Laws of the Sport of Bowls

Crystal Mark Fourth Edition

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Foreword

Introduction

No laws governing a sport can cope with every situation, and the laws governing the sport of bowls are no exception. Unusual situations not covered within the laws can often arise. The Laws of the Sport of Bowls ('the laws') have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by these laws, players, markers and umpires must use their common sense and a spirit of fair play to decide on the appropriate course of action.

Conventions

1. References to 'must' and 'will' within these laws mean that the action is compulsory.
2. References to 'can' within these laws mean that the action is optional.
3. References to 'between' when used to describe a range of weights or measurements within these laws mean that the smallest and largest numbers given are included within the range.

Definitions

The definitions are in alphabetical order within each section.

A **Control**

Controlling Body: the body with immediate control over the Conditions of Play (see law 57.2) under which a game is played. The order is:

A.1 World Bowls (WB);

A.2 a National Bowling Authority that is a member of WB ('Member National Authority') or a group of Member National Authorities;

A.3 divisions within Member National Authorities; and

A.4 the club on whose green the game is being played.

B **Players**

B.1 **Side:** any agreed number of teams or Singles players (or a combination of teams and Singles players) whose combined scores decide the result of a competition.

B.2 **Skip:** the player who is in charge of the team.

B.3 **Team play**

B.3.1 **Team:** a Pair, a Triple or a Four.

B.3.2 **Pair:** a team of two players whose positions, in order of play, are 'lead' and 'skip'.

B.3.3 **Triple:** a team of three players whose positions, in order of play, are 'lead', 'second' and 'skip'.

B.3.4 **Four:** a team of four players whose positions, in order of play, are 'lead', 'second', 'third' and 'skip'.

C **Play**

C.1 **Centring the jack:** placing the jack on the centre line of the rink, at the same distance from the mat line as it was when it came to rest.

C.2 **Defaulting player, team or side:** the player, team or side that does not meet the requirements of any specific law or laws.

C.3 **Delivery:** deliberately releasing a jack or a bowl from the hand or an artificial device using an underarm movement. If the jack or bowl accidentally slips from a player's hand or artificial device during delivery, the player can pick it up and start the delivery again.

C.4 **Displaced jack or bowl:** a jack or a bowl which is moved in a way that is not approved within the Laws of the Sport of Bowls.

C.5 **Disturbing the head:** altering the position of the jack or a bowl in the head.

C.6 **Domestic play:** any play under the direct control of a Member National Authority, a division within a Member National Authority or a club.

C.7 **End:** delivery of the jack, delivery of all the bowls required to be played by all of the opponents in the same direction on a rink, and deciding the number of shots scored.

C.8 **End ditches**

C.8.1 **Front ditch:** the ditch at the end of the green which is directly in front of a player when they stand on the mat.

C.8.2 **Rear ditch:** the ditch at the end of the green which is directly behind a player when they stand on the mat.

C.9 **Face of the bank:** the surface of the bank from the surface of the ditch up to the top of any surround or edging.

C.10 **Forfeited game:** a game that is awarded to an opponent as a penalty for the defaulting player, team or side not meeting the requirements of one or more laws.

C.11 **Former position:** the position of a jack or a bowl at rest within the rink of play immediately before it is displaced. If a law says that a jack or a bowl must be put back to its former position, the person replacing the jack or bowl in this way must decide where that position is. If this person cannot accurately identify the former position, they must put the jack or bowl as near as possible to its former position.

C.12 **Groundsheet:** a rectangular piece of canvas or other suitable fabric placed temporarily on the surface of the green to protect it from any damage caused as a result of a player delivering the jack or a bowl. The rear edge of the groundsheet must be placed at least 2 metres from the rear ditch and at least 25 metres from the front ditch (in line with the requirements for placing the mat described in laws 6.1.1 and 6.1.5).

C.13 **Head:** the jack and any bowls which have come to rest within the boundaries of the rink of play and are not dead. (Law 19.1 describes a dead jack and law 17.1 describes a dead bowl.)

C.14 **Holding surface:** a natural or synthetic material that will prevent the jack or a bowl from running along the ditch.

C.15 **Jack or bowl in its original course:** a jack or a bowl from its delivery until it comes to rest, no matter how many times (for a bowl) it comes into contact with the jack or other bowls before it comes to rest or becomes dead.

C.16 **Jack or bowl in motion:** a jack or a bowl which is moving during play after it has been at rest as part of the head.

C.17 **Licensed Manufacturer:** person or company licensed by WB to make bowls in line with the standards laid down in World Bowls Regulations.

C.18 **Licensed Tester:** person or company licensed by WB to test bowls to make sure they meet the standards laid down in World Bowls Regulations and the Laws of the Sport of Bowls.

C.19 **Line jack or bowl:** a jack or bowl which has come to rest partly inside and partly outside the side boundary of the rink of play.

C.20 **Mat line:** the edge of the mat nearest to the front ditch. All measurements involving the mat and a jack or a bowl will be taken from the centre of the mat line.

C.21 **Measuring:** the use of equipment, such as that described in law 54, placed between the jack and bowls to decide which bowls are shot.

C.22 **Net total of set points:** the total number of set points a player or team scores minus the total number of set points scored against them.

C.23 **Net total of shots:** the total number of shots a player, team or side scores minus the total number of shots scored against them.

C.24 **Neutral**

C.24.1 **Neutral person:** a person who is not a player on the rink of play. This includes the marker and the umpire.

C.24.2 **Neutral object:**

C.24.2.1 a jack, bowl or other object not belonging to any player on the rink of play;

C.24.2.2 a line jack or a line bowl belonging to a player on a neighbouring rink; or

C.24.2.3 a dead bowl that is at rest and has not been removed from the rink of play.

C.25 **Open tournaments:** competitions in which both members and non-members of the club hosting the event are eligible to take part, and in which more than one round can be played on the same day.

C.26 **Pace of the green:** the number of seconds taken by a bowl from its delivery to the moment it comes to rest at approximately 27 metres from the mat line. The higher the number of seconds taken, the faster the pace of the green.

C.27 **Position of bowl in relation to jack**

C.27.1 **Jack high or jack level:** the nearest part of a bowl is in line with and at the same distance from the mat line as the nearest part of the jack.

C.28 **Rink and its boundaries**

C.28.1 **Rink:** the section of the green on which a game is played.

C.28.2 **Rink of play:** the section of the green between two adjacent side boundaries, the corresponding sections of the end ditches and the corresponding faces of the banks on which a game is played.

C.28.3 **Side boundaries of the rink of play:** the imaginary straight lines connecting the centres of the boundary pegs on opposite banks that show the limits of the rink of play.

C.29 **Set:** a pre-determined number of shots or ends forming part of a game.

C.30 **Shot indicators (also known as lollipops or paddles):** thin pieces of plastic or other suitable material, shaped, for example, like oars. The heads of the indicators match either the colours of the adhesive markings on each player's bowls (see law 52.1.8) or the colours of each player's bowls. During play, the marker holds up the appropriate number of indicators, in the appropriate colour, to signal to players and spectators which player's bowl or bowls the marker considers to be shot.

C.31 **Visiting skips:** either:

C.31.1 the skips of teams other than those playing on their own green; or

C.31.2 the skips of the second-named team in each pair of competing teams when games are being played at a neutral venue.

D **Bowls**

D.1 **Bias:** the curved path along which a bowl travels from delivery until it comes to rest. (The shape of the bowl gives it its bias.)

D.2 **Bias side of a bowl:** the side of the bowl that is the more rounded of the two sides, which is identified by the small grooved rings surrounding its centre.

D.3 **Set of bowls:** four bowls, all of which are:

D.3.1 of a matched set;

D.3.2 of the same make and model; and

D.3.3 of the same size, weight, colour, bias, serial number and engraving.

D.4 **Working Reference Bowl:** a bowl approved by WB as:

D.4.1 having the minimum bias required; and

D.4.2 in all other respects, following the Laws of the Sport of Bowls.

Each Working Reference Bowl is engraved with the words 'Working Reference Bowl' and WB makes sure that each Licensed Tester is given a Working Reference Bowl.

The 'Laws of the Sport of Bowls – Crystal Mark Fourth Edition' applies from a date decided by individual Member National Authorities as long as that date is not later than 1st April 2023.

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Section 1 – Game basics

Section 1.1 – Arranging a game

1 Play arrangements

Games must be organised as:

1.1 **A Singles game**

A Singles game must be played between two opposing players. Players must play singly and in turn either two, three or four of a set of bowls as decided by the Controlling Body.

1.2 **A team game**

1.2.1 Pairs game

1.2.1.1 A Pairs game must be played by two opposing teams, each with two players. Players must play singly and in turn either two, three or four of a set of bowls as decided by the Controlling Body.

1.2.1.2 The Controlling Body will also decide the order in which the players will play their bowls as follows.

1.2.1.2.1 If each player is playing four bowls:

1.2.1.2.1.1 the leads will play their four bowls followed by the skips playing their four bowls;

1.2.1.2.1.2 the leads will play two of their bowls, followed by the skips playing two of their bowls, followed by the leads playing their final two bowls, followed by the skips playing their final two bowls; or

1.2.1.2.1.3 in the first end and every following odd-numbered end, the leads will play two of their bowls, followed by the skips playing their four bowls, followed by the leads playing their final two bowls. In the second end and every following even-numbered end, the skips will play two of their bowls, followed by the leads playing their four bowls, followed by the skips playing their final two bowls.

1.2.1.2.2 If each player is playing two or three bowls, the leads will play all their bowls, followed by the skips playing all their bowls.

1.2.2 Triples game

A Triples game must be played by two opposing teams, each with three players. Players must play singly and in turn either two or three of a set of bowls as decided by the Controlling Body.

1.2.3. Fours game

A Fours game must be played by two opposing teams, each with four players. Players must play singly and in turn two of a set of bowls.

1.3 **A side game**

A side game must be played by two opposing sides, each with the same number of teams or Singles players (or a combination of teams and Singles players).

1.4 **A series of games**

Games in a series must be arranged to be played on several occasions as:

1.4.1 an ordered series of games organised as a knockout (eliminating) competition and arranged as Singles, Pairs, Triples or Fours; or

1.4.2 an ordered series of side games organised as either a league competition or a knockout (eliminating) competition.

1.5 **A tournament of games**

1.5.1 Singles games and team games can be arranged into sections (or groups) as a tournament of games in which the contestants either:

1.5.1.1 play each other in turn;

1.5.1.2 play as paired-off teams of players; or

1.5.1.3 play in line with any other format decided by the Controlling Body.

1.5.2 The games can be played on one or several greens in line with a common timetable.

2 General form and length

2.1 A game of bowls must be played on one rink or on several rinks.

2.2 The game must consist of a pre-arranged number of shots or ends, or be played for a fixed period of time that is decided beforehand.

2.3 Ends must be played in turn from opposite directions, except as described in laws 20, 30, 37 and 38.

2.4 In all games, each player must play with the appropriate number of bowls from the same set.

3 Choosing the rinks for play

3.1 The skips, their representatives or the Controlling Body must make the draw for the rinks on which games are to be played.

3.2 In games where competing skips have previously been decided, the visiting skips, their representatives or the Controlling Body must make the draw to decide the numbers of the rinks to be played on.

3.3 If, after the draw for rinks has been made, a player in a competition or game plays on the same rink before the start of play on the day of the competition or game, that player will be disqualified. This does not apply to open tournaments.

3.4 For domestic play, Member National Authorities can decide the requirements for playing or practising on the same rink on the day of a competition or game.

4 Practice

4.1 If a player or team that has not yet played is due to meet a player or team that has already played on the same day, the player or team that has not yet played can practise as long as:

4.1.1 the Controlling Body gives approval;

4.1.2 there is enough time available without delaying the competition; and

4.1.3 another rink is available apart from that on which the player or team has been drawn to play later that day.

4.2 If a player or team has already played on the same green on the same day, that player or team can practise in line with law 4.1 if they have a 'bye'. (A player or team has a 'bye' in any round of a competition if they don't have an opponent in that round.)

4.3 The Controlling Body must allocate the rink on which a player or team can practise.

4.4 If two players or two teams are entitled to practise:

4.4.1 they can practise together; and

4.4.2 the format of the practice and the number of bowls used must be decided by the players concerned.

Section 1.2 – Getting a game underway

5 Starting the game

5.1 Trial ends

5.1.1 Before the start of play in any game, or before continuing an unfinished game on another day, one trial end must be played in each direction. At the discretion of the Controlling Body, trial ends may also be permitted when an interrupted game has been moved between a vegetation surface and a synthetic or indoor surface.

5.1.2 For domestic play, the Controlling Body can limit the number of trial ends to be played (no trial ends or one trial end in one direction). It can also decide whether the trial ends are played immediately before or immediately after the scheduled start time for the game.

5.1.3 Trial ends must be played on the same rink that the game will be played on.

5.1.4 Each player must not use more than the number of bowls being used during the game. If a player or an umpire notices that a player is using more than the permitted number of bowls, the defaulting player will lose the right to play any bowls remaining to be played in the trial ends.

5.1.5 Each player can use any combination of bowls taken from different sets of bowls.

5.1.6 The opponents of the team which started the first trial end must start the second trial end.

5.1.7 The team which starts the trial end must place the mat, deliver the jack and place the jack on the centre line of the rink at a distance they choose from the mat line (the distance must not be changed during the course of the trial end).

5.1.8 When each bowl comes to rest, any player or the marker can remove it and place it towards the front ditch.

5.1.9 If a bowl moves the jack, the jack must be put back to its former position.

5.2 Tossing for opening play

5.2.1 The coaches in a side game (or, in their absence, representatives of the sides), skips in a team game or opponents in Singles must toss a coin.

5.2.2 The winner of the toss must choose whether to:

5.2.2.1 place the mat and then deliver the jack and the first bowl; or

5.2.2.2 tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).

5.2.3 The option chosen by the coach or representative who wins the toss in a side game will apply to all teams or Singles players (or a combination of teams and Singles players) who make up the side.

5.2.4 If the coin is tossed before the start of the trial ends, the option the winner of the toss chooses will apply to both the first trial end and the first end of the game.

5.3 **The start of play**

5.3.1 In any game, the start of play is the delivery of the jack by the first player to play in the first end.

5.3.2 In any end, the start of play is the delivery of the jack by the first player to play in that end.

5.4 **Play in other ends**

In all ends after the first but apart from in an extra end, the winner of the previous scoring end must place the mat and then deliver the jack and the first bowl.

6 Placing the mat

6.1 **At the start of each end**

6.1.1 Before the start of play in each end, the player to play first must place the centre line of the mat lengthwise along the centre line of the rink, with the mat line at least 2 metres from the rear ditch and at least 25 metres from the front ditch.

6.1.2 If, before the jack has been delivered, a player or the marker finds that the mat has not been placed as described in law 6.1.1, the player to play first must correctly position the mat.

6.1.3 If, after the jack has been delivered but before the first bowl is delivered, a player or the marker finds that the mat line has not been positioned within the distances described in law 6.1.1, the opposing player must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but the opposing player must not play first.

6.1.4 After the first player to play has delivered the first bowl, no-one has the right to challenge the legality of the original distance of the mat line from the rear and front ditches.

6.1.5 If one or more groundsheets are to be used (outdoor play only), the following will apply:

6.1.5.1 The Controlling Body must consult the nominated greenkeeper before deciding where the groundsheets will be placed. The position must be in line with definition C.12.

6.1.5.2 The Controlling Body can make the decision to use groundsheets either before the start of play or at any time during play.

6.1.5.3 The groundsheets must be securely fastened to the surface of the green using flat-headed pins (or an equivalent) that do not stick up from the surface.

6.1.5.4 The groundsheets must stay in the same position until the end of the game or until the Controlling Body decides that they are no longer needed.

6.1.5.5 The mat line must be placed on the rear edge of the groundsheet.

6.1.5.6 For domestic play, Member National Authorities can decide the requirements for using portable groundsheets as an alternative to the fixed groundsheets mentioned in this law.

6.2 **During each end**

After the start of play in any end, the mat must not be moved from its original position except in the following circumstances.

6.2.1 If the mat is displaced, it must be replaced in its original position.

6.2.2 If the mat is out of line with the centre line, it must be straightened on that line.

6.2.3 If the mat is off the centre line, it must be moved to that line.

6.2.4 If a player picks up the mat before the end has been completed, an opposing player must replace the mat in its original position.

6.2.5 If a bowl from a neighbouring rink, moving in its original course and on a bias which will take it back into its own rink, is travelling on a path which will bring it into contact with the mat, any player on the rink on which the mat is being used can lift it so that the bowl can pass and then replace the mat in its original position.

6.2.6 To gain better grip during adverse weather conditions a player can, before delivering their bowl, lift the mat, turn it over and replace it in its original position.

6.2.7 After the last bowl required to be played in each end has been delivered, a player or the marker must lift the mat and place it completely beyond the face of the rear bank. Opponents in Singles can, however, agree to carry the mat up the rink so that they can use it at the next end.

7 Position on the mat

7.1 Before delivery a player must be standing on the mat with all or part of at least one foot on the mat. At the moment they deliver the jack or a bowl, the player must have all or part of one foot on or above the mat.

7.2 Before delivery a player using an approved wheelchair must have one wheel on the mat and, at the moment they deliver the jack or a bowl, the player must have all or part of one wheel on or above the mat.

7.3 Any player not meeting the terms of this law is committing a foot-fault, and law 8 will apply.

8 Foot-faulting

8.1 If the umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, decides that a player has not met the terms of law 7, the umpire must, on the first occasion, warn the player in the presence of the skip and advise the coach when they are present that a warning has been given.

8.2 On each occasion after this, the umpire must have the player's bowl stopped and declared dead.

8.3 If it has not been possible to stop the bowl and it disturbs the head, the opposing skip or opponent in Singles must choose whether to:

8.3.1 replace the head;

8.3.2 leave the head as altered; or

8.3.3 declare the end dead.

8.4 If a player has been given a warning and still fails to meet the terms of law 7 while delivering the jack, law 10.2 will apply.

9 Delivering the jack

9.1 Before the jack is delivered, the mat must be placed as described in law 6.1.1. The player to play first must deliver the jack and make sure that it is centred.

9.2 If the jack in its original course comes to rest less than 2 metres from the front ditch, it must be placed on the centre line of the rink with the nearest point of the jack to the mat line being 2 metres from the front ditch. This must be done by:

9.2.1 placing the jack at a mark on the centre line of the rink measuring a distance of 2 metres from the front ditch (see diagram B.3.1 in appendix B.3); or

9.2.2 placing the jack alongside the edge of a 2-metre measuring device (for example, a thin wooden batten which is 2 metres long - see diagram B.3.2 in appendix B.3)

9.3 If, in its original course, the jack is displaced by one of the other players, law 38.1.1 will apply.

9.4 If, in its original course, the jack is displaced by a neutral person or neutral object, law 38.3.1 will apply.

9.5 If, before a bowl has been played by each team or Singles player, a player notices that the wrong team or Singles player has delivered the jack, the correct team or Singles player will re-start the end.

9.6 If, after a bowl has been played by each team or Singles player, a player notices that the wrong team or Singles player has delivered the jack, play in that end must continue in that order.

9.7 After the first player to play has delivered the first bowl, no-one has the right to challenge the legality of the original position of the jack.

10 Improper delivery of the jack

10.1 The jack has been improperly delivered if it comes to rest:

10.1.1 in the ditch;

10.1.2 completely outside the boundaries of the rink;

10.1.3 at a distance of less than 23 metres from the mat line, as measured in a straight line from the centre of the mat line to the nearest point of the jack, after the jack has been centred;

10.1.4 on the rink after contact with the face of the bank; or

10.1.5 on the rink after contact with any object or person completely outside the boundaries of the rink.

10.2 If a player improperly delivers the jack, the opposing player must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but the opposing player must not play first.

10.3 If the jack is improperly delivered once by each player in any end, it must not be delivered again in that end. Instead, it must be centred with the nearest point of the jack to the mat line being 2 metres from the front ditch, and the mat must be placed as described in law 6.1.1 by the first player to play.

10.4 If the jack is improperly delivered once by each player and the end is then declared dead, law 20.3 will apply.

10.5 For domestic play, Member National Authorities can decide to change the distance mentioned in law 10.1.3 from 23 metres to 21 metres. If a Member National Authority decides to make that change, it must also change:

10.5.1 the distance mentioned in laws 19.1.3, 56.5.2.4, and appendix B.4.2 from 20 metres to 18 metres;

10.5.2 the distance mentioned in definition C.12, laws 6.1.1, 49.12, 49.13 and appendices B.2.1, B.4.1 and B.4.2 from 25 metres to 23 metres; and

10.5.3 the distance mentioned in law 42.2.3 and appendix B.4.2 from 23 metres to 21 metres.

11 Team play

11.1 Number of players

A team must consist of two, three or four players in line with definition B.3.

11.2 Order of play

11.2.1 The leads must play their bowls in turn, followed by each pair of players in their order of play.

11.2.2 The positions of players within a team must not be changed after the first end has been completed unless the change is necessary because a substitute is introduced as described in law 32.

11.2.3 If players in a team game change positions when law 11.2.2 does not apply, the team will be disqualified and they will forfeit the game to their opponents.

11.2.4 If players in a side game change positions within a team when law 11.2.2 does not apply, or if they change teams, the side will be disqualified and they will forfeit the game to their opponents.

Section 1.3 – Possession of the rink

12 Position of players

12.1 In relation to the rink of play

12.1.1 Players at the mat-end of the rink who are not delivering a bowl must stand at least 1 metre behind the mat.

12.1.2 Players at the head-end of the rink and who are not controlling play must stand:

12.1.2.1 behind the jack if they are members of the team which is in possession of the rink;

12.1.2.2 behind the jack and away from the head if they are members of the team which is not in possession of the rink;

12.1.2.3 on the surrounds of the green if the jack is in the ditch; or

12.1.2.4 well clear of the head if it is not possible to stand on the surrounds.

12.1.3 As soon as a bowl is delivered, a player who is controlling play from a position that is either level with or in front of the jack, must take their position as described in law 12.1.2.

12.1.4 If a player does not meet the terms of this law, law 13 will apply.

12.2 In relation to a neighbouring rink

12.2.1 A player must not go into a neighbouring rink where play is in progress.

12.2.2 A player must neither go into nor walk along a neighbouring rink, even if it is not being used, while an opponent is about to deliver or is actually delivering a bowl.

12.2.3 If the rink of play is an outside rink (see law 49.6), a player must neither go into nor walk along the section of green that lies between the outside side boundary of the rink and the side ditch while an opponent is about to deliver or is actually delivering a bowl.

12.2.4 If a player does not meet the terms of this law, law 13 will apply.

13 Possession of the rink

13.1 Possession of the rink will belong to the player or team whose bowl is being played.

13.2 As soon as each bowl comes to rest, possession of the rink will transfer to the opposing player or team after allowing time for marking a toucher as soon as it comes to rest.

13.3 A player must not deliver a bowl before the previous bowl comes to rest and possession of the rink has transferred to the opposing player or team.

13.4 If the umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, decides that a player has delivered a bowl before the previous bowl has come to rest, or the players in possession of the rink are being interfered with, annoyed or distracted in any way by their opponents,

13.4.1 the first time this happens the umpire must:

13.4.1.1 warn the offending player, while the skip is present; and

13.4.1.2 tell the coach, if they are present, that the player has received a warning.

13.4.2 on each occasion after this, the umpire must have the bowl last played by the offending player or team declared dead. If that bowl has disturbed the head, the opposing skip or opponent in Singles must choose whether to:

13.4.2.1 replace the head;

13.4.2.2 leave the head as altered; or

13.4.2.3 declare the end dead.

Section 1.4 – Touchers and dead bowls

14 Touchers

14.1 A bowl in its original course which touches the jack, even though it comes to rest in the ditch within the boundaries of the rink of play, is a live bowl and is called a toucher. If a bowl in its original course does not touch the jack, it is called a non-toucher.

14.2 A bowl is also a toucher if, after having come to rest:

14.2.1 it falls and touches the jack before the next bowl is delivered; or

14.2.2 in the case of the last bowl of an end, it falls and touches the jack within the period of 30 seconds that applies under law 23.1.

14.3 No bowl will become a toucher if it plays onto, or comes into contact with, the jack when the jack is in the ditch.

14.4 The position of a toucher in the ditch must be marked by a brightly coloured indicator not more than 50 millimetres wide and not more than 100 millimetres high, and which is placed vertically either against the face of the bank or on top

of the bank, immediately in line with the toucher. As well as the indicator, if the surface of the ditch is sand, lines can be drawn in the sand around the toucher. If the surface of the ditch is vegetation or synthetic, the lines can be drawn with chalk.

15 Marking a toucher

15.1 A toucher must be marked with chalk by a member of the team that delivered the bowl or the marker as soon as it comes to rest.

15.2 If, in the opinion of either skip or opponent or the marker, a toucher comes to rest in a position in which marking it would be likely to move the bowl or alter the head, the bowl must not be marked but nominated as a toucher instead.

15.3 If, before the next delivered bowl comes to rest or, in the case of the last bowl of an end, before a period of 30 seconds that applies under law 23.1, a bowl is neither marked nor nominated, it is no longer a toucher.

15.4 If a bowl has been nominated as either a toucher or a non-toucher, and both skips or the opponents in Singles agree that further movement of the bowl means it must no longer be nominated, the bowl must be marked or have its mark removed as appropriate.

15.5 If a player fails to remove a mark from a bowl before delivery and that bowl does not become a toucher, a member of the opposing team or the marker must remove the mark as soon as the bowl comes to rest.

15.6 If, in the opinion of either skip or opponent or the marker, a wrongly marked bowl comes to rest in such a position that removing the mark would be likely to move the bowl or alter the head, the mark must not be removed and the bowl must instead be nominated as a non-toucher.

16 Movement of touchers

16.1 The position of a toucher in the ditch will be validly altered if the toucher is moved by:

16.1.1 a jack in play;

16.1.2 another toucher in play; or

16.1.3 a non-toucher while it is partly on the rink and partly overhanging the ditch, as long as part of the non-toucher is still on the rink when it comes to rest after it has moved the toucher.

16.2 If a toucher in the ditch is displaced by a non-toucher entering the ditch, law 37.7 will apply.

16.3 If, once its position has been marked, there is further valid movement of a toucher in the ditch as described in law 16.1, its new position must be marked as described in law 14.4 by moving the indicators and removing and redrawing the lines as appropriate.

17 Dead bowl

17.1 A bowl is a dead bowl if:

17.1.1 it is not a toucher and comes to rest in the ditch;

17.1.2 it is not a toucher and rebounds onto the rink after contact with the face of the bank or with the jack or a toucher in the ditch;

17.1.3 after completing its original course or after being moved as a result of play, it comes to rest at a distance of less than 14 metres, as measured in

a straight line, from the centre of the mat line to the nearest point of the bowl;

17.1.4 it passes completely outside the boundaries of the rink of play after being moved as a result of play;

17.1.5 in its original course, it passes outside a side boundary of the rink on a bias which would prevent it from re-entering the rink of play; or

17.1.6 in its original course, it comes to rest outside a side boundary of the rink even though it may have come to rest in contact with the outside edge of a line jack.

17.2 A bowl is not a dead bowl if:

17.2.1 it is carried by a player while inspecting the head;

17.2.2 in its original course, it comes to rest within the boundaries of the rink even though it may have passed outside a side boundary of the rink during its course;

17.2.3 it is a toucher which rebounds from the face of the bank onto the rink of play; or

17.2.4 it is a toucher which comes to rest on top of the jack or another toucher at rest in the ditch.

17.3 The skips or opponents in Singles must decide whether a bowl is dead or not as soon as they realise it is necessary. (If the players do not realise that a decision is necessary as soon as the bowl comes to rest, the decision can still be made even if a number of bowls have been played after the bowl in question came to rest.) If they cannot reach agreement, they must ask the umpire to make a decision.

17.4 A dead bowl must be removed from the rink of play as soon as it has been declared dead.

Section 1.5 – Live and dead jack

18 Live jack in the ditch

18.1 A jack that is moved by a bowl in play into the front ditch within the side boundaries of the rink of play is a live jack.

18.2 The position of a jack in the ditch must be marked by a white indicator, which is not more than 50 millimetres wide and not more than 100 millimetres high and is placed vertically either against the face of the bank or on top of the bank, immediately in line with the jack. As well as the indicator, if the surface of the ditch is sand, lines can be drawn in the sand around the jack. If the surface of the ditch is vegetation or synthetic, the lines can be drawn with chalk.

18.3 The position of a jack in the ditch will be validly altered if the jack is moved by either:

18.3.1 a toucher in play; or

18.3.2 a non-toucher while it is partly on the rink and partly overhanging the ditch, as long as part of the non-toucher is still on the rink when it comes to rest after it has moved the jack.

18.4 If a jack in the ditch is displaced by a non-toucher entering the ditch, law 38.5.3 will apply.

18.5 If, once its position has been marked, there is further valid movement of a jack in the ditch (as described in law 18.3), its new position must be marked (as described in law 18.2) by moving the indicators or removing and redrawing the lines as appropriate.

19 Dead jack

19.1 If the jack is moved by a bowl in play, it is a dead jack if it:
- 19.1.1 passes completely outside the boundaries of the rink of play;
- 19.1.2 comes to rest in any hollow in the face of the bank; or
- 19.1.3 comes to rest at a distance of less than 20 metres, as measured in a straight line, from the centre of the mat line to the nearest point of the jack.

19.2 A jack is not a dead jack if it comes to rest:
- 19.2.1 on top of a toucher at rest in the ditch; or
- 19.2.2 on top of any bowls that are at rest within the boundaries of the rink.

19.3 The skips or opponents in Singles must decide whether a jack is dead or not as soon as they realise it is necessary. (If the players do not realise that a decision is necessary as soon as the jack comes to rest, the decision can still be made even if a number of bowls have been played after the jack came to rest.) If they cannot reach agreement, they must ask the umpire to make a decision.

19.4 If the jack is dead, the end is a dead end and law 20 will apply.

19.5 Alternatively, Controlling Bodies can decide not to have the end declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at the appropriate re-spot position described in either law 56.5.2 or 56.5.3, or as close as possible as described in law 56.5.4, and play must continue.

20 Dead end

20.1 A dead end is not counted as a completed end even if all the bowls required to be played have been played.

20.2 A dead end must be replayed in the same direction unless the skips or opponents in Singles agree to play it in the opposite direction. (If the jack and bowls need to be transferred to the opposite end of the rink before the end is replayed, they must be transferred in a way which avoids distracting players on neighbouring rinks.)

20.3 If the skips or opponents in Singles or the umpire declare an end dead, the first to play in that end must also play first when the end is replayed.

21 Rebounding jack

The end will continue if:

21.1 when the jack is at rest on the rink, it is driven against the face of the bank and rebounds onto the rink of play; or

21.2 when the jack is at rest in the ditch, it is moved by a toucher and this takes it back onto the rink.

Section 1.6 – Result of an end

22 The shot

22.1 A shot or shots refers to the bowl or bowls (called shot bowls) which is or are nearer to the jack than the nearest bowl played by the opposing team or opponent in Singles.

22.2 No bowl must be moved until the opponents have agreed whether it is a shot or not, except where a bowl has to be moved so that another bowl can be measured.

22.3 As the shots are agreed, each shot bowl can be removed from the head.

22.4 Shot bowls can be placed in a group where they will not interfere with measuring.

22.5 If shot bowls have been placed in a group, the number of bowls in the group must be agreed by the opponents.

22.6 The skips or the marker where appropriate must be told (or have signalled to them) the number of shots scored in each end.

23 Deciding the number of shots scored

23.1 The process of deciding the number of shots scored must not start until the last bowl required to be played in an end has come to rest, or 30 seconds after that if either skip or opponent in Singles asks for this 30-second period (for example, to see whether or not a bowl lying at an angle will fall of its own accord within that time).

23.2 If either skip or opponent in Singles has asked for a 30-second period, no bowl which is likely to fall must be secured during that period.

23.3 No measuring will be allowed before the process of deciding the number of shots scored starts (as described in law 23.1). If a player measures before the process of deciding the number of shots scored starts, the defaulting team or opponent in Singles will lose the right to play any bowls remaining to be played in that end and the non-defaulting team or opponent in Singles will deliver their remaining bowls to complete the end.

23.4 All measurements must be made between the nearest points of the jack and the bowl.

23.5 When measuring between a jack in the ditch and a bowl on the green or a jack on the green and a bowl in the ditch, the measurement must be carried out using a flexible or string measure wherever possible.

23.6 At any time during the process of deciding the number of shots scored:

23.6.1 if a bowl is likely to fall, either opponent can use the best available means to secure it in its position;

23.6.2 if a bowl needs to be measured and it is currently resting on another bowl which is interfering with the measurement in any way, any player must use the best available means to secure the resting bowl in its position and then remove the other bowl;

23.6.3 if a bowl falls of its own accord, it must be left in its new position while deciding the number of shots scored continues, and all the shots agreed before the bowl fell will count;

23.6.4 if a bowl is displaced by the equipment being used during measuring, law 37.4 will apply; and

23.6.5 if the jack is displaced by the equipment being used during measuring, law 38.4 will apply.

24 No shot scored – tied end

24.1 There will be no shot scored by either team or opponent in Singles if it is agreed that:

24.1.1 the nearest bowl of each team or opponent is touching the jack;

24.1.2 the nearest bowl of each team or opponent is the same distance from the jack; or

24.1.3 no live bowls are left within the boundaries of the rink of play.

24.2 The end must be declared tied and recorded on the score card as a completed end.
24.3 Following a tied end, law 5.4 will apply.
24.4 If, however, the first end is a tied end, the first to play in that end must also play first in the second end.

25 Delivering the final bowl of an end

It is not compulsory for the last player to play in any end to deliver the final bowl of the end, but the player must tell the opposing skip or opponent in Singles of the decision not to deliver the final bowl before the process of deciding the number of shots scored starts (as described in law 23.1). This decision is final.

Section 1.7 – Game decisions

26 Games played on one occasion

26.1 In Singles games, team games or side games played on one occasion or at any stage of a knockout (eliminating) competition, victory will be awarded to the player, team or side that, when the game finishes and in line with the Conditions of Play, has:
- 26.1.1 the highest total score of shots;
- 26.1.2 the highest number of ends won;
- 26.1.3 the highest number of sets; or
- 26.1.4 a combination of the highest total score of shots, the highest number of ends won and the highest number of sets as decided by the Controlling Body.

26.2 If competitions or games are played for a fixed length of time, the Controlling Body will be responsible for making sure that Conditions of Play are in place to cover these competitions or games.
26.3 There must be no further play in a knockout competition if at any point it becomes impossible for a player, team or side to win the game, given the number of ends left.

27 Tournament games and games in a series

27.1 In tournament games or games in a series, victory will be awarded to the player, team or side that, when the tournament or series of games finishes and in line with the Conditions of Play, has:
- 27.1.1 the highest number of games won; or
- 27.1.2 the highest net total of shots.

27.2 The Controlling Body will be responsible for making sure that Conditions of Play are in place to decide the winner if, in line with the Conditions of Play mentioned in law 27.1, two or more players, teams or sides are equal.
27.3 If two or more players, teams or sides are equal in line with the Conditions of Play mentioned in law 27.1, points can be awarded for games won or drawn. The number of points awarded must be three and one respectively. The player, team or side with the highest number of points will be declared the winner.
27.4 If points are equal, the Controlling Body will divide the total of shots scored against each player, team or side into the total of shots it has scored. The player, team or side with the highest result will be declared the winner.

27.5 The Controlling Body has the power to include in its Conditions of Play regulations for deciding the winners of tournament games and games in a series which are different from those mentioned in laws 27.1, 27.2, 27.3 and 27.4.

28 A drawn game in a knockout (eliminating) competition

28.1 In a knockout (eliminating) competition with a fixed number of ends, if the scores are equal when all ends have been played, an extra end must be played to decide the result.

28.2 The coaches in a side game (or, in their absence, representatives of the sides), skips in a team game or opponents in Singles must toss a coin and the winner will decide who must play first as described in laws 5.2.2 and 5.2.3.

28.3 The extra end must be played from where the previous end was completed. If, before a bowl has been played by each team, a player or the umpire notices that the extra end is being played in the wrong direction, it will be restarted in the correct direction. If a bowl has been played by each team, play in that end will continue.

28.4 If an extra end is completed and the scores are still equal, another extra end must be played.

28.5 If more than one extra end is needed, the coaches or representatives, skips or opponents must again toss a coin, and the winner will decide who must play first.

28.6 If an extra end is declared dead, law 20.3 will apply.

Section 2 – Game anomalies

Section 2.1 – Irregularities affecting play

29 Irregularities during play

29.1 **Playing out of turn**

29.1.1 If a player plays out of turn, the opposing skip can stop the bowl and return it to the player to play it in the proper order.

29.1.2 If the bowl has come to rest and has not disturbed the head, the opposing skip must choose whether to:

29.1.2.1 leave the head as it is and have their team play two bowls one after the other to get back to the proper order of play; or

29.1.2.2 return the bowl and get back to the proper order of play.

29.1.3 If the bowl has disturbed the head, the opposing skip must choose whether to:

29.1.3.1 leave the disturbed head as it is and have their team play two bowls one after the other to get back to the proper order of play;

29.1.3.2 replace the head in its former position, return the bowl and go back to the proper order of play; or

29.1.3.3 declare the end dead.

29.1.4 If a bowl has been played by each team or player in Singles before the players discover that one of them has played out of turn, play in that end must continue in that order.

29.2 **Playing another player's bowl**

29.2.1 If a player plays another player's bowl instead of their own, the other player's bowl must be replaced with the player's own bowl.

29.2.2 If the bowl which was replaced was marked or nominated as a toucher, the player's own bowl must be marked or nominated as a toucher.

29.3 **Changing bowls**

29.3.1 If a player changes their set of bowls during an uninterrupted game, or during a game that has been stopped as described in law 33 and continued on the same day, the game must be forfeited to the opponent unless:

29.3.1.1 the player changes their set because a bowl has been damaged (see law 31); or

29.3.1.2 the game has been moved between a vegetation surface and a synthetic or indoor surface.

29.3.2 If a game that has been stopped as described in law 33 is continued on another day, a player can use a different set of bowls to the set they used during the game that was stopped.

29.4 **Failing to play**

29.4.1 If the result of an end has been agreed or the process of deciding the number of shots scored has started (as described in law 23.1), a player who has failed to play a bowl (either deliberately or accidentally) will lose the right to play the bowl.

29.4.2 If a bowl has been played by each team before the players discover that one of them has failed to play a bowl in the proper order, that player will lose the right to play the bowl.

30 Damaged jack

30.1 If the jack is damaged during the course of play, the umpire must decide if a replacement jack is needed.

30.2 If a replacement jack is needed, the end will be declared dead and law 20 will apply.

31 Damaged bowls

31.1 If a bowl is damaged during the course of play, the umpire must decide if a replacement bowl is needed.

31.2 If a bowl that has been struck by another bowl during the course of play splits into pieces, the end must be declared dead.

31.3 In the circumstances described in laws 31.1 and 31.2, the damaged bowl must be replaced by another bowl from the same set before the start of the next or replayed end as appropriate.

31.4 If a bowl at rest in the rink of play splits into pieces without having been struck by another bowl, the bowl must be replaced with another bowl from the same set and the end continued.

31.5 If a damaged bowl cannot be replaced by another bowl from the same set, all bowls in the damaged set must be replaced with bowls from a different set.

Section 2.2 – Factors affecting play

32 Leaving the green during the course of play and substitutes

32.1 No player must delay play by leaving the rink of play or their team unless their opponent agrees, and then only for no more than 10 minutes.

32.2 If a player has to leave the green during the course of a team or side game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the umpire or the Controlling Body can approve the introduction of a substitute.

32.3 A substitute must only be introduced if, in the opinion of both skips or, if they cannot agree, in the opinion of the umpire or the Controlling Body, the substitution is necessary.

32.4 The substitute must play in any position other than skip, and the other members of the team can rearrange their positions as necessary.

32.5 The Controlling Body will decide the substitute's eligibility.

32.6 If no eligible substitute is available:

32.6.1 in a team game, the defaulting team will forfeit the game to their opponents; and

32.6.2 in a side game, either law 39.2.2 or law 39.2.3 will apply from the end in which the substitution became necessary.

32.7 If a player has to leave the green during the course of a Singles game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the defaulting player will forfeit the game to their opponent.

32.8 If a player or team breaks this law, they will forfeit the game to their opponent.

32.9 For domestic play, Member National Authorities can decide the requirements for introducing a substitute player.

33 Game stoppages

33.1 If a game is stopped because of darkness, weather conditions or any other valid reason by:

33.1.1 the Controlling Body (or authorised person in the absence of the Controlling Body);
33.1.2 the umpire after an appeal has been made by the players; or
33.1.3 agreement between the players when an umpire or a representative of the Controlling Body is not present;

the game must be continued either on the same day or on a different day. The scores will be as they were when the game was stopped.

33.2 If an end has started but all the required bowls have not been played, it must be declared dead. (The end must be declared dead even if one or more players choose to remain on the green during the stoppage.)

33.3 If all the required bowls in an end have been played but the process of deciding the number of shots scored (as described in law 23) has not been completed, the number of shots scored must be decided before the game stops.

33.4 Substitutes in a game that is being continued after a stoppage.

33.4.1 If any one of the original players in a team is not available, one substitute will be allowed as described in law 32.

33.4.2 Players, however, must not be transferred from one team to another. If players are transferred from one team to another, the defaulting team will forfeit the game to their opponents.

34 Objects on the green

Under no circumstances, other than those described in laws 14, 18, 41, 49, and 56.5, must any object be placed on the bank, the green, in the ditch, on the jack, on a bowl or anywhere else to help a player.

35 Unforeseen incidents

If, during the course of play, the position of the jack or a bowl is altered by the wind, a storm or any other unforeseen incident, the skips or opponents in Singles must put the jack or bowl back to its former position. If they cannot agree on the jack's or bowl's former position, they must declare the end dead.

36 Deliberate non-sporting action

36.1 If an opponent, the coach in a side game, the umpire or the Controlling Body decides that a player has deliberately committed an act designed to give them or their team an unfair advantage, they can appeal to the Controlling Body.

36.2 If an appeal is made, it must be made to the Controlling Body no later than 24 hours after the final end in the game affected is completed.

36.3 The person making the appeal must take immediate steps to send details to the Secretary of the Controlling Body who must arrange for it to be dealt with in line with their code of conduct and disciplinary procedures.

Section 2.3 – Bowl and jack displacement

37 Bowl displacement

(See the displacement chart in Appendix C for a quick-reference guide to laws 37.1, 37.2 and 37.3.)

37.1 **Bowl displacement by another player**

37.1.1 Displacement of a bowl in its original course that has not disturbed the head before it is displaced.

37.1.1.1 If the bowl is displaced by a member of the team that delivered the bowl and it has not disturbed the head after it is displaced, the opposing skip must declare the bowl dead.

37.1.1.2 If the bowl is displaced by a member of the team that delivered the bowl and it has disturbed the head after it is displaced, the opposing skip must:

37.1.1.2.1 replace the head; and

37.1.1.2.2 declare the bowl dead.

37.1.1.3 If the bowl is displaced by an opponent and it has not disturbed the head after it is displaced, the skip of the team or the Singles player that played the bowl must choose whether to:

37.1.1.3.1 have the bowl replayed;

37.1.1.3.2 place the bowl where the player believes it would have come to rest; or

37.1.1.3.3 leave the bowl where it came to rest.

37.1.1.4 If the bowl is displaced by an opponent and it has disturbed the head after it is displaced, the skip of the team or the Singles player that played the bowl must choose whether to:

37.1.1.4.1 replace the head and have the bowl replayed;

37.1.1.4.2 replace the head and place the bowl where the player believes it would have come to rest; or

37.1.1.4.3 declare the end dead.

37.1.2 Displacement of a bowl in its original course that has disturbed the head before it is displaced.

37.1.2.1 If a bowl has disturbed the head before it is displaced by a player, this disturbance is valid. (The opponent must not replace any part of the head that has been disturbed before the displacement.)

37.1.2.2 If the bowl is displaced by a player and it has not disturbed the head after it is displaced, the opposing skip or the opponent in Singles must choose whether to:

37.1.2.2.1 place the bowl where the player believes it would have come to rest; or

37.1.2.2.2 leave the bowl where it came to rest.

37.1.2.3 If the bowl is displaced by a player and it has disturbed the head after it is displaced, the opposing skip or the opponent in Singles must replace any part of the head disturbed after the displacement and choose whether to:

37.1.2.3.1 place the bowl where the player believes it would have come to rest; or

37.1.2.3.2 leave the bowl where it came to rest.

~~37.1.3 If a bowl in its original course is deliberately displaced or stopped by a member of the team that delivered the bowl, the defaulting team will forfeit the game to their opponent.~~

37.1.4 Displacement of a bowl in motion.

37.1.4.1 If a bowl in motion is displaced by a player and it has not disturbed the head after it is displaced, the opposing skip or the opponent in Singles must choose whether to:

37.1.4.1.1 place the bowl where the player believes it would have come to rest; or

37.1.4.1.2 declare the end dead.

37.1.4.2 If a bowl in motion is displaced by a player and it has disturbed the head after it is displaced, the opposing skip or the opponent in Singles must choose whether to:

37.1.4.2.1 place the bowl where the player believes it would have come to rest and replace any part of the head disturbed after the displacement; or

37.1.4.2.2 declare the end dead.

37.1.5 Displacement of a bowl at rest.

37.1.5.1 If a bowl at rest or a toucher in the ditch is displaced by a player and it has not disturbed the head after it is displaced, the opponent must put the bowl back to its former position.

37.1.5.2 If a bowl at rest or a toucher in the ditch is displaced by a player and it has disturbed the head after it is displaced, the opponent must put the bowl back to its former position and replace any part of the head disturbed after the displacement.

~~37.1.5.3 If a player lifts a bowl at rest on their rink to allow their team's bowl in its original course to pass, the defaulting team will forfeit the game to their opponent.~~

37.2 **Bowl displacement by a disabled player's equipment or assistant**

If a bowl is displaced by a disabled player's equipment or assistant as described in law 41, the equipment or assistant must be treated as if it was the player for all purposes under law 37.1.

37.3 **Bowl displacement by a neutral person or neutral object**

37.3.1 Displacement of a bowl in its original course that has not disturbed the head before it is displaced

37.3.1.1 If the bowl is displaced within the boundaries of the rink of play by a neutral person or neutral object and it has not disturbed the head after it is displaced, the bowl must be replayed.

37.3.1.2 If the bowl is displaced within the boundaries of the rink of play by a neutral person or neutral object and it has disturbed the head after it is displaced, the skips or opponents in Singles must agree how to replace the head and then have the bowl replayed. If they cannot agree, they must declare the end dead.

37.3.1.3 If the bowl, running on a bias that would have brought it back into the rink, is displaced outside the boundaries of the rink by a neutral person or neutral object and it has not disturbed the head after it is displaced, the bowl must be replayed.

37.3.1.4 If the bowl, running on a bias that would have brought it back into the rink, is displaced outside the boundaries of the rink by a neutral person or neutral object and it has disturbed the head after it is displaced, the skips or opponents in Singles must agree how to replace the head and then have

the bowl replayed. If they cannot agree, they must declare the end dead.

37.3.2 Displacement of a bowl in its original course that has disturbed the head before it is displaced

37.3.2.1 If a bowl has disturbed the head before it is displaced by a neutral person or neutral object, this disturbance is valid. (The skips or opponents in Singles must not replace any part of the head that has been disturbed before the displacement.)

37.3.2.2 If the bowl is displaced by a neutral person or neutral object and it has not disturbed the head after it is displaced, the skips or opponents in Singles must agree where the bowl would have come to rest. If they cannot agree, they must declare the end dead.

37.3.2.3 If the bowl is displaced by a neutral person or neutral object and it has disturbed the head after it is displaced, the skips or opponents in Singles must agree where the bowl would have come to rest and how to replace any part of the head disturbed after the displacement. If they cannot agree, they must declare the end dead.

37.3.3 Displacement of a bowl in motion

37.3.3.1 If a bowl in motion is displaced by a neutral person or neutral object and it has not disturbed the head after it is displaced, the skips or opponents in Singles must agree where the bowl would have come to rest. If they cannot agree, they must declare the end dead.

37.3.3.2 If a bowl in motion is displaced by a neutral person or neutral object and it has disturbed the head after it is displaced, the skips or opponents in Singles must agree where the bowl would have come to rest and how to replace any part of the head disturbed after the displacement. If they cannot agree, they must declare the end dead.

37.3.4 Displacement of a bowl at rest

37.3.4.1 If a bowl at rest is displaced by a neutral person or neutral object and it has not disturbed the head after it is displaced, the skips or opponents in Singles must agree on the former position of the bowl. If they cannot agree, they must declare the end dead.

37.3.4.2 If a bowl at rest is displaced by a neutral person or neutral object and it has disturbed the head after it is displaced, the skips or opponents in Singles must agree on the former position of the bowl and how to replace any part of the head disturbed after the displacement. If they cannot agree, they must declare the end dead.

37.4 **Bowl displacement when being marked as a toucher or during measuring**

37.4.1 If a bowl is displaced by a player when marking it as a toucher, or by the equipment being used by a player during measuring, an opponent must put it back to its former position.

37.4.2 If a bowl is displaced by the marker when marking it as a toucher, or by the equipment being used by the marker during measuring, the marker

must put the bowl back to a position agreed by the opponents. If the opponents cannot agree, the marker must put the bowl back to its former position.

37.4.3 If a bowl is displaced by the equipment being used by the umpire during measuring, the umpire must put the bowl back to its former position.

37.5 **Bowl displacement by a rebounding non-toucher**

37.5.1 Displacement of a bowl in its original course

If a bowl in its original course is displaced by a non-toucher rebounding from the face of the bank, the skips or opponents in Singles must put the displaced bowl where they believe it would have come to rest. If they cannot agree on the bowl's final position, the end must be declared dead.

37.5.2 Displacement of a bowl in motion

If a bowl in motion is displaced by a non-toucher rebounding from the face of the bank, the skips or opponents in Singles must put the displaced bowl where they believe it would have come to rest. If they cannot agree on the bowl's final position, the end must be declared dead.

37.5.3 Displacement of a bowl at rest

If a bowl at rest or a toucher in the ditch is displaced by a non-toucher rebounding from the face of the bank, an opponent or the marker must put it back to its former position.

37.6 **Bowl displacement by a bowl from a neighbouring rink**

37.6.1 If a bowl at rest on the rink is in danger of being moved by a bowl from a neighbouring rink, any player at the head must choose whether to:

37.6.1.1 lift the bowl at rest to allow the other bowl to pass and then replace it, as long as this action would not influence the outcome of the head; or

37.6.1.2 stop the bowl from the neighbouring rink.

37.6.2 If, during a Singles game, a bowl at rest on the rink is in danger of being moved by a bowl from a neighbouring rink, the marker must stop the bowl from the neighbouring rink.

37.6.3 If a bowl that has been stopped was in its original course and was delivered on a bias that would have taken it back into its own rink, it must be replayed.

37.7 **Bowl displacement by a dead bowl**

If a toucher in the ditch is displaced by a dead bowl from the rink of play, an opponent or the marker must put it back to its former position.

38 Jack displacement

(See the displacement chart in Appendix C for a quick-reference guide to laws 38.1, 38.2 and 38.3.)

38.1 **Jack displacement by another player**

38.1.1 Displacement of a jack in its original course

38.1.1.1 If a jack in its original course is displaced by a member of the team that delivered the jack, the opposing lead must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but must not play first.

38.1.1.2 If a jack in its original course is displaced by an opponent, it must be re-delivered by the same player.

38.1.2 Displacement of a jack in motion
If a jack in motion is displaced by a player, the opposing skip or opponent in Singles must choose whether to:

38.1.2.1 place the jack where they believe it would have come to rest and replace any part of the head disturbed by the displaced jack; or

38.1.2.2 declare the end dead.

38.1.3 Displacement of a jack at rest
If a jack at rest within the rink of play is displaced by a player, the opposing skip or opponent in Singles must put the jack back to its former position.

38.2 **Jack displacement by a disabled player's equipment or assistant**
If a jack is displaced by a disabled player's equipment or assistant as described in law 41, the equipment or assistant must be treated as if it was the player for all purposes under law 38.1.

38.3 **Jack displacement by a neutral person or neutral object**

38.3.1 Displacement of a jack in its original course
If a jack in its original course is displaced by a neutral person or neutral object, it must be re-delivered by the same player.

38.3.2 Displacement of a jack in motion
If a jack in motion is displaced by a neutral person or neutral object, the skips or opponents in Singles must place the jack where they believe it would have come to rest. If they cannot agree on the jack's final position, the end must be declared dead.

38.3.3 Displacement of a jack at rest
If a jack at rest within the rink of play is displaced by a neutral person or neutral object, it must be put back to its former position. If the skips or opponents in Singles cannot agree on the jack's former position, the end must be declared dead.

38.4 **Jack displacement during measuring**

38.4.1 If the jack is displaced by the equipment being used by a player during measuring, an opponent must put it back to its former position.

38.4.2 If the jack is displaced by the equipment being used by the marker during measuring, the marker must put the jack back to a position agreed by the opponents. If the opponents cannot agree, the marker must put the jack back to its former position.

38.4.3 If the jack is displaced by the equipment being used by the umpire during measuring, the umpire must put the jack back to its former position.

38.5 **Jack displacement by a non-toucher**

38.5.1 Displacement of a jack in motion
If a jack in motion is displaced by a non-toucher rebounding from the face of the bank, the skips or opponents in Singles must put the jack where they believe it would have come to rest. If they cannot agree on the jack's final position, the end must be declared dead.

38.5.2 Displacement of a jack at rest on the rink

If a jack at rest on the rink is displaced by a non-toucher rebounding from the face of the bank, an opponent or the marker must put it back to its former position.

38.5.3 Displacement of a jack at rest in the ditch
If a jack at rest in the ditch is displaced by a non-toucher entering the ditch, an opponent or the marker must put it back to its former position.

38.6 **Jack displacement by a bowl from a neighbouring rink**
If a jack at rest on the rink is in danger of being moved by a bowl from a neighbouring rink, any player at the head or the marker must stop the bowl. If the bowl was in its original course and was delivered on a bias that would have taken it back into its own rink, it must be replayed.

Section 2.4 – Defaults by players

39 Absentee players in a team or side

39.1 **In a team game**

39.1.1 In a team game, the Controlling Body will decide on the eligibility of each member of the team. If a team introduces an ineligible player, the defaulting team will forfeit the game to their opponents.

39.1.2 If, 30 minutes after the scheduled start time for a game, or sooner if the Controlling Body decides, one or more players are absent from a team, the defaulting team will forfeit the game to their opponents.

39.2 **In a side game**

39.2.1 In a side game, the Controlling Body will decide on the eligibility of each member of the side. If a side introduces an ineligible player, the defaulting side will forfeit the game to their opponents.

39.2.2 If, 30 minutes after the scheduled start time for a game, or sooner if the Controlling Body decides, one player is absent from one or more teams in a side, the game must continue but:

39.2.2.1 the number of bowls played by each defaulting team must be made up by the lead and second, both playing three bowls singly and in turn; and

39.2.2.2 For each defaulting team one fourth of the total shots scored (including decimal places), in each of the ends where the defaulting team is playing one player short, by each defaulting team must be deducted from their score after the game has finished.

39.2.3 For domestic play, Member National Authorities can approve regulations which are different from those mentioned in law 39.2.2.

Section 3 – Duties of players and officials

Section 3.1 – Players and their duties

40 Players' duties

40.1 **The skip**

40.1.1 The skip will have sole charge of the team and all players in the team must follow the skip's instructions.

40.1.2 The skip must decide all disputed points with the opposing skip, making sure that any decision reached is in line with the Laws of the Sport of Bowls.

40.1.3 If the skips need to check any part of the Laws of the Sport of Bowls before reaching a decision, they must ask the umpire for an explanation.

40.1.4 If the umpire considers that a decision reached by the skips is not in line with the Laws of the Sport of Bowls, the umpire must overrule that decision so that it is in line with the laws.

40.1.5 If the skips cannot reach agreement on any disputed point, they must ask the umpire to make a decision. The umpire's decision is final.

40.1.6 If the Controlling Body has not appointed an umpire, the skips must choose a competent neutral person to act as the umpire.

40.1.7 The skip must:

40.1.7.1 be responsible for the score card supplied by the Controlling Body while play is in progress;

40.1.7.2 make sure that the names of all players of both teams are correctly entered on the score card;

40.1.7.3 record, on the score card, all shots scored for and against both teams as each end is completed;

40.1.7.4 compare and agree the score card with that of the opposing skip as each end is completed; and

40.1.7.5 at the end of the game, record on the score card the time that the game finished and then sign their own and the opposing skip's score cards.

40.1.8 For domestic play, Member National Authorities can decide the procedures for using a scoreboard instead of one of the score cards.

40.1.9 For domestic play, Member National Authorities can transfer the skip's duties described in law 40.1.7 to other members of the team. However, they must make sure that the duties are transferred to players whose positions, in order of play, are the same in each team.

40.1.10 Skips can, at any time, delegate their own powers and any of their own duties (except those described in law 40.1.7) to any other members of the team as long as they tell the opposing skip immediately.

40.2 **The third**

40.2.1 The third can measure any and all disputed shots.

40.2.2 The third can tell the skip the number of shots scored for or against their team as each end is completed.

40.3 **The lead**

The lead of the team to play first in an end must:

40.3.1 place the mat as described in law 6.1.1; and

40.3.2 deliver the jack and make sure that it is centred before delivering the first bowl of the end.

40.4 **Other duties**

Along with the duties mentioned in the previous paragraphs of law 40, players can carry out any other duties assigned to them by their skip as described in law 40.1.10.

41 Players with disabilities

41.1 Wheelchairs must be of a type approved by both WB and the Governing Body for wheelchair bowlers in the country in which the player is playing.

41.2 Wheelchair bowlers can use any form of assistance necessary (including having an assistant with them) to allow them to take part in the sport of bowls, as long as the assistance is approved by the Governing Body for wheelchair bowlers in the country in which the player is playing.

41.3 Players who are classified partially sighted or blind by their National Governing Body for partially sighted and blind bowlers can use any form of assistance necessary (including having an assistant with them, and having a white, breakable string placed on the surface of the green, along the centre line of the rink) to allow them to take part in the sport of bowls, as long as the assistance is approved by the Governing Body for partially sighted and blind bowlers in the country in which the player is playing.

41.4 The person assisting a partially sighted or blind bowler will not be breaking law 13.2 or law 45.3 if the assistant:

41.4.1 repeats the skip's instructions to the player;

41.4.2 helps to direct the player; or

41.4.3 tells the player where the jack or a bowl came to rest.

41.5 A player who has a physical disability will be allowed to use a support or an artificial device (or both) when delivering the jack or a bowl, or when walking on the green. The support must have a base covered with rubber or a similar material. This base must measure at least 76 millimetres across, and it can be placed on or next to the mat.

41.6 A player who has a physical disability will be allowed to kneel on the green to deliver the jack or their bowls. One or both knees must be positioned either in front of the mat with all or part of at least one foot on the mat, or on the mat with all or part of at least one foot on the green behind the mat.

41.7 Players with a hearing disability can use electronic devices to communicate with each other while on the rink of play. Electronic devices must be used in line with the regulations set out in the Conditions of Play by the Controlling Body.

41.8 For domestic play, Member National Authorities can approve the use of artificial devices for delivering the jack or a bowl.

Section 3.2 – Officials and their duties and spectators

42 The marker's duties

42.1 In the absence of an umpire, the marker must:

42.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;

42.1.2 make sure, before the game starts, that:

42.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
42.1.2.2 the rink of play is the correct width in line with law 49.1 by measuring it; and
42.1.2.3 the pegs, discs or other types of markers on the side banks in the direction of play are the correct distances in line with law 49.12 by measuring them.

42.2 The marker must:
42.2.1 check the mat is placed on the centre line of the rink;
42.2.2 centre the jack;
42.2.3 make sure that the jack is at least 23 metres from the mat line after it has been centred;
42.2.4 place a jack that comes to rest less than 2 metres from the front ditch as described in law 9.2;
42.2.5 stand to one side of the rink, behind the jack and away from the head;
42.2.6 answer any specific question about the state of the head which is asked by the player in possession of the rink;
42.2.7 when asked, tell or show the player in possession of the rink the position of the jack;
42.2.8 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
42.2.9 when authorised by the Controlling Body, signal to players and spectators (using the appropriate number and colour of shot indicators or some other suitable method) which player's bowl or bowls the marker considers to be shot;
42.2.10 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
42.2.11 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
42.2.12 if both players agree, remove all dead bowls from the rink of play;
42.2.13 mark the position of a jack and any touchers which are in the ditch as described in laws 14.4 and 18.2;
42.2.14 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
42.2.15 measure any disputed shot or shots when asked to do so by either player. If the players are not satisfied with the marker's decision, the marker must ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker must choose a competent neutral person to act as the umpire. The umpire's decision is final.

42.3 When each end has been completed, the marker must:
42.3.1 record the score on the score card;
42.3.2 if scoreboards are not being used, tell the players the running totals of the scores; and
42.3.3 remove from the rink the mat used during the previous end, if necessary.

42.4 When the game has been completed, the marker must make sure that the score card:
42.4.1 contains the names and signatures of the players;
42.4.2 contains the time at which the game was completed; and
42.4.3 is dealt with in line with the Conditions of Play.

43 The umpire's duties

43.1 An umpire must be appointed by, or on behalf of, the Controlling Body for the competition.

43.2 The umpire's duties are as follows.

43.2.1 To make sure, before the game starts, that:

43.2.1.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;

43.2.1.2 the rink of play is the correct width in line with law 49.1 by measuring it; and

43.2.1.3 the pegs, discs or other types of markers on the side banks in the direction of play are the correct distances in line with law 49.12 by measuring them.

43.2.2 The umpire must measure any disputed shot or shots using suitable measuring equipment, such as that described in law 54.

43.2.3 The umpire must decide whether the distance of the mat line from the rear and front ditches and the distance of the jack or a bowl from the mat line are in line with the Laws of the Sport of Bowls or not.

43.2.4 The umpire must decide whether a jack or a bowl is in play or not.

43.2.5 The umpire must make sure that all aspects of play are in line with the Laws of the Sport of Bowls.

43.2.6 The umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body.

44 The coach

Either the coach of a player, team or side or, in their absence, the coach's delegated deputy, can give advice to a player during the course of play as long as:

44.1 the umpire is given the names of the coach or the coach's delegated deputy as appropriate before the game starts;

44.2 only one person is present at the rink to give advice at any one time;

44.3 the person giving the advice does so when their team or side is in possession of the rink; and

44.4 the person giving the advice does so from outside the boundaries of the green.

44.5 If, in the umpire's opinion, this law has been broken, the umpire must ask the coach or delegated deputy concerned to stay within the law. If they do not stay within the law, the umpire must ask the Controlling Body to take immediate action to make sure that the offender stops breaking the law.

45 Spectators

45.1 Spectators and anyone else not directly taking part in the game must stay outside the boundaries of the green and clear of the players.

45.2 If part of the green is being used for spectators, they must stay outside the boundaries of the rinks of play and clear of the players.

45.3 They must not disturb or advise the players in any way.

45.4 If, in the umpire's opinion, this law has been broken, the umpire must ask the spectator or spectators concerned to stay within the law. If they do not stay within the law, the umpire must ask the Controlling Body to take immediate action to make sure that the offender stops breaking this law, including escorting

the offender away from the area immediately surrounding the green or away from the venue as appropriate.

45.5 Betting or gambling on any game or games will not be allowed or take place within the grounds of any club. (See World Bowls Regulations, Part VIII – Betting and match-fixing.)

Section 4 – Field of play and equipment

Section 4.1 – The green, ditch, banks and rinks

46 The green

46.1 The green must be either rectangular or square.

46.2 The length of the green in the direction of play must be between 31 metres and 40 metres.

46.3 The green must have a suitable level playing surface.

46.4 The playing surface must be either vegetation or a synthetic surface approved by a Member National Authority.

46.5 For domestic play, Member National Authorities can decide the standards for greens constructed in line with previous editions of this law.

47 The ditch

47.1 The green must be surrounded by a ditch.

47.2 The ditch must be:

47.2.1 between 200 millimetres and 380 millimetres wide; and

47.2.2 between 50 millimetres and 200 millimetres deep.

47.3 The ditch must have a holding surface which is free from obstacles and made of a material which will not damage the jack or the bowls.

47.4 For indoor greens and outdoor greens where play is possible in only one direction, only the end ditches in the direction of play must meet the standards mentioned in laws 47.2 and 47.3.

48 The bank

48.1 The ditch must have a bank against its outer edge.

48.2 The top of the bank must be at least 230 millimetres above the surface level of the green.

48.3 The bank must be vertical and set at a right angle (90°) to the surface of the green, or sloped at an angle of not more than 35° from the vertical (see diagrams B.1.1, B.1.2 and B.1.3 in appendix B.1).

48.4 The surface of the face of the bank must be made of, or be covered with, a material which will not damage the jack or the bowls.

48.5 There must be no steps that could interfere with play either cut into or positioned against the face of the bank.

48.6 If advertising banners are fixed to the face of the bank, they must be made of a material which will not damage the jack or the bowls. Also, they must be fixed in a way that makes sure the specifications for the ditch and the bank, as described in laws 47 and 48, still apply. The banners will be considered to be part of the face of the bank for all purposes within the laws.

49 Division of the green

The green must be divided into sections called rinks.

49.1 The rinks must be:

49.1.1 between 4.3 metres and 5.8 metres wide for outdoor play; and

49.1.2 between 4.6 metres and 5.8 metres wide for indoor play.

Wherever possible, all rinks on a green must be the same width. For domestic play, Member National Authorities can decide the standard for the minimum width of a rink.

49.2 The rinks must be numbered in order, with the centre of each rink being marked on the bank at each end by a peg, disc or other suitable device that has the rink number on it and is fixed vertically:

- 49.2.1 to the face of the bank and flat against it; or
- 49.2.2 on the top of the bank not more than 100 millimetres back from its face; or
- 49.2.3 on the wall behind the bank (for indoor play only).

49.3 The four corners of the rinks must be marked by white or brightly coloured boundary pegs that are fixed vertically:

- 49.3.1 to the face of the bank and flat against it; or
- 49.3.2 on the top of the bank not more than 100 millimetres back from its face.

49.4 The boundary pegs must be:

- 49.4.1 not more than 50 millimetres wide and not more than 430 millimetres high if they are fixed to the face of the bank of an outdoor green; or
- 49.4.2 not more than 25 millimetres wide and not less than 600 millimetres high if they are fixed on the top of the bank of either an outdoor or an indoor green (although this height limitation does not apply to flexible boundary pegs containing a spring or similar mechanism in their base that allows them to bend on contact with an object or person); or
- 49.4.3 not more than 25 millimetres wide and the centre of the peg must be clearly marked by a thin black vertical line if they are fixed to the face of the bank of an indoor green.

49.5 For domestic play, Member National Authorities can decide:

- 49.5.1 the standards for boundary pegs made in line with previous editions of this law; and
- 49.5.2 the requirements for thin black vertical lines marking the centres of boundary pegs that are fixed to the face of the bank of an outdoor green or fixed on the top of the bank of either an outdoor or an indoor green.

49.6 The boundary pegs of an outside rink must be:

- 49.6.1 at least 600 millimetres from the side ditch for outdoor play; and
- 49.6.2 at least 460 millimetres from the side ditch for indoor play.

49.7 If a boundary peg is not vertical, it must be put so before a player or the umpire decides whether or not a jack or a bowl is within the boundary. (The requirement to put the peg vertical need not apply if the umpire uses a boundary scope to make the decision.)

49.8 If a player or the umpire finds a boundary peg in the wrong position, they must not move it until the end has been completed on any rinks affected. The peg must then be correctly positioned by the umpire or by agreement between the skips or opponents in Singles on the rinks affected.

49.9 For outdoor play, the side boundary of the rink of play can be marked by connecting the boundary pegs with a green thread drawn tightly along the surface of the green, leaving enough loose thread to reach the corresponding pegs on the face or on the top of the bank. For domestic outdoor play, Member National Authorities can decide not to use boundary threads.

49.10 The boundary thread (see law 49.9) must not be lifted or held down when the jack or a bowl is in its original course or in motion.

49.11 Pegs, discs and other types of markers used to mark the centre and corners of the rinks must be made of a material which will not damage the jack or bowls.

49.12 White or brightly coloured pegs, discs or other suitable markings must be fixed or marked vertically against the face of the side banks or fixed on top of the side banks in the direction of play to mark distances of 2 metres and 25 metres from the end ditches (see diagram B.4.1 in appendix B.4). Wherever possible, these must be the only pegs, discs or markings visible on the side banks.

49.13 The centre line of each rink can be marked along the surface of the green starting 2 metres from each end ditch and finishing at any point up to, but not less than, 25 metres from the opposite end ditch (see diagram B.2.1 in appendix B.2).

49.14 The centre line of the rink can be marked at a distance of 2 metres from each end ditch (see diagram B.2.2 in appendix B.2). The mark can be:

49.14.1 lines drawn in the form of a 'T'; or

49.14.2 a small piece of suitable material inserted immediately below the surface of the green (for outdoor play only).

49.15 If part of the green is used for spectators, side ditches do not have to be used, but the distance markers on the side banks must be brought forward and fixed appropriately. They must be clearly visible to the players.

49.16 While there is temporary seating on the green, there must be a completely unrestricted area of the green that is at least 900 millimetres wide between the seated area and the outside boundary of the nearest rink.

Section 4.2 – Equipment: mat, jack, bowls and measures

50 Mat

The mat must be 600 millimetres long and 360 millimetres wide.

51 Jack

51.1 The jack must be a solid sphere (ball shaped) and either white or yellow.

51.2 For outdoor non-synthetic greens, the jack must:

51.2.1 measure between 63 millimetres and 64 millimetres across (the diameter); and

51.2.2 weigh between 225 grams and 285 grams.

51.3 For outdoor synthetic greens and indoor greens, the jack must:

51.3.1 measure between 63 millimetres and 67 millimetres across (the diameter); and

51.3.2 weigh between 382 grams and 453 grams.

52 Bowls

52.1 **Specifications**

52.1.1 Bowls must be manufactured from materials or products approved by WB, such as plastic resin (called composition or plastic bowls), and may be any colour or combination of colours. The bowls colours must be incorporated during the manufacturing process.

52.1.2 Indentations designed to help the player grip the bowl during delivery (for example, grooved rings or dimples) can be incorporated during the manufacturing process. They can also be added at a later date, but only by a Licensed Manufacturer or a Licensed Tester.

52.1.3 Each set of bowls can carry a player's individual emblem, logo or engraving as a distinguishing mark on both sides of every bowl.

52.1.3.1 The distinguishing mark must be the same design and colour on each bowl, but can be different in size.

52.1.3.2 The distinguishing mark on the bias side of the bowl must be inside the smallest grooved ring surrounding its centre.

52.1.3.3 If there are grooved rings surrounding the centre of the non-bias side, the distinguishing mark must be inside the smallest ring.

52.1.3.4 If there are no grooved rings surrounding the centre of the non-bias side, the distinguishing mark must be inside the indentations designed to help the player grip the bowl during delivery.

52.1.3.5 As well as the distinguishing marks, each set of bowls can carry a player's name or signature. Imprints on the running surfaces of bowls must be avoided.

52.1.4 The requirement for distinguishing marks applies to all bowls used in International Events, World Bowls Championships and Commonwealth Games.

52.1.5 For domestic play, Member National Authorities can decide the requirements for distinguishing marks.

52.1.6 Bowls made of wood must:

52.1.6.1 measure between 112 millimetres and 134 millimetres across at their widest points; and

52.1.6.2 weigh up to 1.59 kilograms.

52.1.7 Bowls made of rubber or plastic resin must:

52.1.7.1 measure between 112 millimetres and 131 millimetres across at their widest points; and

52.1.7.2 weigh up to 1.59 kilograms.

52.1.8 The Controlling Body can supply adhesive (stick-on) markings for players to temporarily fix to both sides of their bowls, or allow players to use their own markings. When these markings are used:

52.1.8.1 they are part of the bowl for all purposes under the Laws of the Sport of Bowls;

52.1.8.2 there must be only one layer of markings fixed to either side of the bowl;

52.1.8.3 they must not be put over the serial number and the World Bowls Stamp which are present on the bias side of the bowl; and

52.1.8.4 all bowls belonging to a Singles player or players within a team or side must have these markings on them and the markings must all be the same design and colour. However, players may use markings which are different in size from those used by other players in their team or side where this is necessary due to differences in the sizes of either the manufacturers' rings or the distinguishing marks on the bowls.

52.1.9 If opponents in Singles or opposing teams or sides have the same design or colour of markings and an alternative is not available, the Singles

player, players in the team or side listed second in the draw must remove their markings.

52.2 **Bias of bowls**

52.2.1 A Working Reference Bowl will have a bias approved by WB. All bowls must have a bias that is not less than that of a Working Reference Bowl and must be imprinted with the registered World Bowls Stamp.

52.2.2 To check the accuracy of the bias and the visibility of the World Bowls Stamp, all bowls must be re-tested and re-stamped at least once every 10 years, or earlier if the date of the stamp is not clearly legible.

52.2.3 For domestic play, Member National Authorities can decide the requirements for re-testing and re-stamping bowls.

52.3 **Alteration to bias**

52.3.1 A player must not alter, or cause to be altered other than by a Licensed Tester, any bowl imprinted with the registered World Bowls Stamp in any way that would alter the bias of the bowl.

52.3.2 Any player breaking this law will be suspended from playing for as long as the Member National Authority of which the player's club is a member decides.

52.3.3 The Member National Authority which suspended the player must give WB details of the suspension, and the suspension will apply among all Member National Authorities.

52.3.4 Players or owners who colour the grooved rings or dimples on a bowl for decoration are not breaking this law.

52.4 **Lodging a challenge to bowls**

52.4.1 Any challenge to bowls must be based on the grounds that they do not meet one or more of the requirements of laws 52.1 and 52.2.

52.4.2 A challenge can be lodged by a player, the coach, the umpire or the Controlling Body.

52.4.3 No challenge, or notice that a challenge will be made, must be lodged during the trial ends or during a game. If the person making such a challenge is a player or a coach, the player will be disqualified and the game will be forfeited to the opponent.

52.4.4 If a challenge is lodged:

52.4.4.1 it must be lodged with the umpire or the Controlling Body;

52.4.4.2 it must be made not later than 10 minutes after the final end in which the bowls were used is completed; and

52.4.4.3 the person making the challenge, if they are a player or the coach, must pay a deposit to the umpire or the Controlling Body for a fixed amount decided each year by WB or the relevant Member National Authority.

52.4.5 Once a challenge is lodged and the deposit paid, it cannot be withdrawn.

52.5 **Following up a challenge to bowls**

52.5.1 The umpire or the Controlling Body must ask the player using the bowls concerned (the user) or the person who owns the bowls concerned (the owner) to hand over the set of bowls so that the Controlling Body can send them for testing by a Licensed Tester.

52.5.2 Bowls sent for testing must be in sets of four.

52.5.3 The bowls do not have to be sent to a Licensed Tester if the challenge relates to the bowls not meeting the requirements of law 2.4. In this

case, the challenge can be dealt with by the Controlling Body (for example, by checking the serial numbers).

52.5.3.1 If the Controlling Body finds that the bowls meet the requirements of law 2.4, law 52.5.7 will apply.

52.5.3.2 If the Controlling Body finds that the bowls do not meet the requirements of law 2.4, law 52.6.1.3 will apply.

52.5.4 If the user or owner of the challenged set of bowls refuses to hand the whole set over to the umpire or the Controlling Body, the game will be forfeited to the opponent.

52.5.5 Neither the user nor the owner must use the challenged set of bowls in any game controlled or permitted by the Controlling Body until the set of bowls has been tested by a Licensed Tester.

52.5.6 When the umpire has received the challenged set of bowls, they must take immediate steps to pass the set to the Secretary of the Controlling Body who must arrange for them to be tested by a Licensed Tester as soon as possible. The test must be carried out in the presence of representatives of any of the following: WB, the Member National Authority, the Controlling Body, and the user or owner if they want to attend.

52.5.7 If a Licensed Tester finds that the challenged set of bowls meets the requirements of laws 2.4, 52.1 and 52.2:

52.5.7.1 the set of bowls must be returned to the user or owner by the Controlling Body; and

52.5.7.2 the person who lodged the challenge must lose their deposit and pay the Controlling Body for all expenses in having the tests done.

52.6 **Bowls failing a test**

52.6.1 Failing a test as a result of a challenge being lodged (see law 52.4)

52.6.1.1 If a Licensed Tester finds that a bowl does not meet the requirements of laws 52.1 or 52.2, they must alter the bowl as necessary before returning it.

52.6.1.2 If a Licensed Tester cannot alter a bowl to meet the requirements of laws 52.1 and 52.2, they must cancel any current stamp imprinted on the bowl by stamping an 'X' over it before returning it.

52.6.1.3 If a Licensed Tester tests a challenged set of bowls and finds that they do not meet the requirements of laws 2.4, 52.1 and 52.2:

52.6.1.3.1 the game in which they were used must be forfeited to the opponent;

52.6.1.3.2 the deposit must be returned to the person who lodged the challenge; and

52.6.1.3.3 the user or owner of the set of bowls must pay the Controlling Body for all expenses in having the tests done.

52.6.2 Failing a test as a result of routine re-testing (see law 52.2.2)

52.6.2.1 If a Licensed Tester finds that a bowl does not meet the requirements of laws 52.1 or 52.2, the user or owner of the set of bowls must choose whether to:

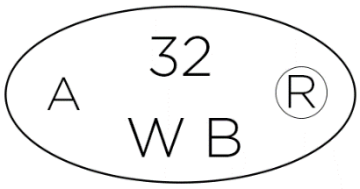
52.6.2.1.1 have the Licensed Tester alter the bowl as necessary before returning it; or

52.6.2.1.2 leave the bowl unaltered and have the Licensed Tester cancel any current stamp imprinted on the bowl by stamping an 'X' over it before returning it.

52.6.2.2 If a Licensed Tester cannot alter a bowl to meet the requirements of laws 52.1 and 52.2, they must cancel any current stamp imprinted on the bowl by stamping an 'X' over it before returning it.

53 Bowls: World Bowls Stamp

53.1 Licensed Manufacturers and Licensed Testers are entitled to imprint the registered World Bowls Stamp on the bias side of bowls. Imprints on the running surfaces of bowls must be avoided wherever possible.



WB	World Bowls
A	is the code letter of the Licensed Manufacturer or the Licensed Tester
Number	is the year that the stamp expires (in this example, 2032)
R	shows that the stamp is a registered trademark

53.2 The current World Bowls Stamp was introduced on 1 April 2002 and must be used on all new and re-tested bowls from that date.

53.3 Both the International Bowling Board (IBB) and the World Bowls Board (WBB) stamps, which were used before the current World Bowls Stamp, will be valid until the end of the year that the stamp expires. (For example, the stamp in the above illustration would not be valid after 31 December 2032.)

53.4 If bowls are imprinted with the registered World Bowls Stamp and are in line with the Laws of the Sport of Bowls in all other ways, they can be used in all games under the control of WB or any Member National Authority.

53.5 For domestic play, Member National Authorities can decide the requirements for the stamps on bowls.

54 Measuring equipment

The umpire must bring, or be provided with by the club on whose green the game is being played, suitable equipment to carry out the duties described in law 43. This equipment must at least include:

54.1 a copy of the current Laws of the Sport of Bowls;

54.2 a tape measure at least 25 metres long;

54.3 equipment for measuring between the jack and bowls when the distances between them are beyond the range of a flexible measure (for example, a string measure);
54.4 a flexible measure (for example, a box measure or a bullet measure);
54.5 callipers;
54.6 feeler gauges;
54.7 wedges (for supporting leaning bowls); and
54.8 equipment (for deciding whether or not the jack or a bowl is within the side boundary of the rink when the side boundary is not marked by a green thread as described in law 49.9) such as:
  54.8.1 a portable, retractable line;
  54.8.2 a mirror and a square (both with a levelling bubble);
  54.8.3 a liner siter; or
  54.8.4 a boundary scope.
54.9 For domestic play, Member National Authorities can approve the type of measuring equipment for carrying out umpires' duties.

Section 5 – Administration

Section 5.1 – Playing formats

55 Formats of play

55.1 **World events and Commonwealth Games**

55.1.1 Singles will be 21 shots (shots scored over 21 will not be counted), sets play or any other format decided beforehand by WB. Four bowls will be played, with each player playing in turn.

55.1.2 Pairs will be 18 ends, sets play or any other format decided beforehand by WB. Two, three or four bowls can be played, with each player playing in turn.

55.1.3 For Triples, two or three bowls can be played, with each player playing in turn. The format of play will be 18 ends (each player plays two bowls), 15 ends (each player plays three bowls), sets play, or any other format decided beforehand by WB.

55.1.4 Fours will be 18 ends, sets play or any other format decided beforehand by WB. Two bowls must be played, with each player playing in turn.

55.1.5 There can be a time limit on play. The Controlling Body will decide the time limit before the game begins. The game will end:

55.1.5.1 when the pre-arranged number of shots has been scored;

55.1.5.2 when the pre-arranged number of ends has been completed; or

55.1.5.3 if an end is in progress when a pre-arranged time limit is reached, when that end has been completed.

55.1.6 The Controlling Body has the power to include in its Conditions of Play regulations for introducing substitutes which are different from those described in laws 32 and 33, if that Controlling Body decides that this is essential to successfully carry out its Championship. The Controlling Body can also decide on the regulations for introducing reserve or replacement players to take the place of players who cannot play in any round after the first round.

55.1.7 Changing the programme

The Controlling Body has the power to alter or amend the programme of the Championship as it considers necessary or appropriate if the weather or other conditions are unsuitable. The Controlling Body can also suspend play temporarily in any game or abandon any game, and it can also alter any of the conditions of its programme if it decides that this is essential to successfully carry out or finish the Championship.

55.2 **International events**

55.2.1 Singles will be 21 shots (shots scored over 21 will not be counted), sets play or any other format agreed beforehand by WB. Four bowls will be played, with each player playing in turn.

55.2.2 Pairs will be 18 ends, sets play or any other format agreed beforehand by WB. Two, three or four bowls can be played, with each player playing in turn.

55.2.3 For Triples, two or three bowls can be played, with each player playing in turn. The format of play will be 18 ends (each player plays two

bowls), 15 ends (each player plays three bowls), sets play, or any other format agreed beforehand by WB.

55.2.4 Fours will be 18 ends, sets play or any other format agreed beforehand by WB. Two bowls must be played, with each player playing in turn.

55.2.5 The formats of play for Singles, Pairs, Triples and Fours which are played as part of a side game will be the same as those described in laws 55.2.1, 55.2.2, 55.2.3 and 55.2.4 as appropriate.

55.2.6 There can be a time limit on play. The Controlling Body will decide the time limit before the game begins. The game will end:

55.2.6.1 when the pre-arranged number of shots has been scored;

55.2.6.2 when the pre-arranged number of ends has been completed; or

55.2.6.3 if an end is in progress when a pre-arranged time limit is reached, when that end has been completed.

55.2.7 The Controlling Body has the power to include in its Conditions of Play regulations for introducing substitutes which are different from those described in laws 32 and 33, if that Controlling Body decides that this is essential to successfully carry out its Championship. The Controlling Body can also decide on the regulations for introducing reserve or replacement players to take the place of players who cannot play in any round after the first round.

55.2.8 Changing the programme
The Controlling Body has the power to alter or amend the programme of the Championship as it considers necessary or appropriate if the weather or other conditions are unsuitable or, if there is a power failure and the lighting is affected. The Controlling Body can also suspend play temporarily in any game or abandon any game, and it can also alter any of the conditions of its programme if it decides that this is essential to successfully carry out or finish the Championship.

55.3 **Domestic events**

55.3.1 The formats of play for Singles, Pairs, Triples, Fours and side games will be decided by the Controlling Body.

55.3.2 There can be a time limit on play. The Controlling Body will decide the time limit before the game begins. The game will end:

55.3.2.1 when the pre-arranged number of shots has been scored;

55.3.2.2 when the pre-arranged number of ends has been completed; or

55.3.2.3 if an end is in progress when a pre-arranged time limit is reached, when that end has been completed.

55.3.3 The Controlling Body has the power to include in its Conditions of Play regulations for introducing substitutes which are different from those described in laws 32 and 33, if that Controlling Body decides that this is essential to successfully carry out its Championship. The Controlling Body can also decide on the regulations for introducing reserve or replacement players to take the place of players who cannot play in any round after the first round.

55.3.4 Changing the programme
The Controlling Body has the power to alter or amend the programme of the event as it considers necessary or appropriate if the weather or other

conditions are unsuitable or if there is a power failure and the lighting is affected. The Controlling Body can also suspend play temporarily in any game or abandon any game, and it can also alter any of the conditions of its programme if it decides that this is essential to successfully carry out or finish the event.

56 Sets play

56.1 Format of play

56.1.1 Competitions played in the sets format must consist of sectional play, knockout (eliminating) play or a combination of both.

56.1.2 Each game must be played over the better of two sets, with each set consisting of nine ends or any other format agreed beforehand by the Controlling Body.

56.1.3 The winner of a set will be the player or team with the highest number of shots when the ninth end is completed.

56.1.4 If the shot scores are tied after the ninth end of a set, the set will be a draw.

56.1.5 During sectional play, all nine ends of a set must be completed.

56.1.6 During knockout play, there must be no further play in a set if, at any point, it becomes impossible for one player or team to draw or win the set, given the number of ends left.

56.2 Tie-breaker

56.2.1 If the game is tied after the two sets have been completed (each player or team having won one set or both sets having been drawn), a tie-breaker consisting of three ends must be played to decide the winner.

56.2.2 The winner of the tie-breaker will be the player or team with the highest number of shots when the third end is completed.

56.2.3 There must be no further play in the tie-breaker if, at any point, it becomes impossible for one player or team to draw or win the tie-breaker, given the number of ends left.

56.2.4 If the shot scores are tied after the third end of the tie-breaker, the players or teams must play a fourth tie-breaker end to decide the winner.

56.2.5 If the fourth end of a tie-breaker is a tied end, the players or teams will play more tie-breaker ends until a winner is found.

56.3 Winners of sectional play

56.3.1 Points will be awarded as follows.

56.3.1.1 Three game points will be awarded for each game won. No game points are awarded for any game lost.

56.3.1.2 One set point will be awarded for each set won. A half set point will be awarded for each set drawn. No set points are awarded for any set lost. (The tie-breaker is not a set.)

56.3.1.3 If a game is forfeited, the non-offending player or team will be awarded three game points, two set points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section.

56.3.2 Section winners will be decided as follows.

56.3.2.1 Highest number of game points scored.

56.3.2.2 If game points are equal, the player or team with the highest number of sets won.

56.3.2.3 If game points and sets won are equal, the player or team with the highest net total of set points over all games in the section.

56.3.2.4 If game points, sets won and net totals of set points are equal, the player or team with the highest net total of shots over all games in the section (not including tie-breaker ends).

56.3.2.5 If game points, sets won, net totals of set points and net totals of shots are equal, the player or team that won the game between the players or teams that are equal.

56.4 **First to play**

56.4.1 First set: the skips or opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2.

56.4.2 Second set: the winner of the first set must place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set must place the mat and then deliver the jack and the first bowl.

56.4.3 First, fourth and any further ends of a tie-breaker: the skips or opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2.

56.4.4 In all ends after the first in each set (including tie-breaker ends), the winner of the previous scoring end must place the mat and then deliver the jack and the first bowl. If, however, the first end of the first set or the first end of a tie-breaker is a tied end, the first to play in that end must also play first in the second end of the first set or the second end of the tie-breaker.

56.5 **Re-spotting the jack**

56.5.1 If a jack is dead, as described in law 19.1, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at the appropriate re-spot position described in either law 56.5.2 or 56.5.3, or as close as possible as described in law 56.5.4, and play must continue.

56.5.2 Three re-spot positions

56.5.2.1 If the jack passes outside the side boundary on the right of the rink, it must be placed with the nearest point of the jack to the mat line at a spot on the rink which is 2 metres from the front ditch and 1.5 metres to the right of the centre line.

56.5.2.2 If the jack passes outside the side boundary on the left of the rink, it must be placed with the nearest point of the jack to the mat line at a spot on the rink which is 2 metres from the front ditch and 1.5 metres to the left of the centre line.

56.5.2.3 If the jack passes above the face of the bank that is within the side boundaries of the rink of play, or comes to rest in any hollow in the face of the bank, it must be placed with the nearest point of the jack to the mat line at a spot on the rink which is 2 metres from the front ditch and on the centre line.

56.5.2.4 If the jack rebounds to a distance of less than 20 metres from the mat line, it must be placed:

56.5.2.4.1 with the nearest point of the jack to the mat line at the appropriate spot described in laws 56.5.2.1 and 56.5.2.2; or

56.5.2.4.2 with the nearest point of the jack to the mat line at the spot described in law 56.5.2.3 if it comes to rest on the centre line.

56.5.3 One re-spot position
A single re-spot position which is 2 metres from the front ditch and on the centre line can be used as an alternative to the three re-spot positions described in law 56.5.2.

56.5.4 If any of the spots mentioned in laws 56.5.2 and 56.5.3 are partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

56.5.5 The spots mentioned in laws 56.5.2 and 56.5.3 must be marked using chalk or some other suitable method (see diagrams B.2.3.1 and B.2.3.2 in appendix B.2).

Section 5.2 – Game regulations

57 Regulations for play

57.1 Domestic regulations

57.1.1 For domestic play, Member National Authorities can make regulations ('domestic regulations') to cover the following aspects of the sport:

57.1.1.1 requirements for playing or practising on the same rink on the day of a competition or game (see law 3.4);

57.1.1.2 requirements for using portable groundsheets as an alternative to fixed groundsheets (see law 6.1.5.6);

57.1.1.3 the distance from the mat line within which a jack can come to rest for it to be considered to be improperly delivered (see law 10.5);

57.1.1.4 substitute players (see law 32.9);

57.1.1.5 absentee players in a side game (see law 39.2.3);

57.1.1.6 the use of a scoreboard instead of one of the score cards (see law 40.1.8);

57.1.1.7 transferring the skip's duties relating to score cards to other team members (see law 40.1.9);

57.1.1.8 artificial devices for delivering the jack or a bowl (see law 41.8);

57.1.1.9 the type of synthetic surfaces (see law 46.4);

57.1.1.10 standards for greens constructed in line with previous editions of the Laws of the Sport of Bowls (see law 46.5);

57.1.1.11 standards for the minimum width of a rink (see law 49.1);

57.1.1.12 standards for boundary pegs made in line with previous editions of the Laws of the Sport of Bowls (see law 49.5);

57.1.1.13 requirements for thin black vertical lines to mark the centres of boundary pegs that are fixed to the face of the bank of an outdoor green or fixed on the top of the bank of either an outdoor or an indoor green (see law 49.5);
57.1.1.14 the use of boundary threads (see law 49.9);
57.1.1.15 distinguishing marks on bowls (see law 52.1.5);
57.1.1.16 re-testing and re-stamping bowls (see law 52.2.3);
57.1.1.17 the deposit to be paid when a challenge to bowls is lodged (see law 52.4.4.3);
57.1.1.18 requirements for the stamps on bowls (see law 53.5);
57.1.1.19 the type of measuring equipment for carrying out umpires' duties (see law 54.9);
57.1.1.20 limits on financial rewards (see law 57.2.2);
57.1.1.21 colours for footwear and the types of sole (see appendix A.2.2); and
57.1.1.22 colours and types of clothing, including bowling gloves (see appendix A.3).

57.1.2 If there is no domestic regulation to cover a specific aspect of the sport listed in law 57.1.1, all games will be played in line with the Laws of the Sport of Bowls.

57.1.3 Member National Authorities must give a copy of their domestic regulations to all divisions and clubs within their authority.

57.2 **Conditions of Play**

57.2.1 Controlling Bodies must decide what Conditions of Play are necessary to govern their competitions.

57.2.2 Controlling Bodies that govern club competitions which are purely social or recreational (that is, competitions that do not directly or indirectly lead to the winners being awarded a club title, qualifying to compete for a district, national or international title, or receiving financial rewards within limits set by the Member National Authority) can set Conditions of Play which include aspects of play that are different from those described within the Laws of the Sport of Bowls.

57.2.3 Controlling Bodies that govern competitions other than the types of club competitions described in law 57.2.2 must make sure that their Conditions of Play are in line with the requirements described in appendix A.1.

Section 5.3 – Administrative matters

58 International tours and competitions

(World Bowls Regulations Part V – Laws of the Sport, Clause 9 – International Tours and Competitions.)

58.1 An International Event needs written approval from WB.

58.2 The approval will only be granted if the players involved are affiliated to (in other words, members of) a Member National Authority.

58.3 If a Member National Authority competes against a National Authority that is not affiliated to WB, the Board of WB will penalise the Member National Authority (including disqualification from a future International Event) as they consider appropriate in the circumstances.

59 Regulating Singles, Pairs, Triples and Fours games

Where appropriate, all Laws of the Sport of Bowls will apply to Singles, Pairs, Triples and Fours games.

60 Contracting out of the Laws of the Sport of Bowls

No Controlling Body or individual has the right or power to contract out of any of the Laws of the Sport of Bowls.

Appendices

Appendix A

A.1 Conditions of Play

A.1.1 The Controlling Body must decide on the Conditions of Play for an event before details of the event are publicised.

A.1.2 The Conditions of Play must be available to umpires and to entrants who ask for them and must be clearly displayed at all venues throughout the course of the event.

A.1.3 Conditions of Play must at least include the following.

- A.1.3.1 The type of event (for example, Invitation Pairs Tournament, Mixed Fours and so on).
- A.1.3.2 Start and finish dates and times.
- A.1.3.3 Venue (or venues).
- A.1.3.4 Entry conditions (for example, open or restricted entry, player eligibility and so on).
- A.1.3.5 Format of play (such as sectional or knockout).
- A.1.3.6 Length of games (such as the number of bowls, ends, shots, sets, time limits and so on).
- A.1.3.7 Arrangements for trial ends.
- A.1.3.8 Footwear and clothing (including any sponsors' requirements). (See appendices A.2 and A.3.)
- A.1.3.9 Requirements for the stamps on bowls.
- A.1.3.10 Statement that all games will be played in line with the Laws of the Sport of Bowls.
- A.1.3.11 The method to be used for drawing rink numbers and opponents.

A.1.4 If appropriate, details of the following must also be included in the Conditions of Play.

- A.1.4.1 Statement that the event has either written approval from WB or a licence or approval from a Member National Authority or a division within a Member National Authority as appropriate.
- A.1.4.2 Alterations to the format or length of the game (or both) if the game has to be stopped.
- A.1.4.3 Arrangements for re-spotting the jack.
- A.1.4.4 Arrangements for deciding the winners of tournament games and games in a series.
- A.1.4.5 Arrangements for the use of electronic devices by players.
- A.1.4.6 Arrangements for practice.
- A.1.4.7 Arrangements for players to 'warm up'.
- A.1.4.8 The period, immediately after the scheduled start time of a game, during which players must be present.
- A.1.4.9 Arrangements for absentee players in a side game.
- A.1.4.10 Arrangements for substitutes.
- A.1.4.11 Arrangements for dealing with slow play (see appendix A.5).
- A.1.4.12 Arrangements for restricting the movement of players during play (see appendix A.4).

A.1.4.13 Arrangements for dealing with players who leave the green more than once during the course of play.
A.1.4.14 Arrangements for dealing with the scorecard.
A.1.4.15 Policy on tobacco and alcohol at each venue.
A.1.4.16 Arrangements for drug testing.
A.1.4.17 Code of conduct and disciplinary procedures.
A.1.4.18 Emergency committee and disputes committee.
A.1.4.19 Prizes and awards.
A.1.4.20 Responses to climate change, including guidelines for hot weather, cold weather and air quality.

A.2 Footwear

A.2.1 Players, umpires and markers must wear flat-soled ('heel-less') footwear when they play on the green or act as umpires or markers.
A.2.2 WB and Member National Authorities can approve specific colours for footwear and the types of sole.

A.3 Clothing

WB and Member National Authorities can approve specific colours and types of clothing (including bowling gloves) for players, umpires and markers when they play on the green or act as umpires or markers.

A.4 Restricting the movement of players during play

If a Controlling Body decides that it is appropriate to restrict the movement of players during play, provision for this must be included within the Conditions of Play. Controlling Bodies can adopt or adapt the following.

A.4.1 After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
- A.4.1.1 Singles game
  - A.4.1.1.1 the opponents: after delivery of their third and fourth bowls.
- A.4.1.2 Pairs game (each player playing four bowls)
  - A.4.1.2.1 the leads: after delivery of their third and fourth bowls; and
  - A.4.1.2.2 the skips: after delivery of their second, third and fourth bowls.
- A.4.1.3 Pairs game (each player playing three bowls)
  - A.4.1.3.1 the leads: after delivery of their third bowl; and
  - A.4.1.3.2 the skips: after delivery of their second and third bowls.
- A.4.1.4 Pairs game (each player playing two bowls)
  - A.4.1.4.1 the leads: after delivery of their second bowl; and
  - A.4.1.4.2 the skips: after delivery of each of their bowls.
- A.4.1.5 Triples game (each player playing three bowls)
  - A.4.1.5.1 the leads: after delivery of their third bowl;
  - A.4.1.5.2 the seconds: after delivery of their second and third bowls; and
  - A.4.1.5.3 the skips: after delivery of each of their bowls.
- A.4.1.6 Triples game (each player playing two bowls)
  - A.4.1.6.1 the leads: after delivery of their second bowl;

A.4.1.6.2 the seconds: after delivery of their second bowl; and
A.4.1.6.3 the skips: after delivery of each of their bowls.

A.4.1.7 Fours game

A.4.1.7.1 the leads: after the second player in their team has delivered their second bowl;
A.4.1.7.2 the seconds: after delivery of their second bowl;
A.4.1.7.3 the thirds: after delivery of their second bowl; and
A.4.1.7.4 the skips: after delivery of each of their bowls.

A.4.2 In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described in law A.4.1.

A.4.3 When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl.

A.4.4 If a player does not meet the terms of this law, law 13 will apply.

A.5 Delaying (slow) play

If a Controlling Body decides that it is appropriate to include regulations for dealing with slow play, provision for this must be included within the Conditions of Play. Controlling Bodies can adopt or adapt the following regulations (which are based on a 15-end game being played within a two-and-one-quarter hour time limit).

Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit decided by the Controlling Body. The following conditions will apply in cases where players fail to meet this requirement.

A.5.1 If one of the opponents in Singles, one of the skips or one of the coaches makes an appeal that, due to the actions of their opponents their team or player is being prevented from playing all their bowls within the time decided for the game, the umpire will tell the offending team or player that they are being 'put on the stopwatch' when any end in progress has been completed. This will also happen if the Controlling Body appeals as a result of its own observation.

A.5.2 Once the offending team or player has been put on the stopwatch, they will be required to deliver all their bowls in each of the remaining ends within a two-minute time period (Singles, Pairs and Triples games) or a two-minute and 15-second time period (Fours games). A technical official specifically allocated for the purpose will time the ends.

A.5.3 In each end, timing will start as soon as the jack has been properly delivered and centred (if the offending team or player is the first to play in an end) or as soon as the non-offending team's or player's first bowl has come to rest (if the non-offending team or player is the first to play in an end). From then on, timing will start when each of the non-offending team's bowls has come to rest and will stop when each of the offending team's bowls has been delivered.

A.5.4 Timing will stop during any interventions by the umpire (for example, to check a short jack or a line bowl) or any interventions by a coach.

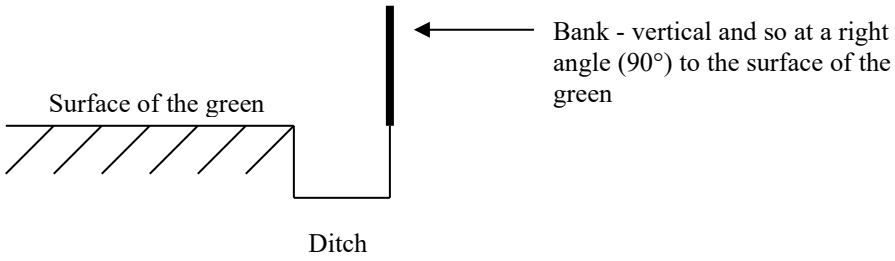
A.5.5 The timing official will tell the offending team or player when the time remaining in any end reaches one minute.

A.5.6 At the end of the time period stated in A.5.2, the offending team or player will forfeit any bowls remaining to be delivered in that end. However, the non-offending team or player will deliver their remaining bowls to complete the end.

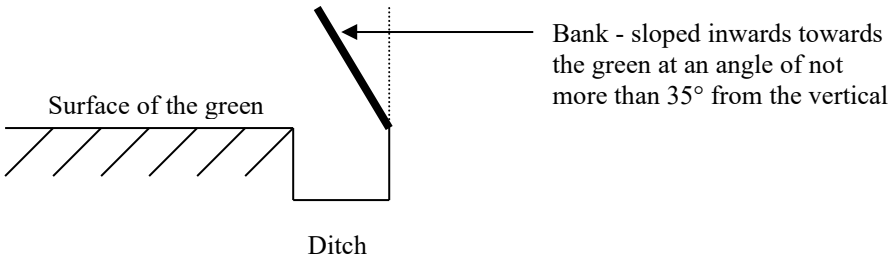
Appendix B

B.1 Position of the bank

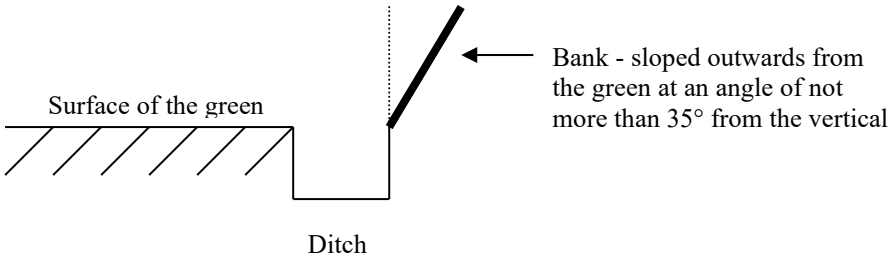
B.1.1 Vertical



B.1.2 Sloped inwards towards the green



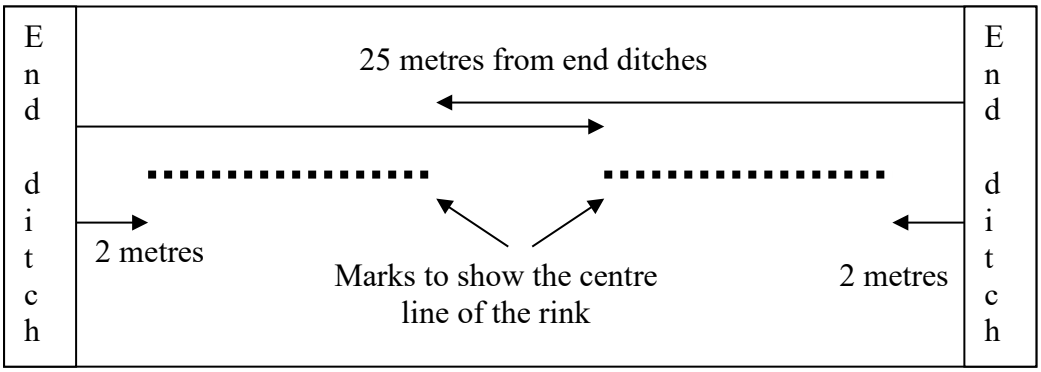
B.1.3 Sloped outwards from the green



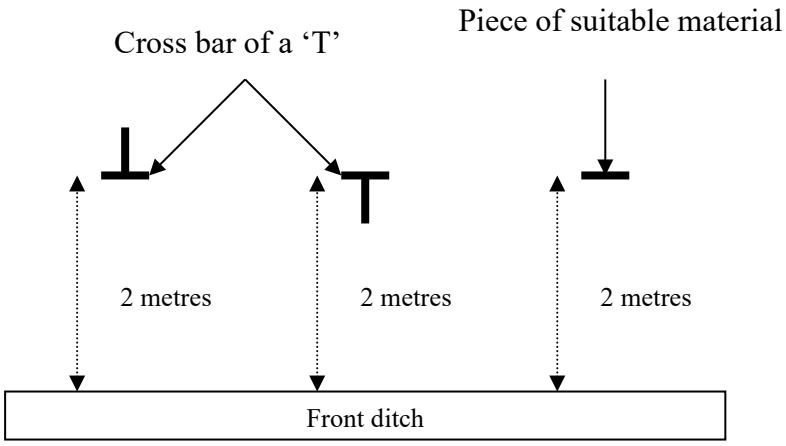
All new banks that are constructed, and all existing banks that are replaced, must meet the standard described in either diagram B.1.1 or diagram B.1.2 above, which was adopted with the introduction of the first Crystal Mark Edition of the Laws of the Sport of Bowls. The standard described in diagram B.1.3 above applies only to existing banks constructed before 2007.

B.2 Marks on the surface of the rink

B.2.1 Marking the centre line of the rink

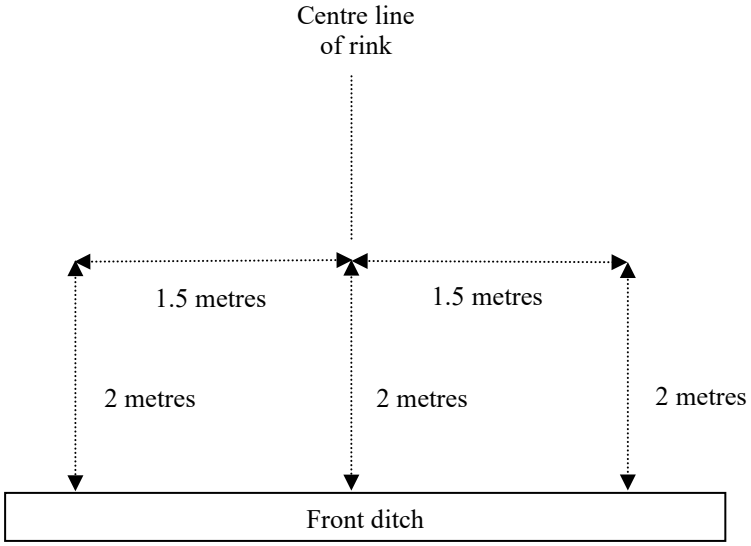


B.2.2 Marking 2 metres from each front ditch on the centre line of the rink

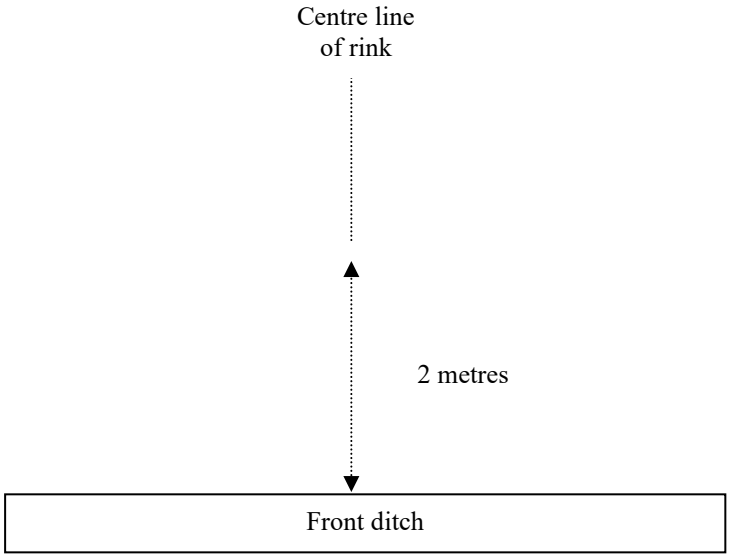


B.2.3 Marking the spots to meet the terms of laws 56.5.2 and 56.5.3

B.2.3.1 Law 56.5.2

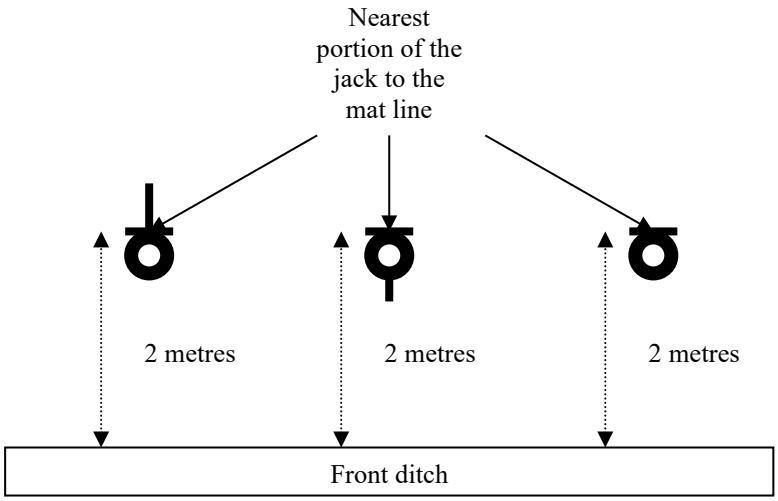


B.2.3.2 Law 56.5.3

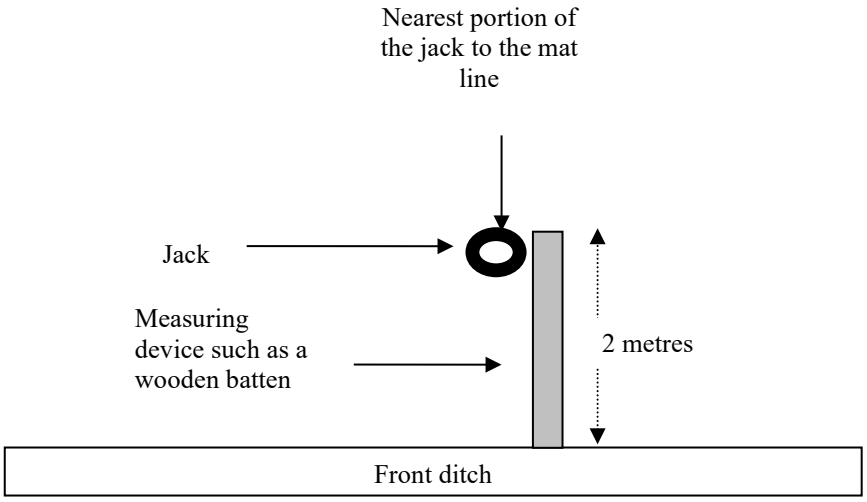


B.3 Centring the jack

B.3.1 Position of the jack in relation to the marks that are 2 metres from each front ditch on the centre line of the rink (see diagram B.2.2 in appendix B.2)

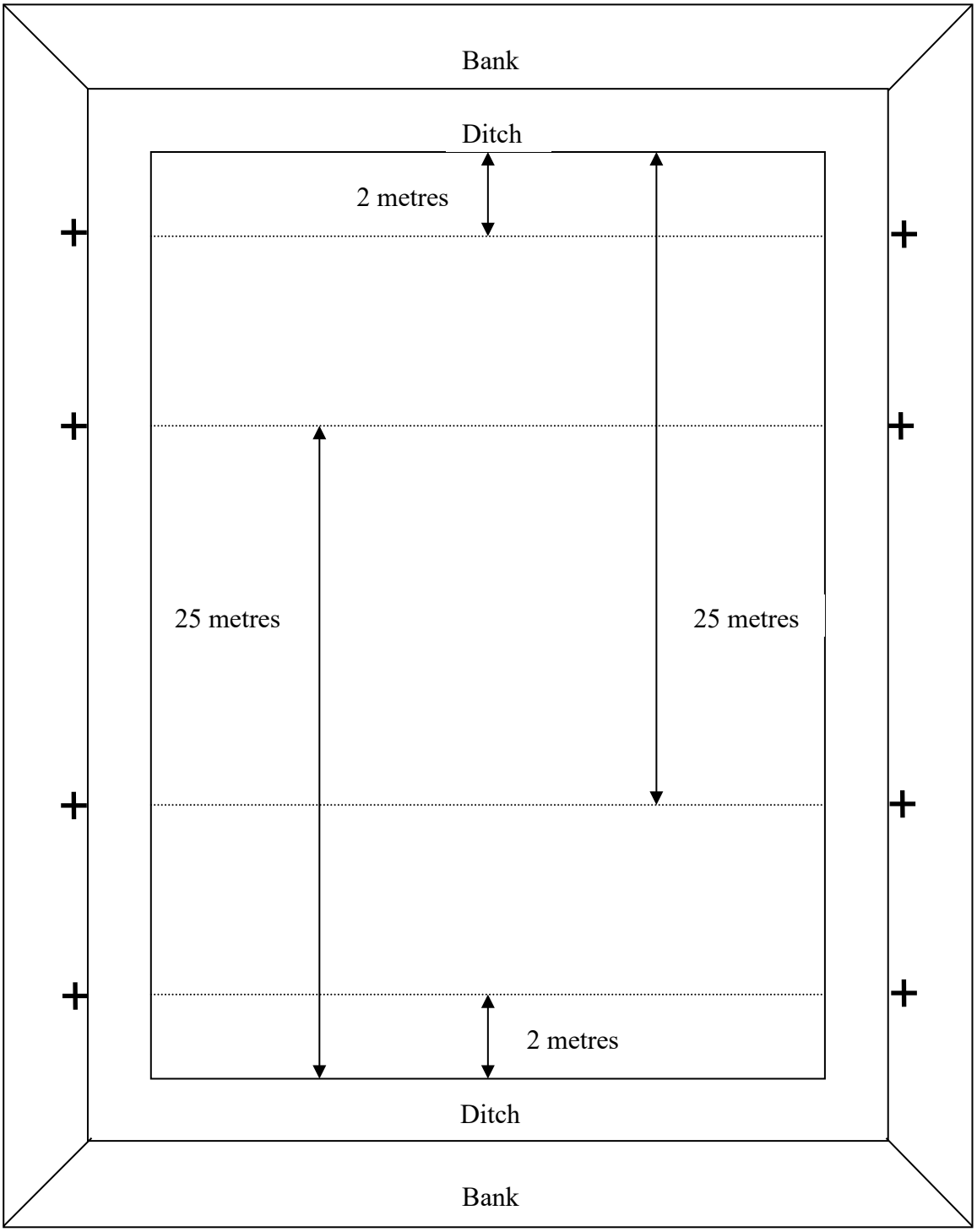


B.3.2 Position of the jack alongside a 2-metre measuring device

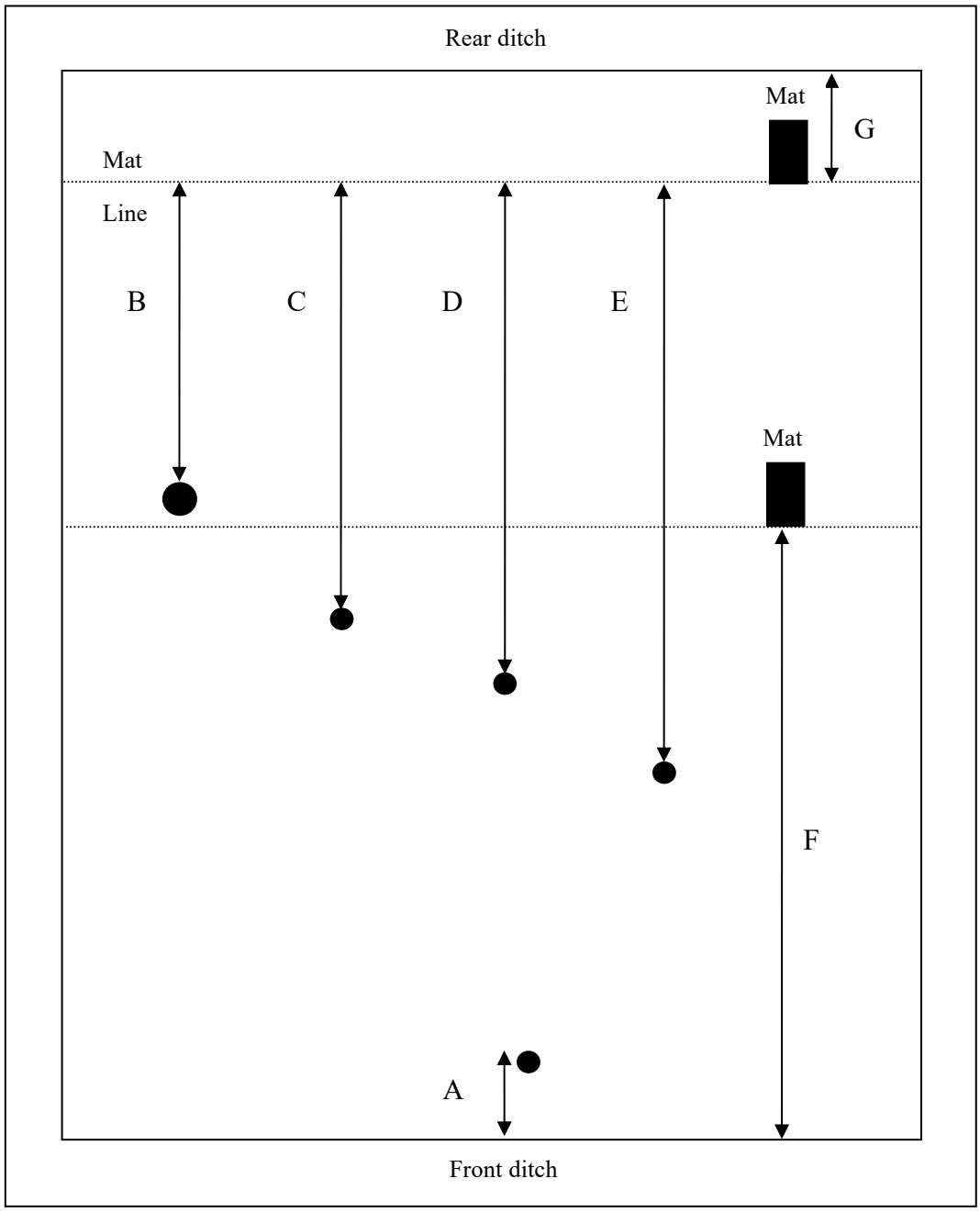


B.4 Distance charts

B.4.1 Pegs, discs or other suitable markings fixed against the face of the side banks or on top of the side banks (illustrated by a '+')



B.4.2 Illustration of distances in the direction of play



A: 2 metres minimum distance of a delivered jack from the front ditch.
B: 14 metres minimum distance of a live bowl from the mat line.
C: 20 metres minimum distance of a rebounding jack from the mat line.
D: 23 metres minimum distance of a delivered jack from the mat line.
E: 27 metres distance of the jack from the mat line when measuring the pace of the green.
F: 25 metres minimum distance of the mat line from the front ditch.
G: 2 metres minimum distance of the mat line from the rear ditch.

Appendix C

C.1 Bowl and jack displacement chart

Laws 37 and 38 describe the action that needs to be taken when a bowl or jack is displaced in a number of situations. To decide what is the correct action to take, players and umpires must decide the following:

- C.1.1 Who or what caused the bowl or jack to be displaced
  - C.1.1.1 A player or a disabled player's equipment or assistant as described in law 41
  - C.1.1.2 A neutral person or a neutral object
  - C.1.1.3 Being marked as a toucher or during measuring
  - C.1.1.4 A rebounding non-toucher
  - C.1.1.5 A bowl from a neighbouring rink
  - C.1.1.6 A dead bowl
- C.1.2 Where the bowl or jack was when it was displaced
  - C.1.2.1 In its original course
  - C.1.2.2 In motion
  - C.1.2.3 At rest
- C.1.3 Whether the head was disturbed before or after the bowl or jack was displaced
  - C.1.3.1 Not disturbed before and not disturbed after
  - C.1.3.2 Not disturbed before but disturbed after
  - C.1.3.3 Disturbed before but not disturbed after
  - C.1.3.4 Disturbed before and disturbed after

The chart on the following page provides a quick-reference guide for deciding what action to take in the two most complex situations – displacement by a player (laws 37.1 and 38.1), a disabled player's equipment or assistant as described in law 41 (laws 37.2 and 38.2), and displacement by a neutral person or neutral object (laws 37.3 and 38.3).

Situation	Action
Bowl displaced by a player or a disabled player's equipment or assistant	
In original course – head not disturbed before	
• By member of team that delivered the bowl, head not disturbed after	Declare the bowl dead
• By member of team that delivered the bowl, head disturbed after	Replace the head **and** declare the bowl dead
• By opponent, head not disturbed after	Have the bowl replayed, **or** place the bowl where it is believed it would have come to rest, **or** leave the bowl where it came to rest
• By opponent, head disturbed after	Replace the head and have the bowl replayed, **or** replace the head and place the bowl where it is believed it would have come to rest, **or** declare the end dead
In original course – head disturbed before	
• Head not disturbed after	Do **not** replace any part of the head disturbed **before** the displacement. Place the bowl where it is believed it would have come to rest, **or** leave the bowl where it came to rest
• Head disturbed after	Do **not** replace any part of the head disturbed **before** the displacement. Replace any part of the head disturbed **after** displacement **and either** place the bowl where it is believed it would have come to rest **or** leave the bowl where it came to rest
~~**In original course – bowl displaced or stopped**~~	
~~• The defaulting team will forfeit the game~~	
In motion	
• Head not disturbed after	Place the bowl where it is believed it would have come to rest, **or** declare the end dead
• Head disturbed after	Place the bowl where it is believed it would have come to rest and replace any part of the head disturbed after displacement, **or** declare the end dead
At rest	
• Head not disturbed after	Put back to former position
• Head disturbed after	Put back to former position and replace any part of the head disturbed after displacement
~~• Bowl lifted in own rink~~	~~The defaulting team will forfeit the game~~
Bowl displaced by a neutral person or neutral object	
In original course – head not disturbed before	
• Within boundaries of rink, head not disturbed after	Have the bowl replayed
• Within boundaries of rink, head disturbed after	Agree how to replace the head and have the bowl replayed, **or**, if no agreement, declare the end dead
• Outside boundaries on correct bias, head not disturbed after	Have the bowl replayed
• Outside boundaries on correct bias, head disturbed after	Agree how to replace the head and have the bowl replayed, **or**, if no agreement, declare the end dead
In original course – head disturbed before	
• Head not disturbed after	Do **not** replace any part of the head disturbed **before** the displacement. Agree where the bowl would have come to rest, **or**, if no agreement, declare the end dead
• Head disturbed after	Do **not** replace any part of the head disturbed **before** the displacement. Agree where the bowl would have come to rest and replace any part of the head disturbed **after** displacement, **or**, if no agreement, declare the end dead
In motion	
• Head not disturbed after	Agree where the bowl would have come to rest, **or**, if no agreement, declare the end dead
• Head disturbed after	Agree where the bowl would have come to rest and replace any part of the head disturbed after displacement, **or** if no agreement, declare the end dead
At rest	
• Head not disturbed after	Put back to former position, **or**, if no agreement, declare the end dead
• Head disturbed after	Put back to former position and replace any part of the head disturbed after displacement, **or**, if no agreement, declare the end dead
Jack displaced by a player or a disabled player's equipment or assistant	
In original course	
• By member of team that delivered the jack	Opposing lead to place the mat and re-deliver the jack (but not play first)
• By opponent	Re-delivered by same player
In motion	
• Head not disturbed after	Place the jack where it is believed it would have come to rest **or** declare the end dead
• Head disturbed after	Place the jack where it is believed it would have come to rest and replace any part of the head disturbed by the displaced jack, **or** declare the end dead
At rest	Put back to former position
Jack displaced by a neutral person or neutral object	
In original course	Re-delivered by same player
In motion	Place the jack where it is believed it would have come to rest, or, if no agreement, declare the end dead
At rest	Put back to former position, **or**, if no agreement, declare the end dead

Domestic regulations

Plain English Campaign's Crystal Mark does not apply to these domestic regulations.