



# Meon Valley Bowling Club



## Rules for MVBC Competitions Outside “On the Green”

Rules 6 to 20 also apply to ROLL-UPS

v6

Use “Rules for MVBC Competitions In the Pavilion” for the winter season.

These rules are drawn from the extensive and definitive World Bowls “Laws of the sport of Bowls”.

<http://www.worldbowls.com/laws-of-the-sport>

They are an abbreviation of those Laws. For further clarification or to deal with events not referred to in these rules go the World Bowls Laws. These are kept in a folder in the pavilion. The rule on Visiting the Head is taken from Bowls England’s variation of World Bowls’ law on “slow play” – also in the folder.

### 1. THE DRAW:

The organiser of a competition is permitted to play without having to enter the draw.

Grouping entrants (for example, as the potential Skips, inexperienced players, players who could skip in the absence of their usual Skip) prior to a draw is permissible if the intention is to encourage good competition.

However the organiser must be in a position to show that the draw is to a large extent random and every effort has been made to be fair. To that end the draw should take place in the pavilion, in the presence of the member appointed by the Management Committee to attend and, if possible, other members. The draw will then not only be fair but will be seen to be fair – thus protecting organisers from adverse comment.

**Players must not enter the competition if they know they will not be available for the final.**

### 2. COMPETITION MATCH ARRANGEMENTS:

- (i) The Organiser of a competition may, through a draw, allocate rinks for matches.
- (ii) The Organiser’s decision in disputes (not involving her/himself) is final and there will be no right of appeal. The organiser must, before the event, nominate a deputy to adjudicate disputes involving her/himself.

- (iii) INCOMPLETE TEAMS. If one player of a Pair or Triple is absent the team shall forfeit the game. In the event of a four being one player short the match shall proceed with the incomplete team forfeiting 25% of the total shots scored. Players should not enter any competition if they know they will not be available for the Final.
- (iv) LATE ARRIVAL. If a player is late arriving a delay of 15 minutes, maximum, will be permitted. After that Rule 2. (iii) shall apply.
- (v) SUBSTITUTES AND RESERVES: No substitutes or reserves are allowed in Singles matches. A single reserve may be provided by the competition organiser in Pairs, Triples and Rinks matches but no reserve shall be allowed to play more than once for any team. To facilitate this the organiser should ask for reserves before the competition begins and have an openly fair method by which the allocation of reserves will be made. A substitute may be provided, through the same method by which reserves are allocated, to replace a player who for some reason has become unable to play in all further matches. The substitute will then play for that team in all further matches in the competition. In this case, the name of the original team player, plus the name of the substitute will appear on the trophy / Honours Board. Neither reserves nor substitutes may play Skip. Should no reserve or substitute be available the team shall forfeit the match with the exception of a Rinks competition where Rule 2. (iii) shall apply.

### **3. KNOCKOUT COMPETITION MATCH ARRANGEMENTS**

- a) Rules 1 and 2 above shall apply.
- b) The “Play By” and “Play On” dates must be adhered to. If they are not, one player / team will be given a walk-over in accordance with the rules below.
  - (i) Extensions of time, to a maximum of 7 days, will only be permitted by the Organiser in exceptional circumstances.

- (ii) Holidays will not be accepted as a reason for delay.
- (iii) The Organiser must be kept informed of any problems in arranging matches.

c) Singles and Pairs Matches

- (i) The first named singles player / pair is the Challenger and is responsible for contacting the Opponent(s) prior to the 10<sup>th</sup> day before the “Play By” date. They must also book a rink, in the case of a singles match, provide a marker (which is compulsory) and inform the organiser of the result. Should the Challenger not make contact in time the Opponent will become responsible for contacting the Challenger and offering two dates and times to play the match. Should the Challenger not respond or be unable to play on either of the dates / times offered by the Opponent, the Opponent(s) will be awarded the match.
- (ii) The Opponent is not permitted to change the rink that has been booked without the agreement of the Challenger.
- (iii) Should a player / team cancel an already agreed match the Opponent(s) shall have the option of offering two dates and times on which to play the match or claim an immediate walk-over. Should the team that cancelled not be able to play on either of the dates offered a walk-over will be awarded against them.
- (iv) If the Organiser has not been contacted by either player / team by the “Play By” date and the result of the match has not been posted, a walkover will immediately be awarded to the Opponent(s).

d) Triples Matches

- (i) The Organiser will set the dates and times for matches and, if necessary allocate rinks.

- (ii) Should a team not be able to field a side at the time specified by the Organiser or cancel an already agreed match the Opponents will be awarded a walk-over.
- (iii) The first named team shall be the Challenger and its Skip is responsible for notifying the Organiser or posting the result by the end of the "Play On" date. If this is not done a walkover will be immediately awarded to the Opponents.

**4. PRACTICE BEFORE A COMPETITION MATCH:** Players may practise on the same day as a match but not on the same rink.

**5. TRIAL ENDS:** In normal conditions 2 trial ends should be played with each player bowling "2 woods up and 2 woods down". In poor conditions it is acceptable for the skips to agree to play no trial ends and limit the score on each of the first two ends.

**6. THE MAT:** The mat must be placed with its leading edge at least 2m from the rear ditch and at least 25m from the front ditch.

**7. USE OF THE MAT:** The bowler, when delivering a bowl must have all or part of one foot on or above the mat. Not to do so constitutes a Foot Fault.

**8. DELIVERING THE JACK:**

- (i) The deliverer of the jack must make sure that it is centred.
- (ii) When the jack is delivered to a point less than 2m away from the front ditch it must be placed at 2m (using a measure if available).
- (iii) The jack must be delivered to a distance from the leading edge of the mat to the jack of at least 23m. It must not come to rest in the ditch or outside the boundaries of the rink.
- (iv) The jack must, if improperly delivered, be delivered again by the opposing player who may also move the mat to a new position. However the original deliverer of the jack will still bowl the first wood.

## **9. WHERE PLAYERS MUST STAND:**

- (i) When not delivering a bowl players must stand at least 1m behind the mat.
- (ii) When at the head, and not controlling play (eg. those who are not the No. 3 in a rinks match), players must:
  - a) stand behind the jack when a player from their team is bowling.
  - b) stand behind the jack and away from the head if a member of the opposing team is bowling.
  - c) stand on the surrounds of the green when the jack is in the ditch.

## **10. TOUCHERS:**

- (i) A bowl that touches the jack is called a toucher and remains “live” (in play) even if it comes to rest within the boundaries of the rink even if it is in the ditch on that rink.
- (ii) A bowl that falls and touches the jack before the next wood is delivered is a toucher.
- (iii) If the last bowl of the end comes to a halt, falls over and touches the jack before 30 seconds have elapsed it is a toucher.
- (iv) The position of a toucher in the ditch must be indicated by a brightly coloured marker.

## **11. MARKING A TOUCHER:**

- (i) A toucher should be marked with chalk unless to do so might move the bowl or alter the head – in which case it must be nominated as a toucher.
- (ii) Chalk marks from previous ends must be removed from a bowl before it is delivered again.

## **12 . MOVEMENT OF A TOUCHER IN THE DITCH:**

- (i) A toucher lying partially over the front edge of the ditch can be legitimately moved by a non toucher.

- (ii) A toucher in the ditch can validly be moved by a jack in play or another toucher and remain in play. The indicator used to mark its position should be moved to its new position.
- (iii) a toucher in the ditch that is moved by a non toucher should be placed back in its former position.

**13. A DEAD BOWL:** A bowl is dead if:

- (i) it is not a toucher and comes to rest in the ditch or rebounds out of the ditch onto the green.
- (ii) it is delivered and comes to rest less than 14m from the centre of the leading edge of the mat.
- (iii) it lies outside the side edge of the rink.
- (iv) it is delivered outside the side edge of the rink, with the wrong bias and could not come back onto the rink.

**14. LIVE JACK:**

- (i) A jack that has been moved by a bowl into the ditch is “live” and should be indicated by a white marker.
- (ii) A jack in the ditch can be moved by a toucher but the jack’s marker should be moved to its new position.
- (iii) A jack in the ditch which is moved by a non-toucher must be placed where it was before it was moved.

**15. DEAD JACK:** A jack is dead if:

- (i) It passes beyond the front face of the ditch.
- (ii) It passes completely outside a side boundary of the rink.

If the jack is dead the end is dead and Rule 16 applies.

**16. DEAD END:**

- (i) A dead end must not be counted as completed and must be replayed in the same direction, unless, to avoid returning bowls to the starting end, the opponents in singles or the skips in Pairs, Triples or Rinks agree to play it in the opposite direction.

- (ii) The first to play on an end that has been declared dead must also be the first to play when the end is replayed.

### **17. SCORING AN END:**

- (i) No bowl must be moved until it is agreed whether it is a scoring shot or not.
- (ii) As shots are agreed each scoring bowl can be removed from the head and placed in a group away from the head and the number of winning shots agreed by the opponents.
- (iii) Once agreed the opponents must inform the skips of the outcome of the end.

### **18. DECIDING THE NUMBER OF SHOTS SCORED:**

- (i) Scoring must not start until the last bowl to be delivered has come to rest or 30 seconds after that, if necessary. (see rule 10 (iii) "Touchers")
- (ii) When measuring between a jack in the ditch and a bowl on the green (and vice versa) a flexible or string measure must be used whenever possible.
- (iii) During the measuring process, bowls that are likely to fall over should be prevented from doing so using the best means available. (wedges?)
- (iv) If a bowl that needs to be measured is resting on another bowl that is interfering with the process, the bowl to be measured should be supported (wedges?) and the other bowl removed.
- (v) If a bowl or the jack is moved during the process of measuring the opposition player must replace it in its former position.

### **19. TIED END:**

- (i) If the nearest bowl of each team is the same distance from the jack the end is tied and recorded as played with no score. It is not to be played again.
- (ii) If an end is tied the player who bowled first in the tied end must bowl first in the next end.

### **20. DELIVERING THE LAST BOWL OF AN END: It is not compulsory to bowl the last bowl of the end.**

**21. VISITING the HEAD** — from Bowls England Nov. 2018 “rules and Regulations” App. D

Organisers of competitions are at liberty to modify this rule if tight control of time must be kept. However the changes must be noted in the written arrangements for the competition.

- (i) When a player visits the head, time is limited two 2 minutes from the moment when an opponent’s bowl comes to a halt to the moment of delivery of her/his bowl.
  - (ii) Four Wood Singles: neither player may visit the head until both have delivered 3 bowls each. Should a player wish to visit the head before this point the permission of the marker must be obtained.
  - (iii) Two Wood Singles: neither player may visit the head until both have delivered 1 bowl each. Should a player wish to visit the head before this point the permission of the marker must be obtained
  - (iv) Pairs: neither lead may visit the head until both have delivered 3 bowls each. There is no restriction on skips visiting the head
  - (v) Triples: Neither lead may visit the head. Neither second player may visit the head until both players have delivered two bowls each. There is no restriction on skips visiting the head.
  - (vi) Rinks: Neither the leads or the second players may visit the head. There is no restriction on third players or skips visiting the head.
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