must be a member of their club. F
- 6) At the Annual Meeting the team representatives shall elect, by ballot, a President, Chairman, Vice-Chairman, Secretary and Treasurer, who shall hold office for 3 years, together with one representative nominated by each club to form a Management Committee to transact all the business of the Association.
- 7) Only club representatives will be entitled to vote at the Management Committee meetings, except that the Chairman of a meeting may exercise the right of giving a casting vote when a tie occurs. Each representative shall have one vote in respect of their club. If a nominated representative of a club is unable to attend a Management Committee meeting the club may nominate another member to take his place. At any meeting of the Management Committee any 3 appointees shall form a quorum. Their decision shall be final and binding.

8) No alterations or additions to the Rules & Bye-laws of the Association shall be made except at an Annual Meeting of the Association. Voting on these matters shall be by ballot. If an equal number of votes are cast for and against any motion the Chairman may give the casting vote. All resolutions or business transacted at an Annual Meeting will be binding on all clubs until rescinded or amended at an Annual Meeting of the Association.

9) Propositions for consideration at an Annual Meeting may only be put forward by clubs who are members of the Association, or by the Management Committee (not individual members). Any such propositions must be given in writing to the Secretary of the Association not later than 14 days prior to the date of the December meeting. All propositions submitted by clubs should be accepted and voted on at the AGM.

10) A meeting of the Management Committee shall be held between 11th and 20th December to discuss and consider the propositions and other business which is to come before the Annual Meeting and to decide on any comments and recommendations they may wish to make in regard to same. Each proposition received must be submitted to the Annual Meeting without alteration but the Management Committee may also submit it in amended form and / or also submit an alternative proposition.

11) With their notice of the Annual Meeting, each club shall be sent a copy of the Association's balance sheet and particulars of all propositions and other business which are to come before the Annual Meeting. The Management Committee may also add comments or recommendations in regard to the same.

12) The Secretary shall carry out the usual duties of a Secretary and keep a record of all business transacted at Annual Meetings of the Association and at meetings of the Management Committee and minutes of these meetings shall be submitted to the next ensuing meeting for approval and signature of the Chairman.

13) The Treasurer shall carry out the usual duties of a Treasurer and shall keep complete records of the finances of the Association. All monies received by him/her on behalf of the Association shall be paid into the account of the Association, unless needed for the use on behalf of the Association at an early date. Cheques drawn on the banking account of the Association shall be signed by the Chairman or Vice-Chairman of the Association and the Treasurer. The Treasurer shall submit to the Annual Meeting of the Association a full account of all receipts and disbursements for the year and to provide copies of the same duly audited for the consideration of the Management Committee meeting which is held between the 11th and 20th of December. The Treasurer shall produce to the auditors of the Association at any time on request any documents or books of account of the Association they may wish to inspect.

14) All trophies belonging to the Association are perpetual trophies and none of them may be won outright. All trophies, cash and bank balances and other assets of the Association now and at all future times are the property of the Association and no club, team or individual shall be entitled to any part of the same unless and until a resolution to that effect shall be duly passed at an Annual Meeting of the Association. All trophies to be returned to the Secretary by 31st July. Failure to do so will result in a £10 penalty for each trophy not received.

15) Each team shall pay a sum as agreed by the Management Committee for entry to the league and for the Association prize fund. These sums to be paid to the Treasurer before 30th June.

16) All players must be registered and paid for each season at a fee to be arranged by the Management Committee. Registrations must reach the Association Secretary 24 hours before taking part in any Association bowling event and no transfers will be allowed after 30th June. Registrations may be made at any time during the season providing that the player has not played with any other club during the season.

17) A player from a lower league can play a maximum of three games in a season for a team in a higher league but he must be a member of the same club. A player desiring transfer must apply in writing to the Association Secretary and also notify his club secretary in writing. No transfers will be authorised after 30th June.

- 18) For league matches and team competitions the result sheets are to be uniform and supplied to each club by the Association Secretary.
- 19) A careful check must be made of all score cards before they are entered on the scoreboard. The home team shall be responsible for the checking unless an official for the match is appointed by the Association, in which case he/she shall be responsible. Both teams shall be permitted to check cards and result sheets, and the score cards shall be retained for that purpose. The Home team shall send the result sheet to the Secretary of the Association so as to reach him within 5 days of the match being played. Any sheets received after this period shall receive a 4-point penalty”
- 20) The Management Committee may appoint an umpire for any match or event and any such umpire shall have the full powers and see the Rules and Bye-laws of the Association are properly carried out.
- 21) Each home team must provide a 2-metre rod and a 23-metre measure.
- 22) All composition bowls must bear a clearly legible WBB/IBB or BIBC stamp dated 1985 or later. Non-composition bowls must bear a clearly legible WBB/BB or BIBC stamp of a date not earlier than the date of the year in which they are being used.
- 23) A committee of 5 members of the Management Committee including the League Secretary will be elected by the Management Committee for the settling of disputes. Any appeals of disputes under the laws of the games, the Association rules or individual competition rules must be lodged within 7 days of the disputed game having been played or due to play. This to be submitted via the League Secretary who will call an Emergency Committee meeting to deal with the matter within a further 7 days. A clear statement in writing of the point at issue together with any available evidence in support of the appeal shall be forwarded to the League Secretary at the same time. When a written dispute/ appeal is lodged it will be accompanied by a £10 deposit which will be returned to the appellant only if the appeal is upheld.
- 24) The Rules and Bye-laws of the Association shall apply to the leagues and all competitions promoted by the Association. The Grimsby, Cleethorpes and District Bowling Association are the sole interpreters of these Rules and Bye-laws and from their decision there shall be no appeal.
- 25) Dress for all Association matches will be "greys" and "white tops" i.e. white shirt and white or cream sweater or Club colours. Tailored Grey Shorts, no more than 2” above the knee will be allowed. Any deviation in dress will invoke Rule 6 of rink league constitution i.e. 4 points deducted. [AGM-2019]
- 26) Regulation bowling shoes or bowling sandals (at own risk) are to be worn on all greens at all times. Subject to private club rules.
- 27) Mobile phones are NOT allowed on the greens during play.
- 28) If the match is not completed on the day play actually commences, substitutes shall be allowed for players who cannot play because of other commitments at the time of the re-arranged fixture.
- 29) All league games must be played and teams are not allowed to cancel games and to share points.

ROVING JACK LEAGUE CONSTITUTION

- 1) The league shall be divided into divisions and numbered accordingly. The principal of promotion and relegation shall apply. At the end of each season the 2 teams which have secured the least league points in each of the

divisions (except the last) shall be relegated to the division immediately below. The 2 teams which have secured the most league points (except the first) shall be promoted to the respective division above. In the event of 2 or more teams tying for top place with an equal number of points in the same league at the season end the promotion issue shall be decided on the shots for and against. The relegation issue shall be decided by the same method in the event of a tie-on points. In the event of 31

II) other teams finishing the season with an equal number of points their final position shall be determined by the average of the shots for and against.

2) Any team failing to have 8 players available shall be fined £10. To be paid to the Treasurer of the Association within 14 days.

3) Each team shall play home and away matches with each of the other teams in the same division. All matches to be played on the appointed date. Fixtures for all Association events, except open tournaments, shall take precedence over all other games and shall not be postponed for friendlies etc.

4) In the event of any match being unfinished through rain or any cause over which neither team has control it shall be resumed later on the same green from the point at which the game stood when postponed and played until the match is completed. Any end unfinished at the time of postponement to be restarted.

5) In case of doubt the groundsman shall decide whether the green is fit for play.

6) In cases of postponement or unfinished matches the captains of the teams are to mutually agree on the later date for the match to be played as soon as fixtures allow but before July 31st. Notification of the date must be sent promptly to the Association Secretary by the home team. Failing which the Management committee shall fix a date.

7) Any team playing ineligible player(s) shall have 9 match points deducted from their league record for each ineligible player. The result of the match to stand.

8) ALL players in the Roving Jack game must walk ROUND the green after delivering their bowls and not ACROSS.

9) The mat must be carried, placed and at no time thrown.

10) Only the team winning the end to signal the scorer.

11) A penalty of 10 points to be deducted for each rule infringement.

12) Score cards to be kept on the green unless previously agreed by Captains.

RINKS LEAGUE CONSTITUTION

1) All players must be registered with a club which is affiliated to the Grimsby, Cleethorpes & District Bowling Association.

2) If so registered, a player bowling for the one club only in the Roving Jack league may play for a different club, but only that one club in the Rink League. A player can play a maximum of 3 league rink games for one only other team run by his rink league club in a higher division of the rink league but not in the same or a lower division.

3) Two representatives of each club in the "Rink League" to meet each close season on a date to be fixed by the Association Secretary. At this meeting they will make their own fixtures. The Association Secretary will at this meeting

supply each club with a paper and at the conclusion of the meeting each team will fill in its own fixtures on their sheet and will hand the same to the Secretary to enable him to make a complete list of all club matches.

4) If a team is short of players, 8 shall be the minimum to constitute a team. Under no circumstances shall the game be played with less than 4 rinks.

5) Promotion and relegation will be 2 up and 2 down in each division. Where there is a tie in points for promotion or relegation the issue will be settled by shots for and against unless decided by the management committee.

6) A penalty of 4 league points to be deducted for each rule infringement.

RINK LEAGUE RULES

1) All games to be played under English Bowling Federation laws.

2) Teams to consist of 12 players. 4 rinks of 3.

3) Scoring - 2 points for each winning rink

1 point for each drawing rink

2 points for overall aggregate

4) 21 ends to be played in each rink.

5) Any match not completed after being started owing to weather or other conditions must be played again and must commence where left off, except where at least 44 ends in total have been played which shall then be counted as a complete match.

6) When a match is postponed due to adverse weather conditions or green unplayable, it shall be re-arranged by mutual consent of both teams. The **home club** to notify a new date **ASAP** to the League Secretary. [AGM 2020]

7) When a team postpones a match due to shortage of players {see Constitution Rule 4} or fails to turn up for a match, that team will then be offered within 5 days, two dates at the wronged teams' discretion to play the match.

8) Once the league fixtures have been printed, dates may only be changed by mutual consent of both teams. The **home team** to notify the new date **ASAP** to the League Secretary.

Failure to do so will incur a penalty 4 points. [AGM 2020]

9) If a match remains un-played for any reason following re-arrangement then the team failing to complete the match will pay a fine of £10 and receive nil points. The aggrieved team will be awarded average points for the un-played match. Subject to a minimum of 6 points. This Rule applies to Rules 6 ; 7; and 8 as necessary. **[AGM 2020]**

10) Any club having 2 teams in the same division to play home and away matches in the first 6 matches.

11) No rink matches shall take precedence over Roving Jack matches.

12) The entrance fee shall be the same as for Roving Jack.

13) All matches to commence at 6-30pm. (Saturday matches 2-30pm). From the 14th August all rink matches to commence at 6-00pm. (Saturday 2-30pm)

RINK AND ROVING JACK CLUB COMPETITIONS

That when a club has more than one team in a particular league but chooses to enter a single combined team in an association competition then the team, they enter should have the highest of their division team's handicap. This applies to both Roving Jack and Rink competitions.

THE ROSS RINK TROPHY- NOW KNOWN AS ROSS-BURNETT TROPHY [AGM-2022]

- 1) To be competed for annually by rink teams in the Grimsby, Cleethorpes and District Bowling Association rink leagues that are in the 2nd and 3rd Divisions. Unless a team notifies the Association before the 14th of January they will automatically be included in the draw and their entrance fee becomes due.
- 2) To be held by the winners until 31st July of the following season.
- 3) The first team drawn in each match shall in all rounds up to the final be deemed the home team. AGM-2022
- 4) The final to be played on neutral greens on dates to be arranged by the Management Committee. AGM-2022
- 5) The winning team in each match will be the team with the highest aggregate number of shots. Each team shall receive a handicap according to the division that they play in. The handicaps for the competition shall be as follows and set on the division the team is currently playing in that season.

HANDICAPS: Div 2 scratch, Div 3 +10 shots.

- 6) Each team shall consist of 12 players, 3 players in each of 4 rinks.
- 7) Entry fee shall be as agreed by the Management Committee.
- 8) The tournament to be played near the end of the season on dates arranged by the Management Committee.
- 9) All entries are governed by the rules and as interpreted by the Management Committee whose decision shall be final.

HARRISON CUP COMPETITION

- 1) This is a team HANDICAP KNOCK-OUT SINGLES competition of 21 shots up and should commence after the league is finished (approx. the middle of July). The handicaps for the competition shall be as follows and set on the division the team is currently playing in that season.

HANDICAPS:

- 2) These handicaps would be governed by the finishing position in the Roving Jack league for the previous year.
- 3) 1st=0, 2nd=0, 3rd=+5, 4th =+5, 5th =+10, 6th =+10, 7th =+15, 8th=+15, 9th =+15, 10th =+15, 11th =+20, 12th =+20, 13th = +20,
- 4) 14th = +25, 15th =+25.
- 5) Position 9 to 15 covers Division 2 as it now stands.
- 6) The above proposed handicaps would be doubled for the Harrison Cup.

AGM-2022

- 7) The competing teams shall consist of 10 players a side who shall be bona-fide registered members of teams belonging to the Association.
- 3) Each team shall consist of 10 players. If a team is short of players 8 shall be the minimum number to constitute a team. No match shall be commenced until it is certain that 8 of each team will be available. Any team failing to have 8 players available shall be fined £10 to be paid to the Treasurer of the Association within 14 days.
- 4) Unless a team notifies the Association before the 14th January they will automatically be included in the draw and their entrance fee becomes due.
- 5) All games to commence at 6.30 pm prompt unless the Management Committee fixes another time.
- 6) "Each game up to and including the Semi-Finals shall be played on the green of the home drawn team on dates fixed in the Calendar. The Final game shall be played on neutral greens selected by the Management Committee who will also appoint an official in charge and whose decision on all matters shall be final." [AGM-2014] AGM-2022
- 7) Opponents shall be drawn for and the captains shall decide the order in which the players go on the green by alternately selecting one pair of players to play until the whole of the players have played. The first captain to have choice shall be decided by tossing a coin.
- 8) In the event of a drawn player being absent an eligible substitute can be included in the team. Each substitute must be available not later than one hour after the match is due to commence after which time a forfeiture of 21 shots per player will be enforced and neither the player or a substitute shall be allowed to participate in the match. In the event of both sides being short-handed the official in charge (or captains) shall determine the pairing of players who would otherwise have no opponents.
- 9) If from any cause a match has to be abandoned and if a definite result has not been reached the scores then must stand and the game resumed from the points and approximate positions when abandoned on a date be mutually agreed by the captains. Any unfinished end to be restarted. The date agreed must be within 7 days failing which the Management Committee will fix a date.
- 10) If a match is not completed on the day play actually commences substitutes for players who have not taken part shall be allowed.
- 11) Any team failing to appear or playing an illegible player shall forfeit the tie.
- 12) Before the start of play the captains shall agree on one pairing to play an extra end, which shall be marked on the back of the card.
- 13) If the match results in a tie the extra end at the back of the card shall be included in the score to determine the winner.
- 14) The Rules and Bye-laws of the Association shall apply to this competition.

SPRAY CUP COMPETITION

- 1) This is a team HANDICAP KNOCK OUT DOUBLES competition of 21 shots up, and should commence the first Friday in May, and then through to the final. After the Spray Cup has been completed, the League matches to commence right through to the finish (approx. the middle of July).
- 2) The teams shall consist of 5 pairs a side who shall be bona-fide registered members of clubs belonging to the Association.

3) Handicaps will be allotted by the Management Committee on the position teams hold in their league at the time the draw is made. The handicaps for the competition shall be as follows and set on the division the team is currently playing in that season.

HANDICAPS: These handicaps would be governed by the finishing position in the Roving Jack league for the previous year.

1st=0, 2nd=0, 3rd=+5, 4th =+5, 5th =+10, 6th =+10, 7th =+15, 8th=+15, 9th =+15, 10th =+15, 11th =+20, 12th =+20, 13th = +20,

14th = +25, 15th =+25.

Position 9 to 15 covers Division 2 as it now stands.

The above proposed handicaps would be doubled for the Harrison Cup. AGM-2022

4) A team in a lower league may play a registered player in a higher league but the handicap then reverts to the higher league figure. Registered players may play for a team in a higher league and then the team playing them will not have the handicap altered. Registered players may only play for one team in this competition. Should they have played for any other team the tie becomes forfeit.

5) The entrance fee shall be as agreed by the Management Committee.

6) Unless a team notifies the Association before the 14th January, they will automatically be included in the draw and their entrance fee becomes due.

7) All games to commence at 6.30 pm prompt unless the Management Committee fixes another time.

8) "Each game up to and including the semi-Finals shall be played on the green of the home drawn team on dates fixed in the Calendar. The Finals game shall be played on neutral greens selected by the Management Committee who will also appoint an official in charge and whose decision on all matters shall be final." [AGM-2014] AGM-2022

9) Pairs shall go into the hat and opponents drawn for.

10) Before the game starts the captains shall mutually agree a pairing to play one extra end which shall be marked on the back of the card.

11) If the match results in a tie the extra end at the back of the card shall be included in the score to determine the winner.

12) Harrison Cup Rules 3, 8, 9, 10 & 11 apply to this competition except for the forfeiture which shall be 21 shots per pair short.

THE R. GEORGE RINK TROPHY

1) To be competed for annually by teams who are in the Premier & 1st divisions. Unless a team notifies the Association before the 14th January they will be automatically included in the draw and their entrance fee becomes due.

2) To be held by the winners until 31st July of the following season.

3) The first team drawn in each match shall in all rounds up to the final be deemed the home team.

- 4) The final to be played on neutral greens on dates to be arranged by the Management Committee.
- 5) The winning team in each match will be the team with the highest aggregate number of shots. Each team shall receive a handicap according to the division that they play in. The handicaps for the competition shall be as follows and set on the division the team is currently playing in that season.

HANDICAPS: Premier Div: scratch, Div 1 +10 shots.

- 6) Each team shall consist of 12 players, 3 players in each of 4 rinks.
- 7) Entry fee shall be as agreed by the Management Committee.
- 8) The tournament to be played near the end of the season on dates arranged by the Management Committee.
- 9) All entries are governed by the rules and as interpreted by the Management Committee whose decision shall be final.

GRIMSBY, CLEETHORPES & DISTRICT BOWLING ASSOCIATION

COMPETITION AND RULES

- 1) All competitions will be played under the Rules and Bye-laws and the individual rules for specified competitions.
- 2) All matches to be completed by the published date for each round. Failure to complete matches or to return score cards by the published date will result in both players being scratched from the competition.
- 3) All finals to be played on a date decided by the management committee, all finalists to wear greys and whites.
- 4) In the local roving jack competitions e.g., open singles - Ken Berry etc, the first drawn shall offer his / her opponent 3 dates, dates to include a weekend date. All such offers to be made at least 12 days before the round closing date. The opponent shall accept within 48 hours one of these dates. The challenger or opponent failing to comply will be scratched from the competition and a W/O card be sent to the Competition Secretary. Dates will be fixed for each round, and these will be strictly enforced. All roving jack competitions to be played on home green, first drawn will be home team. (Except Final.) AGM-2022
- 5) The start time of all competitions shall be by mutual consent. All players must be at the green within 30 minutes of the agreed time, or they forfeit the right to play.
- 6) The entrance fee shall be per player. Prize money will be decided by the Management Committee.
- 7) With regard to the Associations individual, paired and triples competitions, a substitute will only be permitted providing they have not entered or participated in the competition.
 - Substitutes shall not be allowed in the singles competition.
 - In the doubles and triples competitions only one substitute shall be allowed. The substitute shall not have played previously in the relevant competition and shall be available for the whole of the competition, including the final.

8) With regard to entry into the Associations paired and triples competition these are open to any player or combination of players who are registered with the association. Team players and substitutes do not have to be from the same club.

9) That a player who reaches the individual competition finals must play at the final on the day designated by the Association. Failure to do so other than through illness would result in the offending player not being allowed to enter any further individual association competitions in the following year.

10) That Officers at the Association Finals to be paid a token sum of £5-00 by the Association in due thanks for their work on that day

11) Trophies and relevant prize monies shall only be awarded at the Annual Presentation Night. Non-attendance at the Presentation night by winners or a representative shall entail the forfeiture of the particular prize monies or trophies.

OPEN SINGLES CHAMPIONSHIP

1) This competition shall be called the GRIMSBY, CLEETHORPES & DISTRICT BOWLING ASSOCIATION SINGLES CHAMPIONSHIP.

2) Any bona-fide registered player is eligible for this event and all the Rules and Bye-laws of the Association will apply to the competition.

- The game is the Roving Jack game of 21 shots.

3) With the exception of the Final all games should be played on neutral greens unless by mutual agreement between the bowlers.

4) Should rain prevent the playing of ties on the date fixed then the first available date on the same green must be accepted. If from any cause a game has been abandoned the scores, then made must stand and the game resumed from the points and approximate positions when abandoned. Any unfinished end to be restarted.

VETERANS DOUBLES

1) This competition is open to male or female members aged 55 or over.

2) The game is the roving jack game of 21 shots.

LADIES SINGLES

1) This competition is open to all registered ladies of the Association.

2) The game is the roving jack game of 21 shots.

MIXED DOUBLES

1) This competition is open to all male and female members of the Association.

2) The game is the roving jack game of 21 shots.

THE BRADSHAW CUP

- 1) The game shall be the rink game of 21 ends duration and is open to male and female registered players.
- 2) First rink drawn will be deemed the home team who will give their opponents 3 dates within 12 days of the round ending, one of which must be accepted.
- 3) With the exception of the semi-finals and final all match venues will be at the discretion of the home drawn team. Semi-finals will be played on a neutral green.

BARWOOD TROPHY

- 1) This competition is a 4-wood single rink game and is open to male and female registered players. Duration is 21 shots up.
- 2) Rule 2 of the Bradshaw competition will apply.
- 3) Rule 3 of the Bradshaw Cup will apply.

LAWS OF THE GAME

ROVING JACK

REMEMBER: - No code of laws governing the game has achieved such perfection as to cope with every situation. These laws have been framed in the belief that true sportsmanship and common sense will prevail to overcome any knotty problem.

- 1) Each team shall consist of 10 players. If a team is short of players 8 shall be the minimum number to constitute a team and no match shall be commenced until it is certain that 8 of each team will be available.
- 2) Each team shall play home and away matches with each of the other teams in the same division. All matches to commence at 6.30 pm with 4 pairs on the green. All players and reserves must be ready and available to play by 6.45pm.
- 3) If the match is not completed on the day play actually commences substitution for players who have not taken part shall be allowed.
- 4) Both doubles and singles games shall be played by all players in each match. Each doubles game to be 18 shots up or 18 ends whichever is first. Each singles game to be 15 shots up regardless of ends. No shots over 15 to count.
- 5) For each league match played with full teams 26 points shall be awarded as follows: -
 - 2 points for each double win.
 - 1 point for each single win.
 - 2 points for the team scoring the highest number of shots in doubles.
 - 2 points for the team scoring the highest number of shots in singles.
 - 2 points to the team scoring the highest overall aggregate in both doubles and singles.
 - Points to be divided in the event of a tie.

A team short of players shall forfeit the points for doubles and singles games for which they are short of players. If the opposing team have their players present and enter their names on the scoreboard, the points shall be awarded to them.

If a team has a player without a partner for the doubles game, he shall play his singles game. A team cannot have 2 players without partners, they must form a pair.

6) The score cards be turned over and placed face down and the opponents place theirs on the top like we do in the Rink Game, rather than the Captains having to choose who plays whom. [AGM 20-1-2017]

7) 4 sets of doubles to be on the green and commence play at 6.30 pm, falling which, the offending team shall forfeit 10 shots for each pair Incomplete for those 4 sets of doubles. The one remaining doubles are to follow on the green when one of the first four has completed their game. If a full team (10 players) is not available by 6.45pm for evening matches defaulters shall forfeit 18 shots for each pair they are short and 15 shots for each singles player short. All shots to be added to the respective doubles and singles totals but such penalty shall not be enforced against any. Player for whom there is no room on the green until later and is available until there is room for him. Any player not available by this time shall not be allowed to participate in the match. These forfeits are additional to those provided under Rule 5. A club postponing or failing to turn up for a match will pay a fine of £10 and have 26 points deducted from the league table. The club will then be offered within 5 days two dates at the wronged clubs discretion to replay the fixture. If the fixture still remains un-played for any reason following rearrangement, then the side failing to complete the fixture will have their teams record expunged and Rule 3 of the Rules and Bye-laws will be applied and the aggrieved club to be awarded 26 points for the unplayed game.

8) The captain of the home team shall decide the order of playing the doubles games. The players shall commence their singles games in the same order as they completed their doubles games unless the captains agree otherwise.

9) If a player in one throw fails to set a mark i.e. throws less than 19 metres or over the boundary mark or into the grip the jack must be re-turned and his opponent is then entitled to set the mark but not to play first. If the opponent at one throw of the jack fails to set the mark the jack is again taken by the first defaulter and so on until a mark is set.

10) Each player shall have 2 bowls and the player throwing the jack may throw it in any direction on the green subject to the provisions in these laws.

11) No player shall be allowed to change the jack during the game.

12) The right to throw the first jack and the first bowl at the start of the game shall be decided by the toss of a coin. In all subsequent ends the jack and the first bowl shall be thrown by a player of the side which won the previous end.

13) In the following circumstances a player shall be held not to have set a mark when he throws the jack.

a) If it comes to rest less than 19 metres from the nearest point on the jack to the nearest point on the mat, or more than 36.5 metres from the edge of the mat.

b) If it goes off the green.

c) If it stops near the centre of the green and obstructs players in other games.

d) If it comes to rest less than 2 metres from an edge of the green.

e) If when delivered from a mat within 4 metres of an edge of the green it comes to rest less than 4 metres from the same edge.

IN ALL SUCH CASES THE JACK MUST BE RETURNED AND THROWN AGAIN.

14) If no objection is made to a mark before the first bowl is delivered the end shall be played through and count.

15) A player shall not deliver the jack without his opponent who is to play next the opportunity of seeing its delivery and watching its course from a point near the mat.

16) If the jack in its course is impeded in any way it must be thrown again. If it stops on the land of any other game it must be removed. If two jacks stop near the same place the one which last stops running must be removed, In either case the thrower shall have the option of having the jack lifted and replaced when it can be played to, or throw it again. If Rule 13d has not been broken the throw shall not count as a "failure to set a mark".

17) If the jack is displaced by a jack or bowl from any other game or by exterior cause and if the players agree as to the spot of replacement, it shall be replaced and the end continued. Otherwise the end is void. If the jack is taken up or displaced by one of the players before the end is finished, he shall forfeit as many points as the end would have permitted being scored.

18) In places where the jack is moved in course of play, if the jack rub or set on a jack, bowl or person not belonging to the game, the end becomes void but if the jack rub or set on a bowl belonging to the game it must remain at the place to which it is moved by the strike. When the jack is struck off the green the end is void (see Rule 16).

19) If during the course of the game it becomes so dark that the jack cannot be distinctly seen from the mat any player may have a light exhibited or a white handkerchief held by the captain or vice-captain at the jack if he so requests.

THE MAT

20) The winner of the toss shall place the mat for the start of the game on any part of the green he prefers but not less than 2 metres nor more than 4 metres from the edge of the green. The last player at each end shall carry the mat up but it shall be placed in position by the leader at the next end. It must be placed not more than 1 metre from the spot where the jack lay at the termination of the preceding end, but not so that it causes obstruction to other players or so that the mat is within 2 metres of the edge of the green. In either of these cases the distance of 1 yard may be increased to the minimum distance necessary. The mat must not be moved after the jack has been thrown until the end is completed. If accidentally moved it must be replaced in its original position.

21) A player when delivering either the jack or a bowl. *with* his right hand must have his right toe on the mat. A player delivering either Jack or bowl with his left hand must have his left toe on the mat. Any bowl not so played must be stopped and played again. Any bowl not so played a second time shall be stopped and taken off the green. No player, unless physically incapable of playing without, shall be allowed to use a stick or other support whilst playing. Nothing in this clause shall apply to any player who has a disability of a limb.

22) If the jack is struck off the green the end is void and the mat must be placed by the leader 2 metres from the edge opposite to where the jack has been struck off. If half the bowls have not been played the end shall be played again in the same direction from where the first mat lay.

23) In case a player shall have taken up the mat after playing his bowl, which by reason of a rub or set has to be replayed, the mat shall be replaced as nearly as possible in its former position.

24) When playing corner to corner, (diagonally across the green) .the inner line or string of the corner triangle is classed as the boundary lin. therefore the mat must be placed outside the inner line or string of the triangle. The jack can then only be cast the same distance inside the line or string of the opposite corner. i.e.:- if the mat is 2 metres outside the line or string then the jack can only be cast 2 metres inside the opposite line or string, making a cast of no more than 36.5 metres.

THE BOWLS

- 25) No player shall be allowed to change his bowls during the course of a game or match excepting with the consent of his opponent.
- 26) A player is not allowed to change his hand of delivery during the course of a game and must use the same hand for delivering the bowls as he uses for delivering the jack.
- 27) No player shall deliver his bowl whilst the jack or a preceding bowl is in motion, otherwise his bowl shall be deemed dead and removed from the green.
- 28) The right to throw the first bowl at the first end is decided by tossing a coin. In all subsequent ends the first bowl shall be thrown by a player which last won an end. The players shall play alternately until each shall have delivered both bowls. In case of partners, the second players shall follow in like manner after the first players have delivered both their bowls.
- 29) When a bowl is moved in course of play it shall remain in its new position unless moved again during the course of the end.
- 30) A player after delivering a bowl must not follow it up in such a manner as to obstruct the sight of his opponent, or accelerate or impede its speed. If after being cautioned he persists in doing so the opponents shall have the option of playing out the end or declaring it void.
- 31) If a bowl is played out of turn it may be stopped by an opponent and be again played in its proper turn. If however it has reached its destination it must remain and the opponent may play two bowls in succession, or the opponents shall have the right to declare the end void. If an opponent's bowl be played by mistake, it may be stopped, but if it has reached its destination it must be replaced by the right bowl.
- 32) If a running bowl is impeded by an opponent or by any other cause other than a bowl belonging to the game before it reaches the jack it must be played again. If impeded by the player or his partner it must be taken off the green. If a running bowl is impeded by the player or his partner after passing the jack it must be taken off the green. If impeded by an opponent or a bowl of the players it must remain where it stops.
- 33) If a still bowl is displaced by an opponent or by any other person, or by a bowl or jack of any other game, it must be replaced as nearly as possible in its original position. If a player touches or displaces a still bowl of his own, or of his partner, it must be taken off the green.
- 34) If a player takes up or removes one of his own, his partners or an opponent's bowl, to give himself or a partner an advantage in play he forfeits the end. Before delivering a bowl, a player or his partner, on obtaining permission, may remove a bowl belonging to any other game if it obstructs his play, or they may take it up to prevent a running bowl of their own (but not an opponent's) striking it.
- 35) If a player has taken his position and a bowl falls from his hand (even by accident) and runs so far that he cannot recover it without quitting the mat, such a bowl must be considered as having been delivered.
- 36) A player may block an opponent at hand whenever he thinks proper, but he must not play his bowl at less distance than 3 metres from the mat, otherwise it must be removed.
- 37) Bowls played or struck off the green, or prevented going off by resting against anything at the edge or in the channel shall be dead bowls.
- 38) If the first player and his partner have a sufficient number of shots laid to win the game he must play his last bowl.

39) A shot shall be scored for each bowl on the green at the completion of an end which is nearer to the jack than the opponents bowl, provided that such bowl is within 2 metres of the jack. If the nearest bowls on both sides are the same distance from the jack, or are more than 2 metres from the jack, no shots shall be scored for that end, but if it is a game of "ends" it shall count as an end.

SCORES, UMPIRE, MEASURING, GREEN SIZES, DECISIONS.

40) A marker may be chosen to keep the score but if no marker is chosen, the leader, before he throws the jack, must declare the state of the game by pronouncing his own score first and loud enough to be heard by his opponents. The marker must always be in view of all players and must acknowledge receipt of each score. He must keep the players informed of the score during the course of the game. The winner of the end shall inform the marker verbally or by signal of the score at each end. One hand to be raised to signal one shot scored, both hands for two shots, both hands and one leg for three shots and both hands twice together with the call "four" for four shots. The side which has lost the end must not signal the score.

41) A shot shall be scored for each bowl on the green at the completion of an end which is nearer to the jack than the nearest bowl played by the opposing player(s) provided such bowl is within 2 metres of the jack. If the 2 metre rod will not touch both the jack and bowl at the same time the bowl is not a counter. If the nearest bowls on both sides are the same distance from the jack, or are more than 2 metres from the jack no shots shall be scored for that end. If it is a game of "ends" it will count as an end.

42) When an end is finished, neither the jack or bowl claimed to count must be moved without the consent of an opponent, until the shots are all counted and the player satisfied, otherwise the offender or his side (if doubles) shall forfeit as many shots as the end would have permitted being scored. No measuring is permitted until the end is finished, under a similar penalty.

43) If a bowl requiring to be measured is resting on another bowl, which prevents its measurement, the best means available shall be taken to secure it in its position, whereupon the other shall be removed. The same course shall be followed when more than two bowls are involved. When in the course of measuring a single is in danger of falling or otherwise its position, the best possible means shall be taken to keep the bowl in its position.

44) If during a measure the jack or bowl is displaced by a player, he / she shall lose as many shots as are claimed and in question.

45) Only players playing their games, captains and any officials appointed for the match are allowed on the green during the match. A captain may instruct his vice-captain to undertake measuring only whilst the captain is playing his game.

46) A player may be instructed by his partner or his captain, but they must not stand or place any object between him and the jack for the purpose of indicating the land to be taken when he is in the act of playing.

47) If a player without sufficient reason causes unreasonable delay or absents himself or having commenced the game refuses to finish, his opponent shall be awarded the necessary points to complete and win the game. Any score already made by the offending player shall be allowed to count.

48) Spectators are not permitted to instruct or give any intimation whatever to players and are amenable equally with the players, to the rules of the green and the game.

49) Players when at the end where the jack lies must not stand within the radius of the bowls, or directly behind the jack, so as to obstruct or affect the view of the other players. Nor in any position so as to cast a shadow within the radius of the bowls.

50) The umpire or team captains must insist on and see that the games are carried out strictly in accordance with the laws of the game, without waiting for an objection to be laid by any player or players. In case of wilful breach of the laws of the game, or any unfair play or ungentle manly conduct the umpire may caution the offending player or order him to retire from the game and no substitute shall be allowed to take his place. The offending players score at that point to count and the game awarded to his opponent together with the shots necessary to complete and win the game.

51) Each green shall be marked by the home team with a white line on all 4 sides 2 metres from the edge of the green and also white lines across the angles of the corners of the green. The lines across the corners are to be 36.5 metres apart, measured diagonally across the green.

52) The size of the playing area of the green shall not be more than 40 metres measured between the parallel edges of the green. If a green is more than 40 metres measured between the parallel edges of the green, a white line shall be marked along as many edges of the green as are necessary so as to restrict the playing area to 40 metres. Any bowls or jacks crossing such boundaries shall be considered to have left the green.

53) Any dispute arising which is not provided for in the foregoing laws shall be decided by the umpire, whose decision shall be final. If there is no umpire appointed for the game the dispute shall be decided by the Management Committee of the Association whose decision shall be final.

54) The Grimsby, Cleethorpes and District Bowling Association are the sole interpreters of these laws and from their decision there shall be no appeal.

LAWS OF THE GAME

E.B.F.

II. - THE GREEN, DITCH, BANK.

1) *THE STANDARD GREEN - AREA AND SURFACE.*

The standard green shall be of not less than 37 metres nor more than 40 metres in length in the direction of play. It shall be level and shall have natural grass playing surface or a synthetic surface approved by the English Bowling Federation and shall be provided with suitable boundaries in the form of a ditch and bank.

2) PLAY ON THE STANDARD GREEN

All county and national finals and all inter county matches (other than the Durham Centenary Trophy play off matches) shall be played on the standard green.

3) THE DITCH

The green shall be surrounded by a ditch which shall have an internal surface which is non-injurious to bowls and shall be free of obstacles. The ditch shall not be less than 200 mm nor more than 380 mm wide and shall not be less than 50 mm nor more than 200 mm deep below the level of the green.

4) THE BANK

The bank shall be not less than 230 mm above the level of the green, preferably upright, or alternately at an angle of not more than 35 degrees from the perpendicular. The surface of the face of the bank shall be non-injurious to bowls and no steps likely to interfere with play shall be cut in the bank.

5) DIVISION OF THE GREEN

The green shall be divided into spaces called rinks, each not more than 6.4 metres nor less than 4.8 metres wide. They shall be numbered consecutively, the centre line of each rink being marked on the bank at each end by a pin or other suitable device. The 4 corners of the rinks shall be marked by narrow strips of suitable white material fixed to the face of the bank. The side boundary of each rink shall stretch from bank to bank, being defined by a string drawn tightly along the surface of the green. The string shall be of such thickness that it cannot influence the movement of a bowl or jack. Under no circumstances may the string be lifted while a bowl is in motion. The outer boundary mark of an outside rink shall be placed at least 61 cm from the side ditch. White strips or discs shall be fixed on the side bank to indicate clear distances of 2, 4 and 25 metres respectively from the ditch on the line of play.

III. - BOWLS, JACK, MAT.

- 1) "A set of bowls" means 4 bowls, all of a matched set, which are of the same manufacture and are of the same size, weight, colour, bias and where applicable serial number and engraving. Only bowls from the same set may be used.
- 2a) Composition bowls shall have a bias of not less than that of the master bowl.
- b) The re-stamping of composition bowls is dispensed with for all games played under Federation Laws and Rules, composition bowls must, however, bear a clearly legible WWB/BB or BIBC stamp dated 1985 or later.
- 3) Non-composition bowls must bear a clearly legible WBB/BB or BIBC stamp of a date not earlier than the date of the year in which they are being used.
- 4) Any objection to the bias of the bowls must be made not later than the 6th end of a match.
- 5) In all inter county matches the umpire shall examine all bowls for stamping prior to the commencement of play. In the absence of an umpire the skips will be responsible for examining their opponent's bowls.
- 6) If no umpire is present at a county match or competition players must examine their opponent's bowls prior to play.
- 7a) Players may be permitted to temporarily affix not more than one set of adhesive markings to each of their bowls in any competition match. Any such temporary markings shall be regarded as part of the bowls for all purposes under these laws.
- b) No other marking or device other than those incorporated by the bowls manufacturer shall be allowed.
- 8) The jack shall be made of white or yellow earthenware or other material approved by the Federation and be of a diameter of not less than 63 mm nor more than 64 mm and shall weigh not less than 225 gm nor more than 285 gm.
- 9) The mat shall be of a definite size, namely, 600 mm long and 360 mm wide.

IV. - ARRANGEMENT OF PLAY.

I) LEAD - IN A RINKS MATCH.

- a) The lead whose turn it is to cast the jack shall place the mat correctly.
- b) He shall cast the jack according to his skips instructions and whilst standing on the mat give instructions to his skip for centring the jack.
- c) After delivering his bowls he shall remain behind the mat until both seconds have delivered all their bowls.

LEAD - IN A PAIRS MATCH.

- d) Laws IV I (a) and IV I (b) also apply to the lead in a pairs match.

e) The lead shall not visit the head and shall remain behind the lie of the mat until both leads have delivered all their bowls.

f) He shall take charge of the head only when his skip is in possession of the rink.

g) He shall inform his skip if the head has been altered and direct his skips play accordingly.

h) When his skip is at the playing or mat end the lead at the opposite end shall remove any bowl that is bowled into the ditch or is moved there by the effects of play. If the jack is moved into the ditch the lead shall indicate its position with an appropriate marker and ensure that the Jack is not disturbed.

i) He shall agree the shots and inform his skip of the score so that It may be recorded on the scorecard.

j) He shall prove his claim for shots by measuring, if necessary, his claim to any shot shall be agreed before the bowl is moved and he shall allow the opposing lead the opportunity of measuring also. ..

k) If both leads cannot agree, they shall call their skips to adjudicate.

2) SECOND

a) The second shall bowl strictly to his skips instructions.

b) He shall not visit the head and shall remain behind the he of the mat until both seconds have delivered all their bowls.

c) He shall take charge of the head only when his skip is in possession of the rink.

d) He shall inform his skip if the head has been altered and direct his skips play accordingly.

e) When his skip is at the playing or mat end, the second at the opposite end shall remove any bowl that is bowled into the ditch or is moved there by the effects of play. If the jack is moved into the ditch the second shall indicate its position with an appropriate marker and ensure that the jack is not disturbed.

f) He shall agree the shots and record them on the scorecard and inform his skip of the score.

g) He shall prove his claim for shots by measuring, If necessary, his claim to any shot shall be agreed before the bowl is moved and he shall allow the opposing second the opportunity of measuring also.

h) If both seconds cannot agree, they shall call their skips to adjudicate. It is acceptable for number 2's providing they are In agreement to chock bowls they believe may fall.

3) SKIP

a) The skip shall take charge of his rink and his instructions must be obeyed by other players.

b) He shall control the play but he may delegate this duty to his lead or second.

c) He may also delegate some or all of his duties of his second to his lead.

d) When he is at the head he shall remove any bowl that is bowled into the ditch or is moved there by the effects of play. If the jack is moved into the ditch the skip shall indicate its position with an appropriate marker and ensure that the jack is not disturbed.

e) The two skips shall be the judges of all disputed shots and whether the jack or a bowl is in or out of play. When they agree their decision is final. If they cannot agree they shall call the umpire whose decision is final. In the absence of an appointed umpire a neutral person, mutually agreed, shall adjudicate.

V. BEFORE PLAY STARTS.

- 1) Before a team match starts the opposing captains, with the names of their own players written on their scorecards, shall draw for rinks. With scorecards facing downwards each captain shall mark the rink numbers on the reverse of the opposing captain's scorecards.
- 2) The captains in a team match, the skips in a rink or pairs match and competitors in singles match shall toss a coin to decide who shall play first.
- 3) Before the start of play in any competition or match two trial ends may be played but not more than one each way. Trial ends are not a part of the competition or match.

VI. - STARTING THE MATCH

- 1) The mat must be placed lengthwise and centred in a line with the centre pins marking the rink, with the front edge 2 metres from the ditch for the first end and not less than 2 metres or more than 4 metres from the ditch in any subsequent end, including an extra yard.
 - 2a) The lead who is to play first shall cast the jack after the mat has been placed in position & shall ensure that the opposing lead has the opportunity of seeing the cast and watching the course of the jack from a position near the mat.
 - b) The minimum cast shall be 23 metres from the centre of the mat line measured in a straight line along the rink centre line to the nearest point of the jack.
 - c) The maximum cast shall be to within 2 metres of the edge of the green. If the jack is cast over the maximum it shall be moved out and placed within its nearest point 2 metres from the edge of the green measured in a straight line along the rink centre line (i.e. the jack shall be placed at the end of a 2-metre measure.
 - d) If the jack is cast from an improper stance on the mat, as defined in Law XI I, it shall be returned. The opposing player may move and place the mat in accordance with Law VI I, and cast the jack, but may not bowl first.
 - e) If the lead in one cast fails to set the mark, i.e. casts less than 23 metres from the mat line centre to the nearest point of the jack, measuring in a straight line after the jack has been centred, or into the ditch or off the rink, the opposing player is then entitled to move and place the mat in accordance with Law VI I, and to cast the jack but may not bowl first. If he then fails to set a mark the mat may be moved, still in accordance with Law VI I, and the jack returned as often as required and cast alternately until a mark is set, subject to the original penalty.
 - f) If the jack is cast from a mat placed with the mat line over 4 metres or under 2 metres from the ditch, the opposing player is then entitled to move and place the mat in accordance with Law VI I, and to cast the jack but may not bowl first.
 - g) If the jack is cast to a position where any part of it is on or over the side boundary of the rink it shall be returned and the opposing player shall cast the jack.
 - h) When the jack comes to rest within the permitted limits it shall be centred in a direct line with the rink centre pins.
- 3) After the position of the jack has been set the mat must not be moved until the end is completed but if it is displaced by a player it may be straightened by the following player before he delivers his bowl.
- 4) After the jack has been played to it shall not be touched or interfered with in any manner otherwise by the effects of play until the result of the end has been determined. Any objection to the mat position, or to the length of the cast must be made before the first bowl has been delivered.

VII. - PLAY

- 1) In the event of a tied (no score) or a dead end, the first to play in the tied or dead end shall again play first. In an extra end the first to play shall be decided by a toss. In all ends subsequent to the first the winner of the preceding scoring end shall play first.
- 2) The leads should normally deliver their bowls alternately, as should the players who succeed them, except in the event of circumstances compelling two players to play against three.
- 3) In the event of two players playing against three the order of play shall be lead, lead, second (repeated as necessary) to be followed by the skips.
- 4) The party in possession of the rink for the time being shall not be disturbed by their opponents, except to challenge the placement of the mat or the cast of the jack. As soon as a bowl stops running the possession of the rink is transferred to the other party.
- 5) A player shall not bowl before his opponents bowl has come to rest. Where he does so his bowl may be stopped and returned for it to be delivered again.
- 6) The players of each rink must stand at least 2 metres behind the jack or behind the mat at the playing end, excepting the skip when he is giving instructions to a player on the mat. As soon as the bowl is delivered the skip must retire to at least 2 metres behind the jack.
- 7) It shall not be an offence for the skip or singles player to carry a bowl up the green when inspecting the head. If any such bowl so carried is dropped or placed on the green beyond 2 metres of the mat line it will be declared dead. If any such bowl disturbs the head the opponents may claim all the estimated shots held, or declare the end dead and replay it.
- 8) The last player shall remove the mat to the bank but not until the last bowl to be delivered has come to rest. If the mat is picked up by other than a player before the completion of an end, it shall be replaced as near as practicable to its original position.
- 9) Players may alter the order in which they play, but only after the completion of an end, other than a dead end, and before the commencement of the next end.
- 10) No player shall leave the rink without the permission of his skip.
- 11) When the score has been agreed at the conclusion of an end all players at the head shall assist in removing the bowls back ready to start a new end.
- 12) The score card shall be kept by the marker in singles play who shall ensure that the names of both players are entered upon it. The marker shall record the score as agreed by the players and inform them of the total score at each end. The score card shall be checked and signed by both players at the end of the match and be handed to the person responsible.
- 13) The skips shall each keep a score card in a pairs match. They shall ensure the names of all the players are entered upon it and that the agreed score is recorded both for and against after each end and check to ensure the record is correct. The skip may delegate this duty to the lead if he so wishes. The score card shall be checked and signed by both skips at the end of the match and handed in to the person responsible.
- 14) The seconds shall each keep a score card in a rink match. They shall ensure the names of all players are entered upon it and that the agreed score is recorded both for and against after each end and check to ensure the record is

correct. The skip may delegate this duty to the lead if he so wishes. The score card shall be checked and signed by both skips at the end of the match and be handed in to the person responsible.

VIII. - MOVEMENT OF BOWLS

1) When a bowl during its normal course and before it has passed the jack is disturbed by: -

a) The party to whom it belongs, it shall be counted dead and removed from the green.

b) An opponent or neutral party, it shall be played over again.

c) If a disturbed bowl touches either the jack or another bowl so as to alter the result of an end, it shall be declared a dead end and shall be replayed in the same direction.

2) When a bowl in its original course has passed the jack and, still in motion, is disturbed by:-

a) The party to which it belongs, it shall be counted dead.

b) An opponent or neutral party, the player's party may choose to let it lie where it comes to rest, or have the bowl played over again.

3) When a bowl which has come to rest is interfered with (except by the effects of play) by:-

a) When a bowl which has come to rest is interfered with (except by the effects of play) by the party to whom it belongs, the opposing party shall have the option of:

i) Letting the bowl remain where it rests

ii) Restoring the bowl as near as possible to its former position

iii) Declaring the bowl dead

iv) Or declaring the end dead.

b) An opponent or neutral party, it shall be replaced as near as possible to its original position.

4) A bowl which runs off the green or is driven into the ditch by the effects of play shall be counted dead and shall be removed to the bank.

5) If any part of a bowl comes to rest on or over the dividing line it shall be considered dead and shall be removed and placed on the bank.

6) Any bowl which runs against or strikes the edge of the green and rebounds on to the green within the boundaries of the rink shall be declared dead and shall be removed and placed on the bank.

7) A bowl which in its normal course returns to the rink after crossing the dividing line shall be in play.

IX. - MOVEMENT OF JACK

1) When the jack, while at rest or in motion, is disturbed by: -

- a) One of the players, the opposite party may replace it in its original position or allow it to remain as it is, or declare a dead end which shall be replayed in the same direction.
- b) A neutral person or by a bowl not in play, or wind or other unforeseen circumstances, the parties will come to an agreement as to the jacks original position, otherwise it shall be declared a dead end which shall be replayed in the same direction.
- 2) If during the course of play the jack is moved and it runs against the bank or edge of the green and rebounds on to the green within the boundaries of the rink, play shall continue as if the jack had never left the green.
- 3) If the jack is forced into the ditch by the effects of play it shall be deemed to be live and played to, its position being indicated by a suitable marker placed above it on the face of the bank. If accidentally interfered with, the opposing party shall replace the jack as nearly as possible to its original position.
- 4) If, by the effects of play any part of the jack comes to rest on or over the dividing line of the rink or over the bank, it shall be declared a dead end which shall be replayed in the same direction.
- 5) If, during the course of play the jack rebounds within the confines of the rink to a distance of less than 20 metres measured in a direct line from the centre of the mat line to the nearest point of lie jack in its rebounded position, it shall be declared a dead end, which shall be replayed in the same direction.
- 6) In the event of lie jack being damaged it shall be replaced and the end be replayed.

X. - RESULT OF END

- 1) When the last bowl has come to rest half a minute shall elapse, if either party desires, before the shots are counted
- 2) Neither the jack nor the bowls shall be moved until each party has agreed the result of the end, except where a bowl has to be moved to allow another bowl to be measured.
- 3) If a bowl requiring to be measured is deemed likely to fall, it shall be secured by the best means available by a player or the umpire on duty. Likewise, where a bowl is resting on another bowl, which prevents its measurement, the best means available shall be taken to secure the bowl in its position, by a player or the umpire on duty, whereupon the other bowl shall be removed. The same course shall be followed when more than 2 bowls are involved. The use of hand or finger for this purpose is prohibited.
- 4) No bowl shall count which lies more than 2 metres from the jack.
- 5) If during a measure or before the result of an end is agreed upon, either Jack or bowl(s) are disturbed by a player, the opponents may claim the number of shots in dispute.
- 6) If, before the score has been agreed, a bowl falls naturally without any physical interference, it shall remain and be counted in its new position.
- 7) Measuring by stick, foot or hand is prohibited (except for the 2 metre measure). All measuring must be done by a bowls measure, callipers or a feeler gauge. The placing of a finger on the jack or bowl to be measured constitutes a disturbance and lie opponents may claim the shots in question or declare it a dead end.
- 8) No measuring shall be allowed until lie end has been played out, except that an immediate measure may be made in the circumstances detailed in Laws VI.1, VI.2b, IX.5, and IX.7.

9) When, at the conclusion of an end, a tie for the first shots occurs, or, if there is not a bowl within 2 metres of the jack, it shall be a tied end. The player who cast the jack in the tied end shall cast the jack again in the following end (unless it be an extra end).

10) In the event of a draw at the completion of the prescribed number of ends an extra end shall be played. The skips shall toss for the choice of jack at the extra end, which shall be played from where the last end ceased.

11) It is not necessary for the last player to deliver his last bowl in any end but he must declare his intention not to play to his opponent and this decision shall be irrevocable.

XI. - DEFAULT OF PLAYERS

1) The player at the moment of delivering the jack or his bowl shall have one foot entirely within the confines of the mat. The foot may be either in contact with, or over, the mat. Failure to observe this law constitutes "foot faulting". Should a player infringe the law for foot faulting, the umpire may, after having given a warning, have any further bowls delivered whilst foot faulting stopped and declared dead. If the bowl has disturbed the head, the opponent shall have the option of either re-setting the head, leaving the head as altered or declaring it to be a dead end.

2) A player after delivering his bowl must not follow it up in such a manner as to obstruct the view of his opponent. If after being cautioned, he persists in doing so the opponent shall have the option of playing out the end or of declaring it a dead end.

3) The first two players in a rink or the leads in pairs must remain at the mat until all their bowls have been delivered. If after being cautioned for contravening this law, a player repeats the offence, his opponents shall have the option of playing out the end or of declaring it a dead end.

4) A bowl played by mistake shall be replaced by the player's own bowl.

5) When a player has played before his turn the opponents may stop the bowl in its course, or allow it to remain where it has come to rest, or cause it to be played over again in its proper order. If it has moved either jack or bowl(s) the opponents shall have the option of declaring it a dead end.

6) No player shall change his bowls during the match except with the consent of the opposing party. If bowls are changed, they must be surrendered for inspection as required by Law III.5.

7) Any bowl delivered from the- mat which comes to rest less than 14 metres measured from the centre of the mat line to the nearest point of the bowl shall be declared dead and shall be removed from the green.

XII. - INFLUENCES AFFECTING PLAY

1) Under no circumstances, other than provided in these laws, shall any extraneous object to assist a player be placed on the green, on the bank, on the jack or elsewhere. An object may be displayed in the hand for the guidance of the player but this may only be done from a position behind the lie of the jack.

2) No player shall be allowed to delay the play by leaving the rink or team, unless with the consent of his opponent and then only for a period not exceeding 10 minutes.

3) Where players leave the green due to heavy rain or adverse weather conditions without completing the end in play, the head should be left as it is. Should the person with responsibility for the green ask for the green to be cleared of bowls, that end will be declared dead and re- played.

XIII. - SPECTATORS

- 1) Spectators not engaged in the match shall be situated clear of and beyond the limits of the rink of play and clear of the verges. They shall neither by word nor by act disturb or advise the players. This shall not apply to the advice given by a non-playing captain or, in his absence, his delegated deputy of a team.
- 2) Betting or gambling in connection with any matches shall not be permitted or engaged in within the grounds of any affiliated club.

NEW RULES

- 1) No mobile phones shall be carried onto the green by any participating bowler during a Federation competition or championship match.
- 2) It is now possible to wear gloves during inclement weather if desired or necessary.