

E.S.M.B.A. LAWS OF THE GAME

RINK MAT MEASUREMENTS

RINK MAT

Max length	13.75 m	(45' 0")
Min length	12.20 m	(40' 0")
Width	1830 mm	(6' 0")
Tolerance	+/- 50 mm	(2")

MARKINGS

White Adhesive Tape	12mm	(½")
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DITCH LINE

From Fender	300 mm	(12")
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DELIVERY MAT LINES

From Centre Line	175 mm	(7")
Length	300 mm	(12")

DELIVERY LINES

From Centre Line	330mm	(13")
From Ditch Line	1370mm	(4' 6")

DEAD LINE

From Ditch Line	2745 mm	(9' 0")
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JACK LINE

From Dead Line	915 mm	(3' 0")
From Ditch Line	915 mm	(3' 0")

BLOCK LINE

Length	380mm	(15")
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DELIVERY MAT

Length	610 mm	(24") or 600mm
Width	355 mm	(14") 360mm

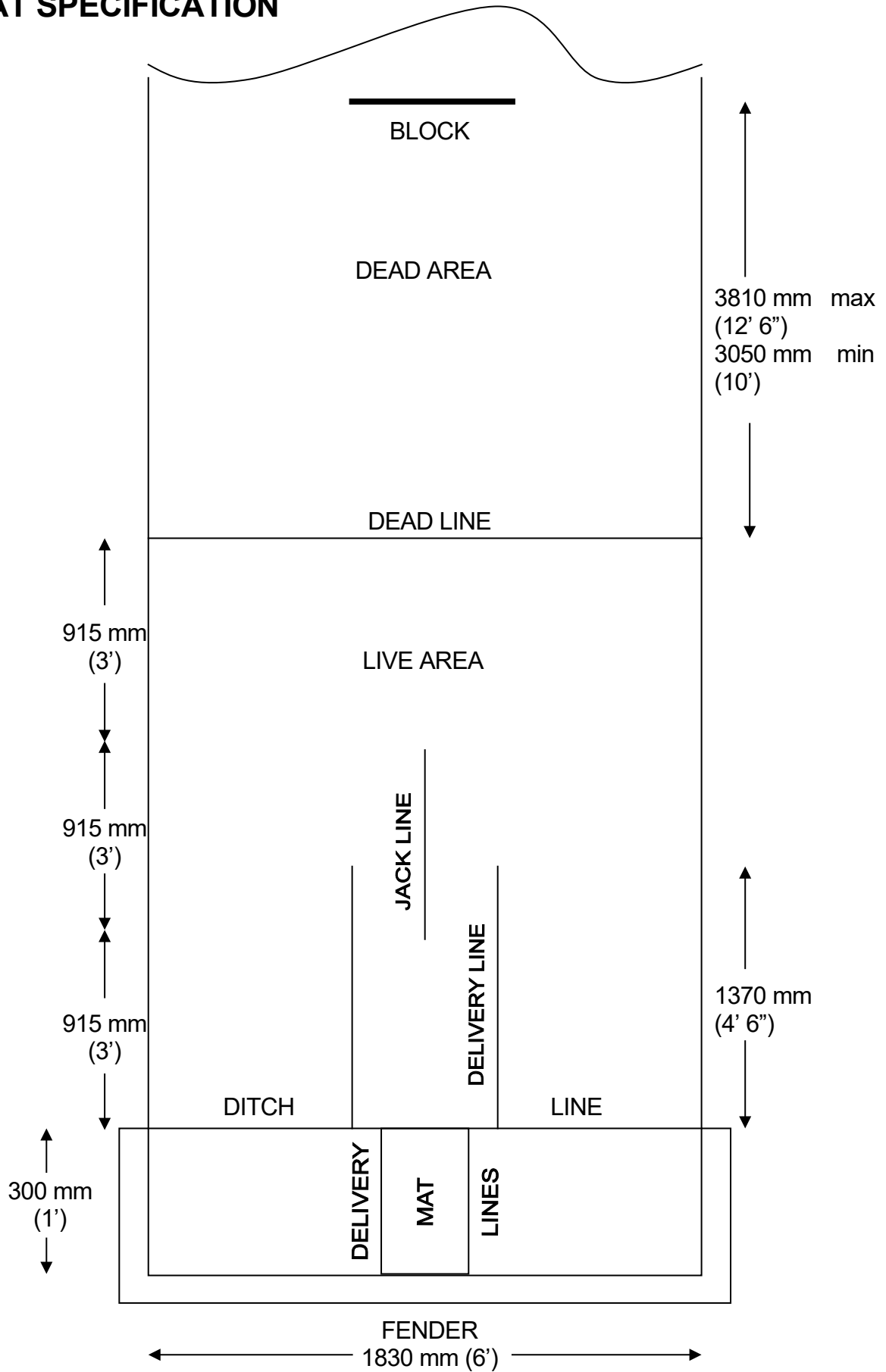
FENDER

Back	1830 mm	(6' 0")
Sides	300 mm	(12")
Max Height	75 mm	(3")
Min Height	70 mm	(2¾")
Max Thickness	75 mm	(3")
Min Thickness	70 mm	(2¾")

CENTRE BLOCK

Length	380 mm	(15")
Max Height	75 mm	(3")
Min Height	70 mm	(2¾")
Max Thickness	75 mm	(3")
Min Thickness	40 mm	(1½")

Please refer to A. EQUIPMENT for full explanation of measurements as shown above
MAT SPECIFICATION



DEFINITIONS & GLOSSARY

BACKHAND	<i>to the right-handed player</i> it is a delivery to the left hand side of the centre block. <i>To the left-handed player</i> it is a delivery to the right hand side of the centre block.
BIAS	is the peculiar property of one side of the bowl, caused by shaping which enables it to follow a curved course.
CENTRE BLOCK	means the obstacle which is placed midway between each end of the rink mat on the centre block line.
BLOCKING	means covering the lying shot or jack with a guarding bowl in order to hinder an opponent.
CONTROLLING BODY	means the body having immediate control of the conditions under which the match is played.
DEAD AREA	means that section of the rink mat between the dead lines.
DELIVERY LINES	means the markings within which players' feet are restricted to deliver the bowl.
DELIVERY MAT	means the foot mat upon which the stance is taken to delivery the bowl.
DISPLACED/DISTURBED	means accidentally moving a bowl or jack otherwise than by a bowl in play.
DRAW	means delivering the bowl with sufficient impetus to reach its objective with the necessary green to allow the bias to take effect.
END	means the placing of the delivery mat and the jack and delivery of all the players' bowls in any one discipline in the same direction on the rink mat. An end is completed when the last player's bowl comes to rest.
FENDER	means the surround that encloses the ditch.
FIRING/FORCING SHOT	a bowl which is delivered at a very fast pace.
FOREHAND	<i>to the right-handed player</i> it is a delivery to the right hand side of the centre block. <i>To the left-handed player</i> it is a delivery to the left hand side of the centre block.
FOUR	means four players on each side whose positions in order of playing are called Lead, Second, Third and Skip.
HEAD	means the jack and such bowls as have come to rest within the boundary of the rink mat and are not dead.
JACK HIGH	means that the nearest portion of the bowl referred to is the same distance from the dead line as the nearest portion of the jack.
LEAD	means the player on each side who plays first.
LIVE AREA	means that section of the rink mat between the dead line and the ditch, delineated by the inside edge of the half inch marking.
ORIGINAL COURSE	is the curved line that the bowl takes from the delivery mat to its objective.

PAIR	means two players on each side whose positions in order of playing are called Lead and Skip.
RINK MAT	means the whole rectangular playing surface.
RUNNING WOOD	means a bowl delivered with sufficient impetus to prevent its bias from taking effect (used for removing a bowl or breaking a head).
SKIP	means the player who controls the play on behalf of his side on any rink mat.
SINGLES	means one player competing against another.
TEAM	means any agreed number of players on one side.
TOUCHER	<p>is the term applied to a bowl which touches the live jack while the bowl is in motion on the rink mat and before it comes to rest.</p> <p>It shall also be a toucher if the said bowl is deflected off a bowl at rest or if the jack is sprung to touch the bowl whilst it is still in motion or if it falls and touches the jack before the next bowl has been delivered.</p> <p>The toucher will remain in play until the end is completed even when in the ditch. It shall be indicated by a chalk mark, which should be placed on it before the next bowl comes to rest. If this is impractical because there is a danger of the bowl falling over or moving, it shall be nominated and chalked when the danger has passed.</p>
TRAILING	means contacting the jack with sufficient momentum so as to move it and follow it to the new position.
TRIPLE	means three players on each side whose positions in order of playing are called Lead, Second and Skip.
WICK	is the term applied to a bowl which glances off another bowl or bowls so as to change its natural line of travel.

A. EQUIPMENT

1. THE RINK MAT

(a) **Description**

The rink mat shall be of a suitable material conducive to the true running of the bowls as approved by the E.S.M.B.A. It shall be coloured green.

The maximum length shall be 13750 mm (45') and the minimum length 12200 mm (40') including ditches. The width shall be 1830 mm (6') with a tolerance of 50 mm (2"). The floor surface should be level.

(b) **Markings**

All line markings on the rink mat must be in 12 mm ($\frac{1}{2}$ ") wide white adhesive tape. All markings must be clearly and correctly defined at all times.

(c) **Ditch and Dead Lines**

Lines representing the ditch shall be marked across each end of the rink mat 300 mm (1') from the fender and similar transverse lines shall be marked 2745 mm (9') from each ditch line to represent the dead lines.

(d) **Jack Line**

The jack line shall be 915 mm (3') long and in the middle of the rink mat with one end 915 mm (3') from the ditch line and the other end 915 mm (3') from the dead line.

(e) **Delivery Lines**

Delivery lines shall be marked 1370 mm (4' 6") long starting at right angles from the ditch line and the distance on each side from the centre line of the rink mat shall be 330 mm (13").

(f) **Delivery Mat Lines**

Delivery mat lines shall be marked 300 mm (12") long starting at right angles from the ditch line towards the fender and the distance on each side from the centre line of the rink mat shall be 175 mm (7").

(g) **Centre Block Lines**

The centre block line shall be 380 mm (15") long and centred across the centre of the rink mat.

2. DELIVERY MAT

The delivery mat shall be 610 mm (24") long and 355 mm (14") wide or 600mm long and 360mm wide.

3. DITCH & FENDER

The depth of the ditch shall be 300 mm (12"), this measurement to include the 12 mm ($\frac{1}{2}$ ") marking tape. The width of the ditch shall be 1830 mm (6'). It shall be enclosed at the back and both sides with a fender not less than 70 mm ($2\frac{3}{4}$ ") and not more than 75 mm (3") above the surface of the rink mat, with a maximum thickness of 75 mm (3") and a minimum thickness of 70 mm ($2\frac{3}{4}$ ").

The fender shall be coloured white and shall be of rigid timber construction with the fixed return ends being 90° to the back rail. It MUST NOT be covered with any type of material (see Appendix).

4. THE CENTRE BLOCK

The centre block shall be 380 mm (15") long, not less than 70 mm ($2\frac{3}{4}$ ") or more than 75 mm (3") above the surface of the rink mat, with a maximum thickness of 75 mm (3") and a minimum thickness of 40 mm ($1\frac{1}{2}$ "). It may be square or rounded at the ends and must be made of timber. It shall be coloured white and must not be covered by material. It must not be affixed to the surface of the rink mat.

5. THE BOWLS

- (a) Bowls shall not exceed 134 mm ($5\frac{1}{4}$ ") or be less than 114 mm ($4\frac{1}{2}$ ") diameter and shall not exceed 1.59 kg ($3\frac{1}{2}$ lb) in weight.
- (b) Loading of bowls is strictly prohibited.
- (c) Coloured discs or stickers may be used to identify team or club bowls and for this purpose they shall be classed as part of that bowl. The placing of a number of stickers on top of each other will render that bowl illegal.
- (d) For the purposes of play in all competitions players are required to use bowls specifically produced for all the codes of bowling which are recognised by the E.S.M.B.A. (see Appendix).

6. THE JACK

The jack shall be round and coloured white or yellow and be made of a material approved by the E.S.M.B.A. Its diameter shall be not less than 63 mm ($2\frac{1}{2}$ ") or more than 70 mm ($2\frac{3}{4}$ "). It shall weigh not less than 397 g (14 ozs) or more than 907 g (32 ozs).

7. FOOTWEAR

Proprietary Bowling shoes or Bowling sandals **MUST** be worn whilst playing on the rink mat and they **MUST** be changed into at the venue (see Appendix).

8. DRESS REGULATIONS

Where dress regulations are stipulated for any match, championship or event, **NO PERSON SHALL PARTICIPATE IF IMPROPERLY DRESSED.**

B. THE BOWLS

1. A LIVE BOWL IS:

- (a) A bowl which in its original course comes to rest wholly within the live area, even though it overhangs the edge of the rink mat.
- (b) A bowl which in its original course breaks the ditch line, but does not interfere with any toucher or the jack in the ditch, does not touch the fender or make contact with the floor or the centre block and comes to rest wholly within the live area, even though it may overhang the edge of the rink mat.
- (c) A bowl which in its original course on the rink mat touches the jack, either directly or by deflection off another bowl or bowls, even though it settles in the ditch or makes contact with the fender after it has touched the jack, such a bowl shall be live and be called a toucher and its position in the ditch should be suitably marked so that it may be accurately replaced in the event of it being illegally disturbed.

2. MARKING A TOUCHER

- (a) A toucher shall be clearly marked with chalk by a member of the player's side before the next bowl comes to rest (*see also TOUCHERS in DEFINITIONS & GLOSSARY*). If a bowl is not so marked before the succeeding bowl comes to rest it will cease to be a toucher (*see Rule E.9 (c) Possession of the Rink Mat*). If in the opinion of either the skip or the player in charge of the head that to attempt to chalk such a bowl could cause it to fall or move it shall not be chalked, but it **MUST** be nominated as a toucher and it should then be chalked if the danger ceases during the course of play.
- (b) The marker in a singles game should mark all touchers and should indicate to the players any bowl which is a toucher that they were unable to mark.
- (c) All toucher marks should be removed before any bowl is played.
- (d) Should a bowl be played which has not had the chalk removed, the skip, the player in charge of the head or the marker shall remove the mark as soon as the bowl comes to rest, or if there is danger that such a bowl should fall and alter the head or its position, it should be indicated and that mark removed if the position is changed.

3. ACTION OF TOUCHERS

- (a) Touchers may act upon the jack or other touchers in the ditch. The jack and any such touchers moved shall remain in their new position.
- (b) Touchers rebounding from the jack or the fender or from other touchers in the ditch onto the live area shall remain in play where they have come to rest.

4. DEAD BOWLS

A bowl is dead and **MUST** be removed from the rink mat if

- (a) It is delivered from a foot fault position
- (b) It contacts the centre block or passes over it
- (c) It does not travel beyond the dead line
- (d) It finishes in the ditch without touching the jack
- (e) It touches or rebounds from the fender or contacts a toucher or the jack which is in the ditch, unless the bowl in question is a toucher

- (f) When it comes to rest any part of the bowl breaks any part of the ditch line, unless it is a toucher
- (g) When it comes to rest any part of it intersects any part of the dead line
- (h) It makes contact with the floor or leaves the rink mat (*Except as in E8 FENDER DISPLACEMENT*).
- (i) It is carried beyond the dead line by the player who is in possession of the rink mat

5. LINE DECISIONS

A line decision can be called for at any time during an end and any offending bowl will be removed. (See Appendix)

6. BOWL DISPLACEMENT

(a) Displacement by a non-toucher

(i) If a head is disturbed by

- A bowl which rebounds from a toucher which is in the ditch
- A bowl deflected by the fender
- A bowl or jack in the ditch which is moved by a non-toucher

(Except as in B7. BOWL DRIVEN OVER THE FENDER)

It shall be restored as near as possible to its original position by the opposing player who is in charge of play at the head and the end completed.

(ii) If a head is disturbed by

- A bowl delivered from a foot fault position
- A bowl which strikes, contacts or passes over the centre block

(Except as in B7. BOWL DRIVEN OVER THE FENDER)

The opposing skip shall have the option of

- a. Restoring the bowl or bowls as near as possible to their original position
- b. Letting the head remain in its new position
- c. Playing the end again and it **MUST** be from the same direction

(b) Displacement by a participating player

If a bowl while in motion or at rest on the rink mat or if a toucher in the ditch be interfered with or displaced by one of the players, the opposing skip shall have the option of

- (i) Restoring the bowl as near as possible to its original position
- (ii) Letting it remain in its new position
- (iii) Declaring the bowl dead and removing it from the rink mat
- (iv) Playing the end again and it **MUST** be from the same direction

(c) Displacement by a non player

If a bowl while in motion or at rest on the rink mat or if a toucher in the ditch be interfered with or be displaced by any person not playing or by a jack or bowl from another rink mat or by any other object, the two skips will come to an agreement regarding its original position. Should the skips fail to agree, the end shall be played again in the same direction.

(d) Displacement by the marker in a Singles game

If a bowl is displaced while it is being measured by the marker, it shall be restored as near as possible to its original position by the marker, subject to the agreement by both players. If the players cannot agree, the end shall be played again from the same direction. (If any other displacement should occur, Rule 6 (c) will apply. For this purpose the Singles players are deemed to be skips).

If a shot or shots have already been awarded, the player holding the shots will have the option of accepting this as the score for that end.

(e) Displacement by the Umpire

If the Umpire accidentally displaces the bowl(s) whilst measuring, the Umpire will replace it or them as near as possible to the original position before completing the decision.

The Umpire will be the sole arbiter in the matter.

7. BOWL DRIVEN OVER THE FENDER

If a bowl be delivered with such force as to pass or to cause another bowl to pass over the back or sides of the fender, the opposing skip shall have the option of

- (a) Claiming three shots and counting the end as played
- (b) Counting the end as an end played and claiming the shots lying
- (c) Completing the end
- (d) Playing the end anew as in a dead end
- (e) If a bowl and the jack are driven over the back or sides of the fender at the same time, the rule concerning the jack will take precedence

C. THE JACK

1. LIVE JACK

A jack is live and may be played by a live bowl if the jack is within the live area or if any portion of it is within the live area when it is breaking the ditch line.

If any portion of the jack is in the live area when it is intersecting the ditch line, it can be played by a live bowl and this bowl would be determined to be a toucher if it remains within the live area, this includes the ditch.

This also means that any live bowl which in its original course enters the ditch, without touching the fender or any bowl which is at rest within the ditch, and touches any part of the jack which is intersecting the ditch line and has a portion in the live area, will be determined a toucher and should be chalked and its position marked should it come to rest within the ditch.

2. DITCHED JACK

If a jack is driven into the ditch its position must be suitably marked with chalk so that it can be accurately replaced in the event of it being illegally disturbed. It shall not be moved except by a toucher.

3. DEAD JACK

The jack is dead if

- (a) Any portion of it comes in direct contact with the floor or any other non-playing surface other than the fender (*except as in E8 FENDER DISPLACEMENT*).
- (b) It is driven by a bowl in play beyond the boundary of the rink mat, ie. over the fender, off the side, or over the dead line. (*See also Rule C4 and Rule C6*).
- (c) After rebounding it comes to rest either wholly within the dead area or with any portion of it breaking the dead line.
- (d) If the jack is knocked to the edge of the mat and falls off during subsequent play without the action of another bowl hitting it, the end will be declared dead and will be replayed from the same direction.

4. JACK OFF THE MAT

In a game of ten ends or more, each team (Single, Pair, Triple or Four) will be allowed to knock the jack off the side of the mat a maximum of 3 times without penalty. For each additional end on which they knock the jack off the mat, a 3 shot penalty will be awarded to the other team.

Non-penalty ends will be replayed from the same direction and will not count as ends played. All ends on which shots are claimed will count as ends played.

In games of less than 10 ends, each team may knock the jack off the mat twice only before incurring a penalty.

In a two wood Singles game the penalty will be two shots.

In all instances the non-offending team has the option of declining the shots awarded and playing the end again.

5. REBOUNTING JACK

Should the jack be driven against the fender and rebound onto the live area or should it rebound from a toucher in the ditch onto the live area or after being played into the ditch it be moved by a toucher so as to find its way onto the live area it shall be played to in the same manner as if it never left the live area.

6. JACK DRIVEN OVER FENDER

If the jack is driven over the BACK or SIDES of the fender by a player, the opposing skip shall have the option of

- (a) Claiming 3 shots and counting the end as played
- (b) Playing the end anew as in a dead end

7. JACK DISPLACEMENT

- (a) Displacement by a non toucher

If a jack is disturbed by a bowl which

- (i) Has been delivered from a foot-fault position
- (ii) Strikes, contacts or passes over the centre block
- (iii) Being a non toucher rebounds from the fender
- (iv) Being a non toucher contacts it in the ditch (*Except as in C6. JACK DRIVEN OVER THE FENDER*)

It shall be restored as near as possible to its original position by the opposing player who is in charge of the head.

If the jack and the bowls are disturbed then the provisions of Rule B6(a) will apply.

- (b) Displacement by a participating player

If the jack which is in motion or at rest on the rink mat be interfered with by a player, the opposing skip shall have the option of

- (i) Restoring the jack as near as possible to its original position
- (ii) Letting it remain in its new position
- (iii) Playing the end again from the same direction

- (c) Displacement by a non-player

If the jack which is in motion or at rest on the rink mat be interfered with or moved by a non-player or by a jack or bowl from another rink mat or by any other object, the players in charge of the head shall come to an agreement regarding its original position and the jack will be restored. Should they fail to agree, that end will be played again and it must be from the same direction.

- (d) Displacement by the marker in a Singles game

If the jack is moved by the marker whilst it is being measured, it will be replaced as near as possible to its original position and both players will agree its position. If the players cannot agree, the end shall be played again from the same direction

If a shot or shots have already been awarded, the player holding the shots shall have the option of accepting this as the score for that end.

(e) Displacement by a player measuring

Should a player in the act of measuring accidentally move the jack, the opposing player who agrees the shots shall have the option of

- (i) Replacing the jack as near as possible to its original position
- (ii) Agreeing the shot or shots already claimed
- (iii) Agreeing or accepting the shot or shots already taken out
- (iv) Playing the end again from the same direction

(f) Displacement by the Umpire

If the Umpire accidentally moves the jack whilst in the act of measuring, he will replace it in its original position before completing his decision.

The Umpire will be the sole arbiter in the matter and his decision shall be binding.

D. CONDITIONS OF THE GAME

1. FORM AND DURATION

A game of bowls shall be played on one rink mat or several rink mats. It shall consist of a specified number of shots or ends or shall be played for any period of time as previously arranged.

2. PLAY ARRANGEMENTS

- (a) A game shall be played on one rink mat as
- (i) a Singles game with two players, each player playing two, three or four bowls singly and alternately
 - (ii) a Pairs game with two players on either side, each playing two, three or four bowls. The two leads shall play all their bowls singly, alternately and in turn before changing ends with the skips who will then bowl their bowls singly, alternately and in turn
 - (iii) A Triples game with three players on either side who shall be called Lead, Second and Skip, each player playing two or three bowls singly and alternately, each lead playing all their bowls before the seconds be allowed to bowl their bowls. The leads will remain at the mat end until both seconds have bowled all their bowls, then these four players will change ends with the skips who will then bowl their bowls singly, alternately and in turn.
 - (iv) (a) A Fours game with four players on either side who shall be called Lead, Second, Third and Skip according to the position and order in which they play. Each player will play two bowls only, each singly, alternately and in turn, the leads will play all their bowls before the seconds be allowed to bowl theirs and all players shall remain behind the fender. If no third is at the head end, both thirds will then bowl their bowls singly and alternately. These players will then change ends with the skips who will now bowl their bowls singly and alternately.

(b) Where one or both thirds elect to be at the head end whilst the leads and seconds play their bowls, (see also E11 PLAYERS AND THEIR DUTIES – THIRD) the leads and seconds will play their bowls as above and then proceed to the head end, the thirds will leave the head end when it their turn to bowl and may not return to the head end.
 - (v) A team game shall be played by two sides on a given number of rink mats, each side composed of an equal number of players.

E. GENERAL CONDITIONS OF PLAY

1. TRIAL ENDS

Trial ends shall be at the discretion of the controlling body.

2. TOSSING FOR START

- (a) The captains in a team game shall toss. The winner has the option to play first or second on all rinks
- (b) In games played on one rink mat, the leads shall toss and the winner shall have the option of playing first or second.

3. PLAYING FIRST

- (a) In all subsequent ends to the first, the winner of the preceding end shall play first.
- (b) In the event of a tied end (no score) or a replayed end, the player who played first in that end shall again play first.

4. PLACING THE DELIVERY MAT

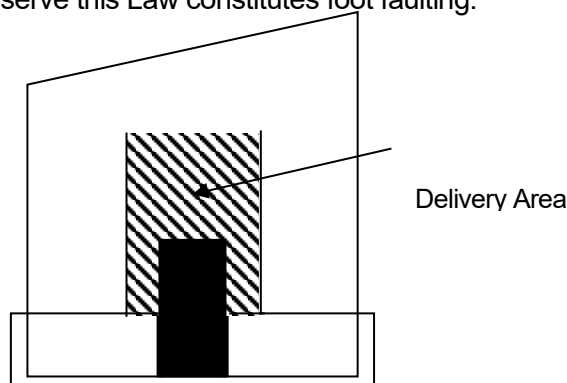
- (a) At the beginning of an end the player who is to play first shall place the delivery mat within the delivery mat lines with the shorter side in contact with the fender.
- (b) The delivery mat must not be moved until the end is complete. If accidentally moved it must be returned to its proper position by the following player
- (c) The last player to bowl in that end shall remove the delivery mat clear of the rink mat.

5. PLACING THE JACK

- (a) The marker in a Singles game shall place the jack on the jack line where the player who is to play first requires it.
- (b) The skip whose side it is to play first shall place the jack on the jack line at any length he/she chooses (see Appendix).
- (c) The jack may be placed on the jack line in any position and may overhang the end of the jack line providing it is in contact with the jack line.

6. STANCE ON THE DELIVERY MAT

A player at the moment of delivering the bowl shall have the whole of one foot entirely within the confines of the delivery mat. The foot must be either in contact with or directly above the delivery mat. The other foot may be placed totally on the delivery mat or partially on the delivery mat and the delivery area or totally within the delivery area. The delivery area is shown diagonally hatched on the diagram below. The delivery lines, the visible ditch line and the delivery mat lines do not form part of the hatched legitimate delivery area. No part of the body shall be in contact with the ditch area or any part of the rink mat outside the legitimate delivery area. Failure to observe this Law constitutes foot faulting.



7. FOOT FAULTING

- (a) Should a player in a Singles game foot fault, the marker shall stop the bowl and remove it clear of the rink mat
- (b) In all other cases the opposing player who is in charge of the head shall stop and remove the offending bowl

Note: In Pairs, Triples and Fours games it is the duty of the players who are at the delivery end to call foot faults. In Singles games only the players involved and the Umpire may call foot faults.

8. FENDER DISPLACEMENT

Should the fender become displaced by a non-toucher entering the ditch

- (a) In a Singles game, the marker will replace the fender and restore the jack and any touchers which may have been at rest in the ditch to their original marked positions
- (b) The player who is in charge of the head shall be responsible for replacing the fender and restoring the jack and any touchers that may have been at rest in the ditch to their original marked positions

Should the fender be displaced by a toucher or the jack entering the ditch and where such bowl(s) or the jack should touch the floor surface within the confines of the displaced fender, the following rules apply

- (a) In a Singles game, the marker will replace the fender and place the jack and/or bowl(s) in the position(s) at which it/they contacted the fender or left the rink mat, also restoring the jack and/or any touchers which may have been at rest in the ditch to their original marked positions
- (b) The player who is in charge of the head for the opposing side shall be responsible for replacing the fender and placing the jack and/or bowl(s) in the position(s) at which it/they contacted the fender or left the rink mat, also restoring the jack and/or any touchers which may have been at rest in the ditch to their original marked positions

9. POSSESSION OF THE RINK MAT

- (a) Possession of the rink mat shall belong to the side whose bowl is being played
- (b) The players in possession of the rink mat shall not be interfered with, annoyed, barracked or have their attention distracted by their opponents
- (c) As soon as each bowl has come to rest, possession of the rink mat shall be transferred to the other side, time being allowed for marking a toucher, removing dead bowls or making line decisions

10. POSITION OF THE PLAYERS

Players not in the act of playing or controlling play **MUST** be clear of the rink mat and if practical be behind the fender.

11. PLAYERS AND THEIR DUTIES***SKIP***

- (a) The skip shall have **SOLE** charge of their side and their instruction must be obeyed by all their players
- (b) With the opposing skips they will decide all disputed points or shots. When both skips agree their decision shall be final. If they cannot agree either one will call the Umpire who will then arbitrate and their decision shall be final and binding. In the absence of an official Umpire, any person mutually agreed by both players will act as the Umpire and their decision will be binding.

Whilst at the head

- (c) They will be responsible for marking all touchers or removing the chalk mark from any non-touchers. They will be responsible for removing any dead bowls from the ditch, off the rink mat or dead area
- (d) They will decide on any line bowls with the other skip and any other matters or will call the Umpire to adjudicate
- (e) They may remain at the head end until it is their turn to bowl. They may visit the head when in possession of the rink mat but may not carry their bowl beyond the nearest dead line. Any bowl carried beyond the dead line will be declared dead and must be removed from the rink mat
- (f) It will be the responsibility of the skip to call foot faults whilst at the delivery end. (*See also E7. FOOT FAULTING*).

THIRD

- (a) The third will do all measuring and agree the shots, allowing the opposite number to also measure and will inform the skip of the result. Only if the thirds cannot agree will they call the skips who will then arbitrate.
- (b) The third will mark all touchers or remove the marks from any non-touchers and will remove any dead bowls from the rink mat or the ditch and will see that the jack or any toucher in the ditch is not disturbed except by another toucher.
- (c) The third will take charge of the head only when it is the skips turn to bowl and their side is in possession of the rink mat. If the head is changed he/she will inform the skip and direct the play accordingly.
- (d) The thirds may remain at the head end until it is their turn to bowl. They may not return to the head end or pass beyond the delivery end dead line until they change places when the first skip comes to the delivery end, except to replace the block if disturbed by a bowl that they have personally bowled.

SECOND IN A FOURS GAME

- (a) The second will keep the score card and will see that the names of all players on each side are entered
- (b) The second will record the score both for and against as agreed by the thirds and will compare the card with the opposing second after each end.
- (c) The second will be responsible for the score card and will retain it in their possession at all times and hand it to the skip on completion of the game

SECOND IN A TRIPLES GAME

- (a) The second will keep the score card as in a fours game, but will also agree the shot or shots with the opposing second and having recorded them will inform the skip
- (b) The second will prove the claim for shots by measuring, but will not cause any bowl to be moved until the shot or shots are agreed, allowing the opposing second to also measure and if they cannot agree will call the skips to arbitrate
- (c) The second will take charge of the head when it is the skips turn to bowl and their side is in possession of the rink mat. They will inform the skip if the head has been altered and guide the play accordingly
- (d) The second will chalk all touchers and remove the marks from any non-touchers
- (e) The second will remove any dead bowls from the rink mat or the ditch
- (f) The second will not visit the head whilst at the delivery end and will remain behind the mat until the opposing second has bowled all their bowls

LEAD

The lead shall place the delivery mat correctly and see that the jack is correctly centred on the jack line before playing the first bowl.

The leads shall bowl singly and alternately until all their bowls have been played. The leads will not visit the head or go to the head end until all the other players at that end have bowled all their bowls and will remain behind the delivery mat or the fender.

DIRECTING PLAY

Only one player shall be allowed on the mat at the head end at any one time in order to direct play and then only when their side is in possession of the rink mat. They **MUST** leave the rink mat before the next bowl is delivered.

FORCING SHOTS

- a) A player who intends to play a forcing or firing shot **MUST** give a **VERBAL** and a **VISUAL** warning to the player in charge of the head end or the marker in a singles game and must then allow time for those in the vicinity of the head to be made aware of their intentions before delivering their wood.
- b) Once advised that a forcing or firing shot is intended, the player in charge of the head or the marker in a singles game must advise all other players in the vicinity of the head end and any nearby markers, umpires or spectators that such a shot is about to be played.
- c) It is ultimately the responsibility of the player delivering the wood to ensure that no other person is placed at risk of injury.
- d) Failure to comply with this rule will result in the offending player being warned at the first infringement. Subsequent infringements will result in the player being asked to leave the rink mat and take no further part in the competition.

CONDUCT

In the case of a wilful breach of the Laws of the Game or unfair play or unsporting conduct, the Umpire may caution the offending player(s) or spectator(s) or order them to retire from the rink mat or area. If the offender is a player no substitute shall be allowed. In all cases except SERIOUS MISCONDUCT a player shall receive ONE caution.

SINGLES PLAYERS

Players in a 4 bowl Singles game are allowed to visit the head when in possession of the rink mat only after each player has delivered two bowls.

12. PLAY INFRINGEMENTS

Following the bowl up the Rink Mat

No player shall follow their bowl up to the head on the rink mat or leave the rink mat and follow it up the side. Any player who infringes this LAW must be warned as soon as they cross the nearest dead line and on the second offence the opposing skip can have the bowl stopped and removed from the rink mat or have the end played again, but it must be from the same direction.

Playing before the last bowl has come to rest

- (a) A bowl played before the last bowl has come to rest must be stopped and removed from the rink mat
- (b) Any such bowl that disturbs the head or makes contact with any bowl or the jack, the opponent may leave the head as altered or declare it void. It will be replayed from the same direction.

Changing the order of play

Players may change their order of play at the completion of any end.

Playing out of turn

- (a) If a player plays before their turn, the opposing skip shall have the right to stop the bowl and cause it to be played again in its proper order
- (b) If the bowl so played has moved the jack or altered the head, the opposing skip shall have the option of allowing the head to remain as it is or to declare it void
- (c) If the head is declared void it will be replayed from the same direction
- (d) If the head is allowed to remain in its new position, the other players will follow in the new order of play

Playing the wrong bowl

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

Changing bowls

NO player shall change their bowls during a game unless they become damaged or objected to as not complying with the LAWS.

Leaving the rink mat

- (a) NO player will leave the rink mat while a game is in progress without first consulting their opposite number and then for a period not exceeding 10 minutes
- (b) If during a team game a player is forced to leave the game through illness or any other just cause, their place may be taken by a substitute if both captains agree.
- (c) Should the sick or indisposed player return after the substitute has joined the game on the rink mat, even though the substitute has not bowled the player will not be allowed to rejoin the game, nor can they act as a substitute in any other set.

- (d) Should the opposing team captain not agree to the playing of a substitute or should there not be a substitute available, the game will continue with the missing player being classed as the second.

Absentee Players

- (a) If a player is absent from a side at the time laid down for the commencement of the game, a wait of 10 minutes may be allowed.
- (b) If trial ends are to be played they will take place. The missing player will forfeit their rights to trial ends.
- (c) If the missing player arrives before the trial ends are completed they will be allowed to play, only the trial ends will be forfeited.
- (d) If the missing player has not arrived by the expiry of the time allowed, a Singles or Pairs game will be awarded to the opponents.
- (e) A Triples or Fours game will commence with the missing player being considered as the second and a definite order of play will be maintained; it shall be LEAD, LEAD, SECOND, LEAD, LEAD, SECOND.
- (f) If the missing player arrives after the delivery mat has been placed for the first end, they will not be allowed to play.

Playing with a player missing

There will be no penalty or extra bowls played by the side with a player missing, but in triples or fours games the missing player will be considered as the second and a definite order of play will be maintained. It shall be LEAD, LEAD, SECOND, LEAD, LEAD, SECOND.

Objects on the rink mat

Under NO circumstances shall any object to assist any player or to influence the play be placed on the rink mat or on the fender or on the jack or on a bowl or elsewhere.

13. RESULTS OF AN END

The Shot or Shots

- (a) A shot or shots shall be adjudged to be the bowl or bowls nearer the jack than the nearest bowl played by the opposite side.
- (b) When the last bowl of the end comes to rest, 30 seconds shall elapse if either side request it during which time no bowls shall be touched, chalked, measured or interfered with. The request **MUST** be made as soon as the last bowl has come to rest. No player may walk in the live area during that time.
- (c) Neither the jack nor bowls must be moved until both sides agree the result, except where a bowl or bowls have to be removed to allow another to be measured. Only the player conceding the shot(s) may remove the bowls from the rink mat. If a player removes a bowl(s) before agreement has been reached, a penalty of one shot per bowl removed may be claimed by the opposing team.
- (d) No measuring shall be allowed until after the last bowl has come to rest.
- (e) When the last bowl has come to rest at the completion of an end, only one player from each team shall be allowed on the mat for the purpose of deciding the shot or shots scored.

Measuring

All measuring MUST be done with callipers, flexible measure or other equipment approved by the E.S.M.B.A. (See Appendix).

All measuring shall be to the nearest point of both objects.

If a bowl requiring to be measured is resting on another bowl which prevents it being measured, the best means available shall be taken to secure it in position whereupon the other bowl shall be removed. The same applies if more than one bowl is involved.

The use of the hand or finger for this purpose is PROHIBITED.

The same applies if a bowl not so resting is in danger of falling before measuring is complete.

If the jack is in such a position that it may be moved whilst it is being measured, the best means available shall be taken to secure its position prior to the measure being made.

The placing of the hand or finger on the jack or on any bowl to be measured constitutes disturbance and the opposing side shall claim the shot or shots or refuse to acknowledge the shot or shots in dispute.

Measuring with hand, foot, mat or any other object other than the recognised measure is PROHIBITED.

Live end no score

When at the conclusion of an end the nearest bowls of each side are touching the jack or the two nearest bowls are of an equal distance from the jack or there are no bowls in the live area or touchers in the ditch, it shall be deemed to be a live end and NO SCORE. The end shall be recorded as an end played.

The player who played first in that tied end shall again play first and it shall be played from where the last end finished.

Last bowl in an end

Nothing in these Laws shall be deemed to make it mandatory for the last player to play their last bowl in any end, but they should make their intentions known to the opposing side before commencement of the determination of the result of the end. Once they have declared, that bowl may not be played.

14. EXTRA END

- (a) In the event of a draw at the conclusion of a game where a winner must be determined, an extra end must be played.
- (b) The team captains in a team game or the leads in other games shall toss for the start. The winner will have the right to play first or second.
- (c) The extra end shall be played from where the last end finished.
- (d) If at the conclusion of the extra end it is still a draw, a further extra end will be played. The toss will again be made and the end played from where the last end finished.

15. GAME DECISIONS

The winner is the player or team with the highest number of shots or points at the end of the game.

16. SPECTATORS

Persons not engaged in the game shall be situated clear of and beyond the limits of the rink mat. They shall neither by word or act disturb or advise the players.

The officials shall have the power to take what action is necessary to control any spectators.

17. SUBSTITUTES

Pairs, Triples and Fours Games: Competition

The players taking part in the first game shall constitute the team and will normally play together throughout the competition. One additional player – and the same player – may be used as a substitute at any time provided that he/she has not already played in the competition.

E. DUTIES OF THE MARKER IN A SINGLES GAME

THE MARKER SHALL

- (a) Be familiar with the E.S.M.B.A. Laws of the Game.
- (b) Be in possession of a reliable measure, callipers and chalk.
- (c) Be in possession of the scorecard and pen or pencil and will see that the names of both contestants are entered.
- (d) Make themselves familiar with the identifying marks on the bowls of each player.
- (e) Witness the toss for the start.
- (f) See the mat is correctly aligned and place the jack on the jack line at the position required by the player to bowl first.
- (g) Observe a strict neutrality.
- (h) Answer any questions put to them by the players BUT WILL NOT GIVE ANY INFORMATION unless requested.
- (i) Not pass comments.
- (j) Address ONLY the person who has possession of the rink mat.
- (k) Record ONLY the score agreed by the players.
- (l) Measure ONLY when requested, but will not cause any bowl to be moved until both players agree the shot or shots.
- (m) In any difficult measure not attempt to make a decision, but will call the Umpire to adjudicate.
- (n) Keep the players informed as to the state of the game.
- (o) Mark all touchers and remove the marks from any non-touchers.
- (p) Remove all dead bowls from the ditch and the dead area.
- (q) Adjudicate on all line bowls.
- (r) On completion of the game see that the scorecard is signed by the losing player and handed to the game controller or official.
- (s) Ensure that all players, Umpires, spectators and other markers in the vicinity of the head are made aware that a player has signalled their intention to play a forcing or firing shot and indicate to such a player when this has been done.

F. DUTIES OF THE UMPIRE

- (a) Enforce the E.S.M.B.A. Laws of the Game.
- (b) See that the game is continuous and played in a competitive and sporting manner.
- (c) Be available for consultation on any matter or point of Law concerning the game.
- (d) Measure all difficult shots when requested. They will tolerate no interference and their decision IS FINAL AND BINDING.
- (e) Arbitrate in any dispute and their decision IS FINAL.
- (f) Pass no comment, advice or praise.
- (g) Remain strictly neutral and unbiased at all times.
- (h) Be fully conversant with the Laws of the Game and any changes thereto.
- (i) Carry an up-to-date Rule Book at all times whilst officiating.
- (j) Only measure with such equipment as is approved by the E.S.M.B.A.
- (k) Follow the code of conduct for umpires as laid down by the E.S.M.B.A.
- (l) Any dispute not provided for in these Rules shall be decided by the Umpire whose decision shall be final.

NOTE: THERE SHALL BE NOTHING IN THESE LAWS WHICH PREVENTS ANY PLAYER FROM PLAYING FOR CASH OR KIND OR ANY OTHER REWARD, NOR SHALL THEY PROHIBIT CASH OR KIND BEING OFFERED.

APPENDIX

Rule A.3. Ditch and Fender

The fender should be fully constructed in hardwood or softwood, which has been suitably air or kiln dried to reduce the chance of distortion. The back rail should be of one continuous piece of timber and the return ends should be fixed rigidly at 90° to the back rail. This means that there should be no hinged sections within the fender construction. If, because of transportation problems, hinges have to be fixed, it should be ensured that a method of fixing the hinged sections in a rigid position is employed once the fenders have been placed at the rink mat.

You will note that all fender dimensions are now taken from the rink mat surface. This is because most mat manufacturers are now allowing an extension to the mat length to enable the fender to be placed on top of the mat to form the ditch confines. It is perfectly acceptable to fix lifting strips to the return ends of the fenders to make them level with the mat surface.

Rule A.5. The Bowls (d)

The E.S.M.B.A. recognises bowls which are produced specifically for the use of bowlers in the following codes; Short Mat, Flat Green, Indoor Rink, Crown Green, Federation. The bowls can be made of wood, composition or plastic and may be of any colour. There is no requirement in the Short Mat game for players to bowl with a matched set of bowls.

Rule A.7. Footwear

Shoes or sandals specifically manufactured for the purpose of bowling must be worn by all players whilst on the rink mat. The shoes may be coloured Brown, Black, Grey or White unless a particular colour is specified in the dress requirements of a competition. The above requirement applies to umpires and markers whilst officiating in a match.

Rule B.5. Line Decisions

Any non-toucher in the ditch will be removed whenever it is found. In other words a dead bowl is a dead bowl no matter what the circumstances.

Rule E.13. Measuring

E.S.M.B.A. approved measuring equipment:

Callipers	Any size internal engineering calliper Any calliper made specifically for bowls measurement		
Flexible Measures	Steel	6'0", 7'0" and 10'0"	
	Strings	Kestrel	7'0"
		Supalock	9'0"
		Rinklock	11'0"
	Measuring Pegs Bullet Measures		
Other Measures	Pen Measures Engineering Feeler Gauges		
	Squares	Any Opaque Set Square Swivel (Line Fault) Set Square	
Wedges		Wedges may be made from wood, steel, plastic or rubber and be of various sizes	

Guidance for players with disabilities

It is ESMBA policy to promote full participation for all. Team captains and umpires should permit variations to any rules/guidelines in order to allow a disabled person to play on as equal terms as possible, provided such variations do not constitute an unfair advantage.

Team captains should inform the umpire/opposing captain in advance of the day of the match if any members of their team have special requirements.

1. BOWLING WITH A CHUTE

If a person has a *recognised* disability that prevents him/her from delivering a bowl by hand, a length of guttering may be used. The guttering should be made of lightweight material and must not exceed 2m in length and 13.5cm in diameter. The end of the guttering is to be placed within the delivery area. The player may be positioned off the mat.

2. BOWLING FROM A WHEELCHAIR

a. The rear and front wheels nearest the bowling hand should be placed according to the foot placement defined in rule E6 (p22).

i.e. if bowling with the right hand, the right rear wheel should be on the delivery mat and the right front wheel within the delivery area.

b. The fender at the delivery end *may* be removed for the whole end if required.

c. Wheelchair bowlers are not required to wear bowling shoes.

3. BOWLING FROM A CHAIR

If a disability prevents a player bowling from a standing position, that player may deliver the bowls whilst sitting in a chair. The rear and front legs nearest the bowling hand should be placed according to the foot placement defined in rule E6 (p22).

i.e. if bowling with the right hand, the right rear leg should be on the delivery mat and the right front leg within the delivery area.

An extra delivery mat may be used under the chair legs to protect the rink mat.

4. VISUALLY HANDICAPPED PLAYERS

Blind or partially sighted players may place a length of string in the centre of the rink mat running from end to end and receive advice with regard to their surroundings and as to the position of the bowls at the head. No individual coaching is allowed.

5. USING A WALKING STICK

If a person has a recognised disability that prevents him/her from delivering a bowl without the aid of a stick, then a stick with a wide flat base may be used. It should be placed within the delivery area.

6. BOWLERS WITH LEARNING DISABILITIES

If a person has a recognised learning disability they may receive advice from a nominated assistant. This advice must be restricted to matters associated with match play, such as whose turn it is to bowl, and must not include coaching.

7. DUTIES OF PLAYERS

Players should fulfil their duties as far as possible, but where a disability prevents them from doing so another member of the team or a helper may be nominated to score or measure as required. Such nominations should be made before the game begins.

8. HELPERS

a. If required, a team of helpers may support disabled teams.

b. If a helper is required to assist a disabled player, that helper must face the player and NOT the head. The helper shall give no coaching to the player.

9. GENERAL

There are so many categories of disability that it would not be possible to formulate enough rules to cover every contingency. It will depend on a personal evaluation of how best each person can be enabled to play the game on terms that are as equal as possible. ***The most important thing is to search for ways in which people with any kind of disability can enjoy the game of short mat bowls; all it needs is thought, goodwill and ingenuity.***