

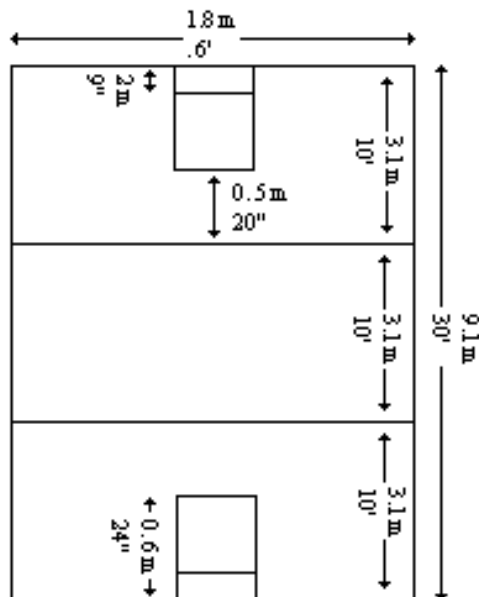
LAWN BOWLING

Your carpet is specially made for the game of 102mm (4") Indoor Biased Bowls. If properly cared for, it will give your club many years of service.

1. The mat is specially made for the game of Indoor Biased Bowls. Use Foot Mats at all times to avoid damage to your mat.
2. Clean mat with carpet sweeper brush type.
3. It is recommended that you clean the mat monthly, if necessary with vacuum cleaner.
4. Important when rolling your mat up, make sure the playing surface is on the outside of the roll. This is done to reduce shrinkage. After use, roll mat on a suitable roller and store in a dry place.
5. If the mat is being stored for a period, enclose in polythene wrapper with mothproofing crystals in package; DO NOT sprinkle crystals on the surface of mat.
6. DO NOT stand mat on its end as this damages edges.
7. To protect the carpet, slippers or soft-soled shoes (without heels) should be worn.

EQUIPMENT

The diagram shows the plan of the carpet with the delivery rectangles, each of which is 610mm (24") by 506mm (20"). The back portion of a delivery rectangle is called the footer, which measures 508mm (20") by 229mm (9"). To protect the carpet while bowls are being delivered, the footer at the delivery end must be covered by a mat, which may extend behind the carpet. White lines parallel to the ends of the carpet and at a distance of 3.048m (10') from each end are drawn across the carpet. Slippers or soft soled shoes without heels should be worn.



THE GAME:

The game may be arranged to last until a fixed number of points (shot points plus penalty points) has been scored by the winner, or a fixed number of ends has been played or a fixed period of time has elapsed. If an end has had at least one bowl delivered at the time limit, then the end shall be continued, but not replayed if it becomes dead or if penalty points are incurred by knocking off the jack. If the total number of points were equal at the conclusion of a match of a fixed number of ends, or a fixed period of time, the match shall be a tie. If a winner were required, an extra end shall be played and the opponents shall toss just as for the beginning of a game. If during the playing of such an extra end the jack is knocked off the carpet, the penalty shall be scored and the game therefore ended. If the winning total, in a game of a fixed number of points were achieved through a penalty score the end is not replayed. Control of the carpet passes to the opposing side as soon as the preceding bowl has come to rest.

In a fours game, each plays two bowls, the leaders their two alternately, then similarly with the seconds, and thirds, and the skippers. In triples, the leaders and the seconds each play three bowls and the skippers two bowls. In a pair's game, the leader and the skipper shall each play three or four bowls. In the three games, the leaders deliver their bowls alternate and then the skippers do likewise; or the leaders play two bowls alternately and then the skippers likewise, after which this sequence is repeated. In a singles game each player shall use 4 bowls, and deliver their bowls alternately.

DUTIES OF THE PLAYERS:

The first opponents shall toss and the winner of the toss shall have the choice of the set of bowls to use, and shall have the option of directing the opponent to bowl the jack and the first bowl or electing to do so him/herself. Each succeeding end shall be started by the winner of the previous end at which a score was recorded. In deciding the winner of an end penalty scores must not be considered. The first to play at an end that results in a tie (no score), a dead-end or a penalty shall again play first.

The skipper shall have sole control of his/her players, and the skippers shall be the sole judges of all disputed points, except on measuring.

If they are unable to agree the dispute shall be settled by the umpire. In the fours game the third shall be the measurer and the second shall be the scorer. In a triples game the scoring and the measuring shall be done by the second. In a pairs game the scoring shall be done by the skippers and the measuring by the leaders. While the rest of his/her team are bowling the skipper is the director of the head. When the skipper is bowling the third is the director of the head (in triples the second, in pairs the leader).

LOCATION OF PLAYERS:

The directors of the head stand at the jack end of the carpet. All players, except the skippers, must remain at the delivery end until the skippers are due to bowl and they shall then change end to end.

BOWLING THE JACK:

If the jack, when bowled, runs off the carpet either at the ends or the sides, or if no part of it reaches the line 6.096 m (20') from the delivery end of the carpet, it shall be sent back for the opponent to bowl it. After each leader has had one unsatisfactory throw, the shack shall be placed approximately 7.315m (24") from the delivery end of the carpet and in the centre of the carpet. The opponent's throwing of the jack shall not affect the order of playing of the bowls. If the jack when bowled comes to rest on the carpet between the line 6.096m (20') from the delivery end and the front of the rectangle at the jack end, it shall be placed at the centre of the carpet at a point opposite that at which it came to rest. If the jack when bowled comes to rest on the carpet at a point further from the delivery end than the front line of the rectangle at the jack end, it shall be centered at the front of this rectangle. If

at any time the jack is shifted by play and rebounds so that it comes to rest less than 4.572m (15') from the delivery end of the carpet, the end shall be dead and shall be replayed.

DELIVERING THE BOWL:

At the moment of delivery a player must have at least part of one foot within, and on the footer. No portion of either foot may be on or over any portion of the carpet except the footer area. Any portion of either foot, which is not on the footer, must be outside the carpet. At the moment of releasing a bowl a player must have the hand delivering the bowl within the boundaries of the delivery rectangle. The bowl need contact the carpet before passing outside the delivery rectangle. The bowl must pass wholly over the front line of the delivery rectangle. It is permissible to deliver a bowl in such a way that the natural bias does not operate, except that a bowl may not be delivered disc over disc. A bowl which comes to rest less than 3.048 (10') from the delivery end of the carpet, or outside the boundaries of the carpet, is dead and shall be removed. If a player bowls an opponent's bowl by mistake it shall, when it has come to rest, be replaced by one of his/her own bowls.

MEASURING:

After all the bowls have been played and come to rest the measures shall decide the result. If measuring is necessary either measurer. If the opposing measurer is not satisfied s/he may then measure him/herself. If the measures are not in agreement they shall call the umpire, whose decision shall be final. One point is allowed for each bowl nearer the jack than the nearest bowl of the opponent. If the nearest opposing bowls are equidistant from the jack, the end is a tie and no score is recorded, although it shall count as an end.

PENALTIES:

For taking the jack off the carpet:

FOURS

Leader	_____	1 point
2 nd	_____	2 points
3 rd	_____	3 points
Skipper	_____	4 points

TRIPLES OR PAIRS

The 1 st or 2 nd bowls of one team	__	1 point
The 3 rd or 4 th bowls of one team	__	2 points
The 5 th or 6 th bowls of one team	__	3 points
The 7 th or 8 th bowls of one team	__	4 points

SINGLES

The 1 st or 2 nd bowls of one player	__	1 point
The 3 rd bowl of one player	_____	2 points
The 4 th bowl of one player	_____	3 points

The points shall be added to the score of the opposing team, and the end shall be replayed from the same end of the carpet.
