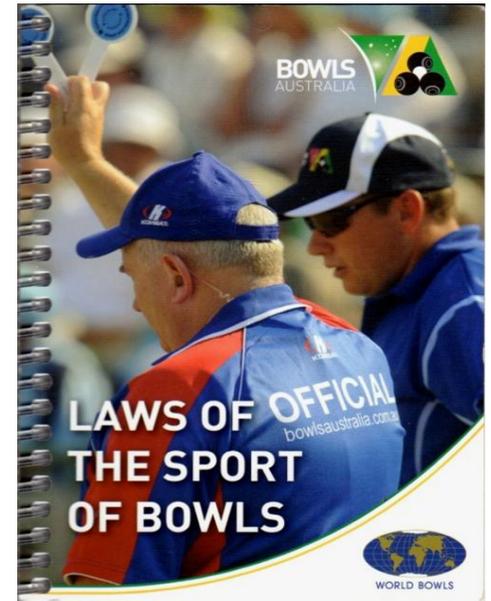


LAWN BOWLS SOME COMMON LAWS

PRESENTATION BY KAYE PAYNE

UMPIRE LEVEL 1

Bowls laws are the same regardless of gender.



THROUGHOUT THIS HANDOUT THE LAWS REFERRED TO ARE HIGHLIGHTED IN RED WRITING SHOWING LAW AND PAGE NUMBER FROM THE BOOK:

(LAWS OF THE SPORT OF BOWLS – CRYSTAL MARK 2nd EDITION
JANUARY 2011 - copyright)

NOT EVERY SITUATION THAT OCCURS IN BOWLS IS SPECIFICALLY COVERED BY THE LAWS & THE DOMESTIC REGULATIONS.

It is imperative at all times when called upon for a decision relating to the laws, the umpire should point out to the side managers or player the relevant laws on which she based the ruling.



LAWS

INTRODUCTION

- The Laws of bowls are guided by common sense & common courtesy.
There is no rule for common sense.
- And, very important, the Laws should always be interpreted using common sense and a spirit of fair play. (See the Foreword Introduction to the Laws – Page 7)
- Where a mistake is made the opposing skip fixes it. “YOU MESS IT UP – I FIX IT.”

GAMES

- The game is played to a pre arranged number of ends or a fixed period of time. Domestic events formats of play will be decided by the controlling body:

Pg 28-LAW 11.2 and Page 39-LAW 16.3.1 to LAW 16.3.2

Pg 37 LAW 16.1 through to 16.2 covers World, Commonwealth Games & International Events.

- From the NSWWBA 'conditions of play' booklet it states district association matches shall be played as follows:
- Singles – first to 25 (25up)
- Pairs – 18 ends
- Triples – 18 ends
- Fours – 21 ends
- Pennants – 21 ends per team.
- Social – up to the club's discretion.





TOSS

- The skips in a Teams game, the Managers in a Sides game, and the opponents in singles, toss to decide who starts the game. The winner of the toss decides if he wants the mat or not. **Pg 44 LAW 18.2.1 to 18.2.2** The opposing player cannot refuse the mat.
- From here on the mat is taken by the winner of the last end.
Pg 44 LAW 18.4
- If you win the toss for an extra end you can decide if you want the mat or not. **Pg 44 LAW 18.2.1 & 18.2.2** The end must be played from where the previous end was completed. **Pg 76 LAW 45.3**
- If the extra end is declared dead the first to play on the previous plays first. **Pg 63 – LAW 31.3** See also **LAW 45.6 – Page 77**
- If the extra end is a tie **LAW 45.4 – Pg 76 & LAW 45.5 – Pg 77** will apply.

CARDS & SCOREBOARD

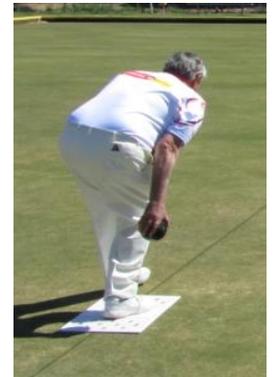
- The skips keep the cards. Pg 70 LAW 37.1.7.1. See also Domestic Regulation 3.4
- A skip cannot refuse to keep the card but for any reason she cannot another player may do so. Pg 70 37.1.7. Refer to the Memorandum dated the 26th. July 2011, from the BA National Officiating Committee.
- The skips update the score board at least every second end. See Domestic Regulation 3.4
- The winner of the toss usually has their name first on the score board.
- Set the scoreboard back to zero at completion of game. (Good manners for the next players & it looks better)
- At the end of the game both cards should be signed by both skips recording the time the game finished. Pg 71 LAW 37.1.7.5
- The time is important if there is a protest within 10 minutes of the game finishing.

RULES ON THE MAT

- The mat line is described as the edge nearest to the front ditch (the ditch that is in front of you facing the set jack).
- All measurements are taken from the centre of the mat line.
- Rules regarding mat placement **Pg 45 – 47 LAWS 19.1 & 19.2**
- One foot on or over mat on delivery of jack or bowl (**Law 20.1**). If the umpire, either by their own observation or on appeal by one of the skips decides a player is not conforming with **LAW 20.1** the Umpire should, on the first occasion, warn the player in the presence of the skip, and advise the Manager, that a warning has been given.

Pg 47 LAW 21.1

- On each occasion after this the umpire should have the player's bowl stopped & declared dead. **Pg 47 LAW 21.2**
- More information. **Pg 47 LAW 21.3**
- Also **Pg 45 LAW 19.1.4**
- When asked 'how far the mat is up' try & estimate, some people count their steps and can estimate the distance. Be forthright.



ROLL UPS/TRIAL ENDS

- Pg 43 LAW 18.1.1 to Pg 44 18.1.9
- One roll up from each direction. For Domestic Play the controlling body can limit the trial ends to no trial ends or to one trial end.
- Trial ends before the start of play in any game or before continuing an unfinished game on another day.
- A bowler can use any combination of bowls taken from different sets, but no more than the amount of bowls to be used for the game Pg 43 Law 18.1.5
- The opponents of the team which started the first trial end should start the second end.

JACK THROW

- **Pg 45 LAW 19.1.1** The player who plays first throws the jack & as long as it travels 21m & stays inbounds it is a legitimate throw.
- If not, the lead of the opposing team throws the jack. The mat can be moved by this lead. If her throw is legitimate then the game will start by the first lead bowling. She cannot move the mat. **Pg 49 LAW 23.2**
- If the second lead throws an illegal jack then it is set upon the 'T' and the original lead can place the mat wherever she chooses and she delivers the first bowl. **Pg 49 LAW 23.3**
- However if both leads have improperly delivered the jack and it has been set on the 2m mark (t) but the lead places the mat less than 21m from the jack what action may the opposing skip take? The opposing skip has exactly the same rights as she had to dispute the validity of the length of the rolled jack. The opposing skip would simply call the umpire to measure the length of the jack. If the jack is less than 21m (**Pg 106 DR 3.2**) The opposing skip can have his/her lead place the mat where the skip requires. **Pg 49 LAW 23.3.**

WHEN YOUR OPPONENT IS BOWLING

- Don't stand too close behind when your opponent is bowling. Keep away a fair distance. (1 metre)
- It is off putting to step back from the mat & nearly fall over your opponent.



Pg 69 LAW 36.1.1

- And certainly do not stand out to the side in your opponent's eye line.
- Step on the mat to bowl when your opponent's bowl has come to rest.

TIED GAME

- In a knockout competition, if there is tied game an extra end must be played to determine the winner. Pg 76 LAW 45.1
- The end must be played from where the previous end was completed. Pg 76 LAW 45.3
- A toss of a coin to see who controls the mat Pg 76 45.2
- If you win the toss for an extra end you can decide if you want the mat or not. Pg 44 LAW 18.2.2.1 – 18.2.2.2 The opposing player cannot refuse the mat.
- If the extra end is declared dead the first to play on the previous end plays first. Pg 63 - 31.3
- If the extra end is a tie LAWS 45.4 & 45.5 – Pages 76/77 will apply.
- In Pennants if the score is tied at the end of the 21 ends that is the final score.

INDICATING JACK HIGH OR JACK POSITION

- There is nothing in the Laws or the Domestic Regulations , that prevent a team member from indicating “jack high” by placement of their foot on that line, when their player is preparing to deliver, or is ready to deliver, their bowl.
- As soon as the bowl is delivered, they should move away from the head. Under no circumstances should they stay at the head, indicating “jack high” with their foot, until the bowl comes to rest.
- **Pg 69 Law 36.1.3** states *“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, should take their position as described in **Pg 69 Law 36.1.2**”*
- **Pg 69 Law 36.1.2.1** provides that the player who indicated “jack high” should be “behind the jack”, once the bowl has been delivered. If they remain at the head until the bowl comes to rest, then they are contravening the Laws and could be deemed to be a defaulting player as defined by **Pg 9 Law 1.3.3**, and could be penalised in accordance with **Pg 10 Law 1.3.10**

DROPPING THE BOWL.

- IF A JACK/BOWL SLIPS FROM YOUR HAND ACCIDENTALLY DURING DELIVERY YOU SHOULD BOWL AGAIN. **Pg 9 LAW 1.3.2.** *“one player slipped during her delivery and the bowl stuttered about 10 feet up the green, the umpire ruled that this bowl could be played again. It was readily accepted by both players”. Fair play comes into this decision. Most dropped bowls would not travel this far.*

A SHORT BOWL

- *A player from team A is called on to put in a short blocker. Skip B believes that the bowl is too short and calls for the umpire. On measuring the umpire finds that the bowl is 14.1 metres away from the mat line.*
- *What is the position?*
- *The bowl is a live bowl as it is not less than 14m in a straight line from the centre of the mat line.*

Pg 52 Law 27.1.3

LEAVING THE GREEN

- WE ALL HAVE OCCASION TO LEAVE THE GREEN FOR ONE REASON OR ANOTHER.
- PERMISSION FROM YOUR OPPONENT IS ASKED AND YOU CAN ONLY LEAVE THE GREEN FOR TEN MINUTES.

AN EXAMPLE:

- *During a singles match, one player leaves the green to change some clothing. Is this permitted?*
- *Answer: A player can only leave the green with the consent of the opponent and then only because of illness or other reasonable cause. The absence may not exceed 10 minutes.*
- *Normally a player wishing to change clothing would not be a reasonable excuse but good sportsmanship and common sense should prevail.*
- **Pg 81 Law 51.1 & LAW 51.2 and Foreword of Law book.**

DEAD END Pg 63 LAW 31.1 to 31.3

- A dead end in games such as championships does not count as an end – it has to be replayed. A dead end has to be played in the same direction unless the skips or opponents agree to play in the opposite direction. (If the bowls need to be transferred to the other end they should be carried to avoid distracting other players.

Pg 63 LAW 31.1 to 31.3

- The first to play in the end that was declared dead plays first in the new end.
- If the jack is declared dead the end is dead.
- Playing no dead ends. When the conditions of play are printed or made available and the Conditions provide that there will be no dead ends, then the jack has to be re-spotted in accordance with the provisions of LAWS 15.5.1 to 15.5.7 inclusive – Pages 35-36, and Domestic Regulation 3.3 – Pages 106/107; and Appendix B4.2 – Page 97

TOUCHERS

- *IF A BOWL IN COURSE (ON ITS WAY FROM THE HAND UNTIL IT COMES TO REST) TOUCHES THE JACK EITHER DIRECTLY OR BY TOUCHING OTHER BOWLS ON ITS WAY IS A TOUCHER. Pg 50 LAWS 24, 25 & 26.*
- *BOWLS IN MOTION (BEING MOVED BY OTHER BOWLS HITTING THEM) THAT TOUCH THE JACK ARE NOT TOUCHERS. Pg 50 LAWS 24, 25 & 26.*
- **QUESTION: What if the Jack is in the ditch and is touched by, or stops, a newly delivered bowl?**
- **ANSWER:** *The Bowl becomes 'dead'. A Bowl can never become a toucher after the Jack is in the ditch.*
- **QUESTION:** *A bowl comes to rest and then falls over and touches the jack whilst the next bowl is in course. The Skip moves forward to mark it as a toucher to which the opposing Skip objects. Is the bowl a toucher?*
- **Answer:** *No. For the bowl to be a toucher it must touch the jack before the next bowl is delivered.*
Pg 50 LAW 24.2.1
- **Is there a time limit for a bowl to be a 'Toucher', i.e. comes to rest then falls over to touch the Jack?**
- **ANSWER:** *Yes - it must make contact before the next bowl to be played leaves the player's hand, or if it is the last Bowl to be played; this must be within 30 seconds of it coming to rest.*
- **Is there a time limit for marking a 'Toucher'?** **Pg51 LAW 25.3**
- **ANSWER:** *Yes - It must be marked with 'chalk', or ('nominated' to the opposing Skip, if that act might cause it to topple) before the next bowl played comes to rest, otherwise it ceases to be a toucher'.*
- *Remove chalk marks from touchers from the previous end before bowling. Pg 51 LAW 25.5 If not an opposing player or marker should do so.*

LIVE JACK OR TOUCHER IN THE DITCH.

- Pg 62 LAW 29.2, 29.3, 29.4 & 29.5
- Pg 62 LAW 29.4 If a jack in the ditch is displaced by a non-toucher entering the ditch an opponent or marker should put it back to its former position.

Pg 66 LAW 33.5.3

- Mark the position of the jack in the ditch with the white marker found on the bank.
- If the jack in the ditch is moved by a toucher in play its new position is valid. Pg 62 LAW 29.3
- Indicating position of a toucher in the ditch. Pg 50 LAW 24.4 should be marked by a brightly coloured indicator if provided. If not improvise.
- If bowls go into the ditch it is the duty of the opposing skip to pick them up. Haydn Williams, Victoria, says this rule does not exist.

REBOUNDIRG JACK/BOWL

- Rebounding jack. The end will continue if:
Pg 64 LAW 32.1 When the jack comes to rest on the rink, it is driven against the face of the bank & rebounds onto the rink of play

OR

Pg 64 LAW 32.2 when the jack is at rest in the ditch, it is moved by a toucher & this takes it back onto the rink.

Example rebounding bowl.

- *A player drives and the bowl, which is not a toucher, rebounds off the face of the bank, coming to rest within the rink and 19.4m from the mat line. The opponent says that it is dead, but the player claims that it is live.*
- *What is the position?*
- *Answer: Only touchers rebounding from the face of the bank into the ditch or on to the rink shall remain in play. As the bowl is not a toucher it is dead.*
- **Pg 52 Law 27.1.2**

BOWL NEAR THE BOUNDARY LINE

AN EXAMPLE:

- *A bowl finishes near the boundary line of the rink. Both Skips look at the bowl and allow play to continue. When the players change ends the thirds agree that the bowl is out of bounds.*
- *What is the position?*
- *Answer: The thirds are wrong. By looking at the bowl and allowing the game to continue the skips, being in charge of the teams, have indicated that they agree to the bowl being in play. The Skips shall agree whether or not a bowl is dead. No member shall remove any bowl prior to the agreement of the Skips. Once their attention is drawn to the matter (even if a number of bowls have been played), the Skips must make a decision. If they cannot reach agreement the umpire must make an immediate decision.*
Pg 53 LAW 27.3 & Pg 70 LAW 37.1.2
- *A player in team A suggests that a bowl is out. Skip A checks it and picks it up agreeing that it is out. The opposing Skip objects. What should be done?*
- *Answer: The Skips must agree a bowl is dead before it can be removed. Pg 53 LAW 27.3 or LAW Pg 70 LAW 37.1.5*
- *If a player moves a bowl before agreement is reached the opposing Skip shall restore the bowl as near as possible to its former position. Its position can then be checked as to whether it is in bounds. Pg 56 LAW 28.1.4.1*

BOWL COLLIDING WITH ANOTHER BOWL ON ANOTHER RINK

- Bowlers shall make every attempt to prevent disturbance of the head by an outside object, and may stop a bowl in course, and shall stop a bowl or jack in motion from an adjoining rink, which is likely to touch a bowl or the jack. The bowl in course from an adjoining rink shall be replayed provided it was delivered on a bias which would have resulted in it re-entering its own rink. **Pg 61 LAW 28.6.1 & LAW 28.6.3**

Alternatively, bowlers shall have the option of lifting a bowl at rest upon their own rink which is likely to be disturbed by a neutral bowl in course from an adjoining rink providing that the lifting will not influence the result of the end.

Pg 61 LAW 28.6.1 *Note that in a singles game the Marker must stop the bowl in course.* **LAW 55.2 – Page 84.**

- If the head is disturbed and the bowls cannot be replaced to their agreed former positions the end will be declared dead.
Bowlers shall make every attempt to prevent any disturbance of the head by a dead bowl belonging to their rink. **Pg 53 LAW 27.4**
- Can you leave your rink to stop a bowl from your team disturbing the head on an adjoining rink?
- ANSWER: NO **Pg 69 LAW 36.2.1** (Encroaching on adjoining rink). Alert players on the rink next door as to the approaching bowl.

WRONG BOWL PLAYED OR PLAYING OUT OF TURN.

- **What if I play one of my opponent's bowls by mistake?**
- ANSWER: *Nothing happens - once at rest, mark its position and angle, replace it exactly with yours and return it to its owner.*
- *Pg 78 LAW 47.2.1 & 47.2.2*
- **What happens if I play before my turn?** *Your answer here is incorrect. Have a good look at Law 47.1.2 and Law 47.1.3 – there are different options available depending on whether or not the head has been disturbed. (HW Vic.)*
- **ANSWER:** *If the bowl is on its way, the opposing Skip can stop it and return it to be played in the proper sequence. If it is not noticed until it comes to rest, providing it is (a) still "live" and (b) has not disturbed the Head. The player, who should have played, plays 2 bowls in succession, to restore the proper sequence, If, however, it has disturbed the Head, the opposing Skip has 3 options: - (a) Leave things as they are and have his/her player play two Bowls in succession, or (b) Replace the Head to its original position and return the bowl, to be re-played in its proper turn, or (c) Declare the end dead.*
- *Pg 78 LAWS 47.1 to 47.1.3.3*

WRONG BOWL PLAYED OR PLAYING OUT OF TURN.....CONTINUED

- If it is noticed after each player has bowled that the wrong player threw the jack it is too late once a bowl has been played by each team. This sequence has to be kept for the end.

Pg 48 LAW 22.6

- If however, only one lead has bowled and this mistake is brought to the attention of the players **Pg 48 LAW 22.5** will apply. That is: the correct team will restart the end.

INSPECTING THE HEAD.

- If the tactical circumstances are complex or if the required shot has a fine margin for error, players are entitled to walk up to the head for a personal inspection. This rule is in the book under Restricting the Movement of players during play. The Controlling Body can restrict the movement of players during the game. Just check that this is what applies in NSW – in Victoria the restrictions on the movement of players only apply for Open Tournaments or State Championships – not Club, Region or Pennant games.(HM Vic)
- Pg 89, 90 & 91. LAW A4.1 to A4.3

TEMPORARY MARKINGS – STICKERS.

Pg 20 LAW 8.1.8

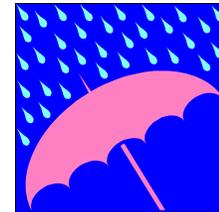
If a bowl is sitting half on the green & resting on the jack or a bowl in the ditch what happens at measuring time?"

The question above has three answers.

- If a bowl is still partly on the Green and resting on a jack in the ditch, it is still a live bowl, but it is not a toucher (Law 24.3). If it has moved the jack in the ditch, that is a valid movement of the jack (Law 29.3) and the new position of the jack should be marked. The bowl should not be moved until after the count of the shots in that end has been completed. (In all probability, it will be the shot.)
- If a bowl is still partly on the Green and resting on a bowl in the ditch, which is a toucher, then the bowl is still live. If the bowl has moved the toucher, then that is a valid movement of that toucher (Law 26.1.3) and the new position of the toucher in the ditch should be marked. Again, the bowl that is still partly on the Green should not be moved until the count of the shots in that end has been completed.
- If a bowl is still partly on the Green and resting on a bowl in the ditch which is not a toucher, then the bowl in the ditch is a dead bowl and should be removed. If the bowl that is still partly on the Green then falls into the ditch, then it too is dead and should be removed. This often happens when there is a drive or a running shot played and the jack goes into the ditch, a non-toucher goes into the ditch, and another bowl or the bowl just played, finishes up resting on the non-toucher. This happened three times at the recent Victorian Open at Shepparton.

GAME STOPPAGES

- **Pg80 LAW 50.** If a game is stopped for any reason by the controlling body, the umpire or agreement between the players if umpire or controlling body not present, when the game continues the scores will be as they were when the game was stopped.
- **Pg 80 LAW 50.2** Regarding non completed ends being declared dead.
- **Pg 81 LAW 50.3** Regarding completed ends.
- EXAMPLE
- *After 5 ends of the morning play of a competition had been completed torrential rain forced the players from the green. Are further trial ends permitted:-*
- *(a) On resumption of play in the afternoon of that day,*
- *(b) On resumption of play at the same venue the next morning?*
- Answers: *(a) No and (b) Yes if the Controlling Body permits it. Pg 43 Law 18.1.1*



Extreme Weather Policy NSWWBA – Read Policy. General guideline:

- Hot Weather: Ambient temperature 35° play interrupted (20 minutes intervals for 5 minutes), 38° discontinued. If a calibrated weather station is available at venue (most likely not) guidelines are listed in the policy, however, if 40° is reached play is suspended.
- Wet/Cold Weather: A temperature of below 8° is mentioned as a discontinuing point, however, all decisions of cold and rain would be made using common sense by the controlling body. Read the Policy, the guidelines are available.

Appeals to the Umpire – Inclement Weather (NSWWBA Journal Jan/Feb 2013) Appeals should be made:

- In a team game, by the skip, as she is in charge of the team (**Pg 70 Law 37.1.1**)
- In a side game (Pennants) by the Manager (see duties of Pennant Side Managers Page 4 State Pennant Conditions of Play 2013)

SUBSTITUTES PENNANTS

- If a member of a pennant team cannot play a substitute can be used. **DR 4.4.1 Pg 108**
- If the skip of a team cannot play in a pennant then a substitute can be used. A constituted player (one who has played as a substitute in a prior game or one player who was the intended player) can play in any position in the team including a skip. **Pg 108 Law 4.3.3.** A replacement player is one who is appointed to take the place of an intended player prior to the start of the competition for a reason accepted by the controlling body.
- If the substitute has not been constituted they cannot play as Skip. **Law 51.4 Pg 81.**
- Only one substitute will be allowed in a team (pairs, triples or fours) but remember a substitute who has been constituted is not a substitute anymore, she is a member of the team. **Pg111 Law 4.7.4** An intended player becomes constituted immediately the sub playing for her has bowled a bowl **Pg 109 Law 4.5.2**
- **2013 Pennant Conditions of Play - Basic Details**
- In the 2013 Conditions of Play for Pennants Item 3(d) in a side, if the required 8 members are not present at the scheduled starting time, a substitute/replacement player from their Club may be used. If the side is playing away, the match may be played with an affiliated player as a substitute. **Law DR 4.7.3 and DR 4.6.3.** If a team in the side commences play 1 player short, the position remains vacant for the duration of play.
- This means if a player is unavailable and the Club is that short of players to fill the vacancy they may use an affiliated player when they play away, or choose to play one player short for the whole game and incur the penalty of shots deducted as stated in Law 46.2.2. *If a player was to become sick and no eligible player was available the lead would play three bowls and the second would play three bowls and one fourth of the total shots scored by the defaulting team should be deducted from their score after the game has finished. Mark the card at the end where the player became unavailable and divide by the total number of shots during the period and deduct from the score at the end of the game.* **Pg 78 Law 46.2.2.2**
- If a player is delayed in arriving for the commencement of play a substitute may be used until that player arrives rather than a replacement.
- As outlined in numerous Match Articles in previous Bowls News we do not advocate Clubs over committing their members/players by entering Pennant teams where players who have nominated to play are all utilised and no reserves of willing players are available for the inevitable problems when they occur. Clubs of 25 members or less may combine for the Pennant Season as outlined in Special Conditions 2 (c), which can prove to be a workable option as evidenced by the success of Walla Walla/Oaklands in the 2012 Pennant Finals.

ONE PLAYER SHORT IN FOURS PLAY

One of the most misunderstood laws in bowls is when a team has been reduced to only three players.

In this situation the umpire is required to understand and administer several Laws and Domestic Regulations

They are **Law 51**, **Law 46.2.2** and **Domestic Regulation 4**.

Law 51.2 Pg 81: states “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 in ten minutes, the umpire or the controlling body can approve the introduction of a substitute.”

Law 51.6.2 Pg 81: states” “If no eligible substitutes is available in a side game, **Law 46.2.2** will apply from the end in which the substitute became necessary.”

Law 46.2.2 Pg 77: 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 should continue but:

Law 46.2.2.1 Pg 77: the number of bowls played by each defaulting team should be made up by the lead and second, both playing three bowls;

And

Law 46.2.2.2 Pg 78: one fourth of the total shots scored (including decimal places) by each defaulting team should be deducted from their score after the game has finished.

Domestic Regulations 4.7.1 Pg 110: If a constituted player is unable to play at any time, including the first end of the first game, for a reason accepted by the controlling body, then a substitute will be permitted under the provisions of **Law 51** and their name shall be recorded as a substitute for a team member.

Firstly, in a pennant game where a player is absent at the scheduled starting time, the game can commence if there is a substitute available.

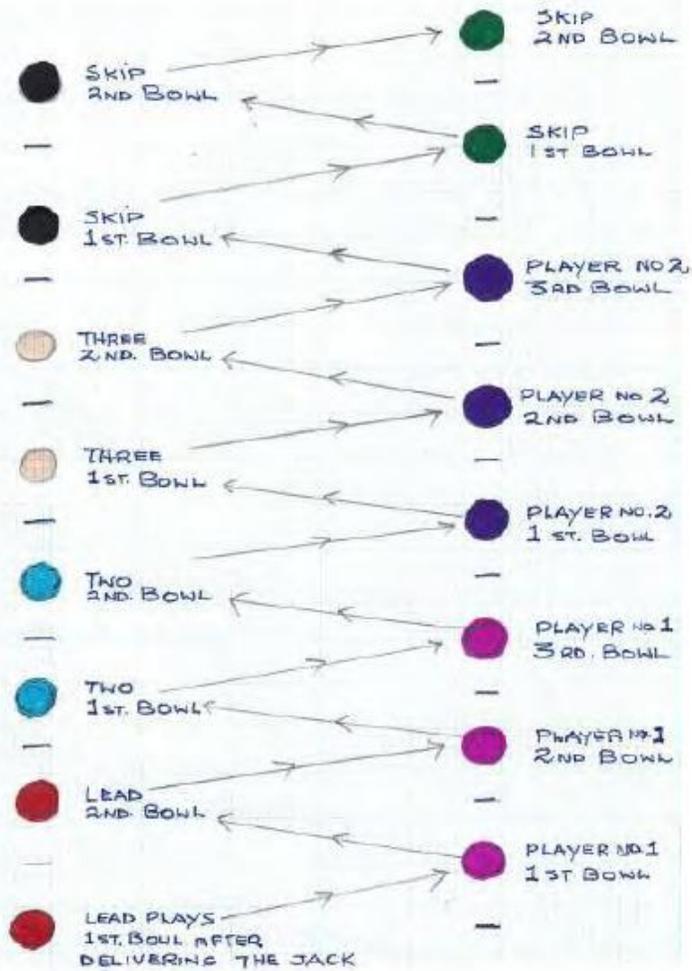
(**Domestic Regulations 4.7.1**) If no substitute is available play may be delayed for up to 30 minutes (**Law 46.2.2**) to allow the absent player time to arrive, if this does not occur **Law 46.2.2 points 1 and 2** will take effect. This means that the lead and second will play three bowls and the skip will have the usual two bowls, and a reduction of 25% of the team’s total score is made at the completion of the game.

In a pennant game when a player has to leave the green due to illness or some other reasonable cause, and they cannot return within ten minutes, the umpire can approve the use of a substitute.

However, if a sub is not available, again **Law 51.6.2** and the **Law 46.2.2** will apply. In both situations, once a team has been reduced to three players, a line shall be drawn across the score card and a 25% deduction is made at the completion of the game.

Domestic Regulation. In any pennant game after a team has been reduced to three players, there is NO PROVISION in the law that allows the reintroduction of a fourth player.

ONE PLAYER SHORT IN FOURS PLAY



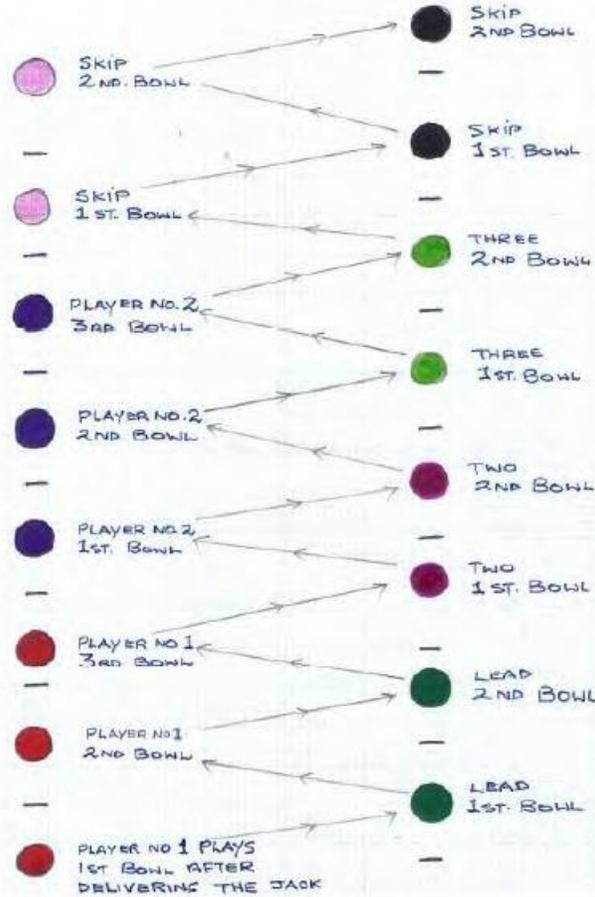
TEAM B

Has 4 players

Plays first, won the toss, elected to keep the mat or won the previous end

TEAM A

1 Player short



TEAM A

1 player short

Plays first, won the toss, elected to keep the mat or won the previous end

TEAM B

Has 4 Players

Scores when playing one short - 2 players with 3 bowls

Shots scored	Score -25%
1	0.75
2	1.5
3	2.25
4	3
5	3.75
6	4.5
7	5.25
8	6
9	6.75
10	7.5
11	8.25
12	9
13	9.75
14	10.5
15	11.25
16	12
17	12.75
18	13.5
19	14.25
20	15

Shots scored	Score -25%
21	15.75
22	16.5
23	18.25
24	18
25	18.75
26	19.5
27	20.25
28	21
29	21.75
30	22.5
31	23.25
32	24
33	24.75
34	25.5
35	26.25
36	27
37	27.75
38	28.5
39	29.95
40	30

ONE PLAYER SHORT IN FOURS PLAY

EXAMPLE 1
 DJ dj motors Phone: 6213 3300 djmotors.com.au

A v B					A v B				
End	Shots	Total	Shots	Total	End	Shots	Total	Shots	Total
1	2	2	-	-	14	1	12	-	5
2	-	2	1	1	15	-	12	3	3
3	1	3	-	1	16	-	12	1	9
4	-	3	4	5	17	3	15	-	7
5	-	3	1	6	18	-	15	1	3
6	2	5	-	6	19	1	16	-	3
7	-	5	1	7	20	-	16	1	9
8	1	6	-	0	21	1	17	-	9
9	-	6	2	2	22				
10	1	7	-	2	23			3/4	9
11	-	7	2	4	24			= 6 3/4	
12	-	7	1	5	25			+ 9	
13	4	11	-	5	-	17	-	15 3/4	

*** A Wins By 1 1/4 shots**

DJ'S PROUDLY SUPPORTING BOWLS

In example 1, Team B starts the game with all 4 players, but after 7 ends a member (not skip) becomes ill and for the time being cannot continue playing and a substitute is not available.

The cards are ruled off and the lead and second player each now have 3 bowls (from the same set), with the skip playing 2 bowls.

Team A continues to carry their score forward on the cards but Team B starts again at 0.

During the 16th end the un-well player has recovered sufficiently to resume the game. At the beginning of the 17th end the players of team B revert back to their original positions of play with 2 bowls each. The card is again ruled off and when scoring recommences, Team B carries forward their score from end 7.

To calculate the result, Team A retains their score at the end, i.e. 17, whilst Team B's score is adjusted as follows.

Score at last end = 9
 Plus 75% of score at end 16 = $0.75 \times 9 = +6 \frac{3}{4}$
 Making a total of 15 3/4
 Thus Team A wins by 1 1/4 shots

EXAMPLE 2
 DJ dj motors Phone: 6213 3300 djmotors.com.au

A v B					A v B				
End	Shots	Total	Shots	Total	End	Shots	Total	Shots	Total
1	1	1	-	-	14	4	16	-	10
2	2	3	-	-	15	-	16	1	11
3	-	3	2	2	16	-	16	4	15
4	-	3	3	5	17	2	18	-	16
5	2	5	-	5	18	-	18	3	18
6	3	8	-	5	19	1	19	-	18
7	-	8	1	6	20				
8	-	8	1	7	21			less 7 1/2	14 1/2
9	-	8	1	8	22				
10	1	9	-	8	23	1	9		13 1/2
11	2	11	-	8	24				
12	-	11	2	10	25				
13	1	12	-	10					

TEAM A WINS 15 1/2 TO 13 1/2

DJ'S PROUDLY SUPPORTING BOWLS

In example 2, Team B starts the game with only 3 players, and a substitute is not available.

The game commences with Team B lead and second player each having 3 bowls (from the same set), with the skip playing 2 bowls.

Team game proceeds to completion and then Team B's score is adjusted.

To calculate the result, Team A retains their score at the end, i.e. 19, whilst Team B's score is adjusted as follows.

Score at last end = 18
 Less 25% of score = $0.25 \times 18 = -4 \frac{1}{2}$
 Making a total of 13 1/2
 Thus Team A wins by 5 1/2 shots

EXAMPLE 3
 DJ dj motors Phone: 6213 3300 djmotors.com.au

A v B					A v B				
End	Shots	Total	Shots	Total	End	Shots	Total	Shots	Total
1	2	2	-	-	14	-	13	1	14
2	-	2	1	1	15	1	14	-	0
3	-	2	2	3	16	-	14	2	2
4	-	2	4	7	17	-	14	3	5
5	1	3	-	7	18	2	16	-	5
6	1	4	-	7	19	-	20 1/2	1 1/4	
7	1	5	-	7	20			= 3 3/4	
8	3	8	-	7	21			+ 14	
9	-	8	2	9	22			= 17 1/2	
10	-	8	4	13	23				
11	1	9	-	13	24				
12	2	11	-	13	25				
13	2	13	-	13					

TEAM B WINS 17 1/2 TO 16

DJ'S PROUDLY SUPPORTING BOWLS

In example 3, both teams start the game with all 4 players under normal conditions. During the 14th end, a player in Team B becomes ill and cannot continue playing and a substitute is not available.

The cards are ruled off with Team B lead and second player now have 3 bowls (from the same set) each and the skip playing 2 bowls.

When scoring recommences, Team A continues to carry their score forward on the cards but Team B starts again at 0.

To calculate the result, Team A retains their score at the end, i.e. 16, whilst Team B's score is adjusted as follows.

Score at end 14 = 14
 Plus 75% of score at end = $0.75 \times 5 = +3 \frac{3}{4}$
 Making a total of 17 3/4
 Thus Team B wins by 1 1/4 shots

SPECTATORS

- Pg86 58.1 until 58.5
- Spectators are an important & welcome part of the game. They must stay outside the boundaries of the green and clear of the players.
- The umpire can ask the spectator to stay within the law and the umpire can ask the controlling body to take action.
- Spectators should keep quiet.
- No betting on a game within the grounds of any club

SHOES

NOT ALLOWED

ALLOWED



Not allowed



Allowed

UMPIRES

- Grade 1 umpires are not expected to know all the rules without referring to the book. But they are expected to be able to find the law in the book.
- 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.

\$50 fee. – no provision in the Laws only the BA Appeals Policy – all events other than BA events, the appeal is heard by the State or Territory Association.

- **Pg 86 LAW 56.2.6 & Pg 114 – Appeals Policy.**
- When the umpire is called retire away from the head – you are no longer part of the decision making. Respect the decision made.
- Umpires should sit there quietly.
- They are also expected to sit in the same weather conditions as the players.
- Any corrections to this handout will be appreciated.
- Thanks to Haydn Williams for answering many questions.