

SCOTTISH DISABILITY SPORT

RULES OF COMPETITION - CARPET BOWLS

1. OFFICIALS

a) Jury of Appeal

Three officials of S.D.S shall be appointed a jury of appeal to deal with any disputes concerning eligibility to compete, use of aids and adaptations, and all other matters related to the disabled aspect of the championships.

b) Referee

A referee, who shall be a senior official of a bowling association or an experienced member of the S.D.S. shall be appointed to perform the duties of that office.

c) Umpires

Umpires shall be competent playing members of clubs affiliated to Bowls Scotland but in the event of an insufficiency of such umpires, other persons experienced in bowling competitions may be appointed to act.

2. ELIGIBILITY

The championships are open to a) defending champions, and b) the leading bowlers(s) in qualifying Area championships. Each year the exact number of places to be allocated to each Area will be notified in advance of the event.

3. FORMAT

3.1 Each tie will last approximately 40 minutes or finish when a player reaches 21 shots. Four bowls per player each end and burned ends will not count.

3.2 In the event of a tie at the end of a match, one extra end will be played.

3.3 When the hooter sounds for the end of the tie, a bowl may be played to ensure that each player has delivered the same number of bowls. In all finals the bowlers will complete the end – four bowls each.

4. EQUIPMENT

4.1. Each rink will measure 10 yards x 2 yards (9 metres x 2 metres). The centre of the rink will be marked at each end by a mat or marked box measuring approximately 45 centimetres (18 inches) in width.

4.2. A spar or spindle approximately 45 centimetres (18 inches), in length shall be placed across the centre of the rink equi-distant from each end. A bowl striking this spar becomes a burned bowl.

4.3. No bowl shall exceed 10 centimetres (4 inches), in diameter, nor 769 grammes (1 pound 10 ounces) in weight, nor shall it have a less bias than No. 3.

5. RULES

5.1. The Umpire will toss a coin to determine who plays first. The winner will have the choice. In all subsequent ends the individual who wins the previous end will play first. Bowlers will play their bowls alternately and no bowler will play until his opponents bowl

has come to rest. Any bowl which comes to rest between the player and the spindle shall be counted 'dead' and removed from the rink.

- 5.2. The leading player at each end may place the jack in the centre of the rink not less than 90 centimetres (3 feet), or more than 185 centimetres (6 feet), from the end.
- 5.3. Players will be given a trial end on the first occasion that they play a tie. Thereafter trial ends may only be played if the signal to start has not been given.
- 5.4. Each player, when delivering his bowl, must take up a stance or position his wheelchair in such a way that the bowl leaves the hand within the outer lines of the marked box or movable rubber mat. Chairs or feet may not be any further forward than the front edge of the box or mat. Any delivery that infringes this ruling will be stopped by the Umpire and removed from the rink.
- 5.5. Should the jack be driven by a bowl in play wholly beyond the limits of the rink it shall be counted 'dead' and the end shall not be played again. The following end will be played from the opposite end of the mat. If the jack is driven to the side of the rink, but not wholly beyond its limits, play will continue.
- 5.6. If a bowl is played beyond the limits of the rink or strikes the spindle on its way to the jack, it will be counted 'dead' and take no further part in the game.
- 5.7. If the jack or a bowl is accidentally interfered with or displaced, otherwise than by a bowl in play, the Umpire shall place it in its original position. If the Umpire considers this action difficult he has the choice of asking for the end to be played again.
- 5.8. No measuring shall be allowed until the end has been played out. Neither jack nor bowls shall be moved until both sides are agreed as to the shots. The Umpire will keep score and announce the state of the game at the completion of each end.
- 5.9. When a tie for the first shot occurs it shall be counted a played end and a point added to each players score.
- 5.10. If a bowl, requiring to be measured, is resting on another bowl which prevents its measurement, the best means available shall be taken to secure it in its position, whereupon the other shall be removed. The same course shall be followed when more than two bowls are involved.
- 5.11. Spectators must remain at either end of the mat and no coaching is allowed during a match. Assistance may be given to position an individual before the act of delivering his/her bowl. A breach of this ruling will mean a bowl is counted 'dead' and not replayed.
- 5.12. NO substitutes will be allowed on the day. Substitutions may be made up to seven days before the championships date.
- 5.13. Team withdrawals only are required on the day. Team managers should register withdrawals before or on the day of championships.

6. Players may use their own carpet bowls.

7. **PENALTY CLAUSE**

Late arrivals = 1 shot for every 3 minutes late

8. **EVENTS**

Singles competitions only will be held.

Ref. RCB/NB updated April 2014