

INTERPRETING THE LAWS

UMPIRE'S

MANUAL



July 2024

INTRODUCTION

To be a successful Umpire, a sound knowledge of the laws is essential. As we gain more experience as an Umpire, our knowledge and understanding of the laws develops.

This booklet has been compiled to bring to light the nuances of the Laws of the Sport of Bowls and the complimentary laws which clarify the understanding of many laws.

Many laws are simple in their meaning but when applied, often involve other Laws to clarify a situation.

The wording of each law has been carefully chosen. The more we read the laws, a greater understanding develops of the sequential nature of the laws and how laws complement each other.

An umpire's understanding of the intent of laws assists with the interpretation of these laws.

UMPIRES

- When umpiring a bowls event, Umpires tend to 'Manage' the game in most instances rather than Umpire the game.
- Umpires don't get a whistle or a flag, as in other sports, yet they still have a duty to see that the laws are obeyed closely but with sensible flexibility.
- They also have a duty to protect the good fellow who won't complain but is entitled to your protection against a sneaky, smart, ignorant or shrewd opponent.
- Umpires have powers of discretion which must be used when necessary.
One foot fault doesn't make a cheat, but a persistent offender should be called to order discreetly, through a skip, in a team game. "Ask your second to watch his feet so he may avoid any criticism." can be offered quietly in the first instance.
- As Umpires, we can't see everything and will sometimes need to inquire diligently before giving an answer. e.g. displacement laws.
- Umpiring is a 'team game'. The importance of respect towards other Umpires is important. Interference and involvement in situations which are being handled by the 'appointed Umpire' should be avoided unless the 'appointed Umpire' has specifically asked for their assistance in resolving a dispute.

The Crystal Mark Edition of the Laws of the Sport of Bowls was first published in 2006. Since then, the Crystal Mark Edition has been revised three times. The more recent edition is:

CRYSTAL MARK 4TH EDITION – 'LAWS OF THE SPORT OF BOWLS' published April 2023

- An Umpire doesn't need to know all the laws – but needs to know how the laws operate practically throughout a game.
- There are laws which are factual – e.g. the width of the rinks and the length of a green.
- There are other laws which must be understood and applied when officiating.

STRUCTURE OF THE LAW BOOK

The Contents.

Refer to **Page2-7** of the Law book –

- The Laws of Bowls are organised into 5 sections.

Section 1 – Game Basics

Deals with:

1. How a game is organised
2. How a game is started.
3. The position of players and possession of the rink
4. Touchers and dead bowls
5. Live and dead jack
6. Result of an end
7. Result of a game

In this section the laws are sequenced in order as the game is played, starting with how a game is organised and finishing with how we determine the result of a game.

Section 2 Game Irregularities

Contain all the irregularities and factors affecting play which may occur in a game of bowls and don't fit into the previous sections.

Deals with:

1. Irregularities during play
2. Factors affecting play
3. Bowl and jack displacement
4. Defaults by players

Sections 3 – Duties of Players and Officials

The duties of the skip, the third, the lead, players with disabilities, the Marker, the Umpire and the coach and the rules that apply to spectators are dealt with in this section.

Section 4 – Field of play and equipment

Deals with:

1. The green, the ditch, banks and rinks
2. Equipment – mat, jack, bowls and measures

Sections 5 Administration

Deals with:

1. Playing formats- in all forms of the game -
World Bowls Events to Domestic Events
2. Game regulations – Domestic Regulations and Conditions of Play
3. Administrative matters to do with organising an International event and the regulating of singles, pairs, triples and fours games.

APPENDIX A,B,C

Appendix A

Includes the requirements for 'Conditions of Play', the restrictions that a Controlling Body may set for restricting the movements of players during a game, the rules governing footwear and clothing and the regulations which may be included by a Controlling Body in the 'Conditions of Play' when dealing with slow play.

Appendix B

Includes diagrams showing the markings allowed on a green, dimensions and distances relating to all aspects of the game of bowls.

Appendix C

Tables provide further clarification of Laws 37 and 38. (bowl and jack displacement)

DOMESTIC REGULATIONS (P107)

Refer to P107 for the hierarchy of the Sport of Bowls.

'The Laws of the Sport of Bowls Crystal Mark 4th Edition' apply to all countries which are members of World Bowls. These countries are called Member National Authorities (MNAs) e.g. Bowls Australia, Bowls New Zealand, Bowls England etc. Each Member National Authority is empowered to make Domestic Regulations on a number of laws to suit their local conditions. These laws are listed in Law 57.1

Bowls Australia is empowered to make Domestic Regulations in regard to a number of matters (Refer to Law 57.1 on Page 87) The index for these laws is on Page 108.

Of special note are the Domestic Regulations for Australia on laws governing 'Game Anomalies' which include 'Replacement and Substitute players - DR2. When Controlling Bodies and Umpires are asked about laws dealing with 'Substitute players' and Replacement players', they should always refer to the Domestic Regulations.

THE LAW OF 'COMMONSENSE'

Refer to the 'FOREWARD' Page 8 of the law book.

INTRODUCTION

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

This is one of the most important paragraphs in the law book. Umpires who are unable to adjudicate on a situation, should use their commonsense and fair play to decide on the course of action to be taken. This also applies to competing skips if a situation arises, they are unsure of how to handle.

If all players used common sense and fairplay, we would not require so many laws.

CONVENTIONS

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

Any reference to 'must' and 'will' mentioned in the law book will indicate that the action is compulsory. Players and Umpires must abide by these laws.

As with every trade or profession, lawn bowls has its own specific terminology, and it is essential that you teach the correct terms which are set out in the Law Book.

- Jack not Kitty or any other name
- Fours not rinks. Rinks are divisions of a green only.
- Skip not skipper

DEFINITIONS

The definitions at the start of the law book - Laws A, B, C and D are in alphabetical order.

These must be understood before the rest of the laws make sense. They need to be referred to when coming to a decision on an interpretation of the laws to avoid getting it wrong.

SECTION 1 - Definitions, control, players, play and bowls

A. CONTROL

1.1 Controlling Body: is the body with immediate control over the Conditions of Play under which a game is played.

(Refer to Law 57.2 Page 89 and Appendix A Page 91 for further information on C.O.P.)

- 1.1.1** World Bowls (WB), is the world governing body and controls tournaments such as the World Bowls Championships and Commonwealth Games
- 1.1.2** A National Bowling Authority that is a member of World Bowls- a country affiliated to World Bowls e.g. Australia, South Africa, New Zealand
- 1.1.3** Divisions within Member National Authorities; states, or regions e.g. Queensland or Victoria.
- 1.1.4** The club on whose green the game is being played. e.g. the local club and they can set their own competition rules and would be the Controlling Body for these competitions.

This Law puts clubs in perspective as a part of the whole body of Lawn Bowls in Australia, authority for conduct of the game and the variations that may be adopted.

The Conditions of Play for all events come from the Controlling Body.

- Law 57.2 (P89) will tell you that a Controlling Body may vary Conditions of Play. Conditions of Play for social and recreational events can be varied and include aspects of play not included in the laws – e.g. playing fours with one bowl, swapping the positions of players during a game etc. etc.
For Club Championships and above though, the guidelines in Appendix A1 and the ‘Laws of the Sport of Bowls must be adhered to. Controlling Bodies cannot include ‘fun’ aspects into these events.
- Umpires must be familiar with who is responsible for the event (Controlling Body) and any condition of play they wish to invoke for their purpose, be it social, championship, State or National Titles.

B PLAYERS

Throughout the laws reference is made to ‘Side’ and ‘Team’ games.

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

- A pennant game is a side game – a match with four rinks each rink playing fours, or three rinks each rink playing fours or any other combination.

B.3 Team: a Pair, a Triple, or a Four

- e.g. club championship pairs and fours, and a state fours competition are team events.

Law B3. 1 - B3.2; B.3.3; B3.4;

- *are complimentary and describe ‘teams’ and the correct terminology for each member of the team.*

References to ‘Sides’ and ‘Teams’ in the law book

Section 1.1 Arranging a game

- Law 1 Play Arrangements (1.1 -1.5) (P15-17) define how different teams and sides may play a variety of games in a variety of competitions with various numbers of bowls from the same set.

Section 1.2 – Getting a game underway

- Law 11 Team Play
- Law 11.1 (Number of Players) and 11.2 Order of Play –
Refer to where and when each player assumes a ‘constituted’ position in a team and that these cannot be changed during a game except for approved substitutes.

Section 2.4 – Defaults by Players

- Law 39 (Page 54) Absentee players in a ‘team’ or ‘side’ - describes different treatments where players are absent from a ‘team’ or ‘side’, their replacements and the role of different Controlling Bodies in dealing with these replacements.

The terms for ‘Teams’ and ‘Sides’ must be understood when the Umpire or Controlling Body is approached for permission for substitutes.

B.2 Skip: The player in charge of the team.

- This doesn't mean the skip is the person at one end while the rest of the team are at the other end, as the sole duty. If you read law 40.1, you will find all the duties of the skip.
- The skip is the point of contact for the team and the Controlling Body. If a substitute is required, the skip talks to the Umpire. If the Umpire needs to talk to the team about any problem including any possible breach of laws by a player, then the skip is the first person to contact to get the message over.
- If there is an appeal to the Umpire on any point of law in dispute, the skips call the Umpire. Leads, seconds and thirds should never call an Umpire unless that task has been delegated to that player for a specific issue e.g. a foot-fault. In this case the skip will discuss the situation with

that player. If the skip believes the Umpire should be called to resolve the dispute, the skip will communicate to the opposing skip that the option to call the Umpire has been delegated to that player for that dispute.

- However, thirds in fours, seconds in triples and leads in pairs have already been delegated the task of carrying out measures. Any issue relating to measuring for shot is the duty of these players and they can call the Umpire if there is a measuring dispute.
- If a third has a handicap and cannot measure for shots, the skip may delegate this task to another player and advise the opposite skip of that decision. That player takes on the duties of the third for measuring, including calling the Umpire.
- The keeping of the scorecard cannot be delegated to any other member of the team.
However, occasionally a player may have a medical condition which prevents them from keeping the scorecard – e.g. Parkinsons. This player should apply to their state body for permission to be granted to transfer the duty of keeping the scorecard because of this medical condition. If permission is granted, the player should keep the letter from the State body in their possession should an Umpire request it.

C PLAY

C1 Centring the Jack: Placing the jack on the centre line of the rink, at the same distance from the mat line as it was when it came to rest.

The jack should be centred before the first bowl is delivered. The correct placing of the jack in relation to the 2metre mark on the centre line is illustrated in Appendix B3.

C2 Defaulting player, team or side: the player, team or side that does not meet the requirements of any specific law or laws

C2 and C10 work together. If a player, team or side does not meet the requirements of one or more laws then the game could be forfeited to the opponent. C10 describes a forfeited game and mentions that it is a penalty for a defaulting player (C2)

Should a player deliberately foot fault by stepping off to one side of the mat to deliver a bowl around another bowl in the head, this should not be regarded as a foot fault but should be regarded as a 'deliberate attempt to take an unfair advantage' and should be dealt with under the **Law 36.1 (Page43) or the Instantaneous Penalties Policy (policy available on Bowls Australia Website and on Page 121,122 of the law book).**

C3 Delivery: deliberately releasing a jack or a bowl from the hand or artificial device using an underarm movement. If the jack or bowl accidentally slips from a player's hand during delivery, the player can pick it up and start the delivery again.

- Delivery is defined as that action which occurs when a Jack or bowl is intentionally released from the hand or bowler's arm in the process of play.
- Players often use good sportsmanship when a bowl travels just a few metres.
- If the Umpire is called, the Umpire should use his/her own judgement when asked about replaying the bowl.
- It's probably important to add what it does not mean.

It does not mean when a player on the mat drops his bowl by accident.

Also, a bowl carried to the head during an inspection by the player in possession of the mat, is not 'delivered'. If he should drop it by accident Law 37.1.1 – Bowl displacement by another player (P44) applies.

C4 Displaced jack or bowl: a jack or bowl which is moved in a way that is not approved within the Laws of the Sport of Bowls.

- This definition is important to understand and is often referred to in the displacement laws – Laws 37 and 38.
- A displacement to a bowl or jack is often accidental. However, there are consequences for these accidental actions during play which must be adhered to when called as an Umpire.

C5 Disturbing the head: altering the position of the jack or a bowl in the head.

Do not confuse this with Displacement.

- The terms 'Displaced' and 'Disturbed' appear in a number of laws. They are not interchangeable.
- For 'disturbed' The position of a jack or bowl in the head is altered.
- For 'displaced' the position of a jack or bowl is moved in a way that is not approved within the Laws of the Sport of Bowls – displaced with a foot, This is often accidental.
- Often a bowler's intention is to disturb the head or part thereof for their advantage.
- 'Displacement' refers to interference with any part of the head or a bowl or Jack which is not sanctioned by the Laws of the Game.
- If the displacement is caused by a player on the rink, then it is rectified by the opponent or 'innocent party' and is not subject to any discussion or argument from the 'guilty' party.
- Neutral displacement by any agency not belonging to any part of the teams playing - this includes a Marker in singles - is settled by agreement between the opponents in singles or opposing skips in a team game. If the opponents cannot reach an agreement, then the end is declared dead.

C7 End: delivery of the Jack, delivery of all the bowls required to be played by all of the opponents in the same direction on a rink, and deciding the number of shots scored.

- This is the first occasion where the sequence of actions in a game is described. The factors mentioned and their order are important.
- Law 9 states that before the Jack is delivered, the mat must be placed as described in law 6.1.1. The player to play first must deliver the Jack and make sure that it is centred.
- The placing of the mat is done by the lead as directed by the skip. It could be as far up the green as the 23metre mark on the side bank. The delivery of the Jack by the lead is the start of play in the end.
- The delivery of all the bowls required to be played by all the opponents in the same direction on a rink.
This does not override Law 25 which allows the last player in the team the right to withhold playing the last bowl in any end, if this is that players wish.
Nor law 29.4 by which the right to play a bowl has been forfeited. At this point the end is complete.
Nor Law 23.3 – Measuring – where a player may lose the right to play any bowls remaining in an end.
- Deciding who has shot and how many cannot be started until the end is complete, that is, all bowls have been played. Any measuring other than visual estimates is not permitted until play has been completed in the end. The crossed fingers 'guesstimate' is allowed.
- The end finishes when any measuring is completed, and shots have been decided.
- Law 55.3.2 describes a time limited game. In a time limited game, play must commence with the rolling of the Jack before the time limit bell rings. The Jack must have been rolled after the mat has been placed. Just laying the mat in any place before the bell rings does not entitle the players to play out the end.

C8 Ditches

C8.1 Front Ditch –the ditch at the end of the green which is directly in front of a player when they stand on the mat.

If you stand on the mat looking up the rink then the front ditch is in front of you.

C8.2 Rear ditch – the ditch at the end of the green which is directly behind a player when they stand on the mat.

If you stand on the mat looking up the rink then the rear ditch is behind you.

C10 Forfeited game: A game that is awarded to an opponent as a penalty for the defaulting player, team or side not meeting the requirements of one or more laws.

This has been explained previously in relation to C2

C11 Former Position:

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

- Former position is referred to after a displacement (or penalty, such as in the displacement laws, 37 and 38 - Displaced bowl or jack)
- Law 37.1.5 (page 46) refers to displacement of a bowl at rest and 'the opponent' should put the bowl back to its 'former position.'
If the displacement is caused by a player on the rink, then it is rectified by the opponent or 'innocent party' and is not subject to any discussion or argument from the 'guilty' party.
- The Umpire should advise the players to be as accurate as possible though.

C 13 Head:

The jack and any bowls which have come to rest within the boundaries of the rink of play and are not dead. Law 19 (P32) describes a dead jack and Law 17.1 (P30) describes a dead bowl.

- Few terms are interpreted more loosely than this one.
The loose interpretation of the 'head' is caused when Skips say: 'We need a bowl in the head'. Every bowl at the head end is 'in the head', from the bowl nearest to the jack to the bowl furthest from the jack, and if there is a 'toucher' in the ditch then that is the back of the 'head'. (This call should be: 'We need one near the Jack'.)
- The head also includes live bowls in the ditch which may be important when considering the position of players during an end.
- When we come to **Law 12 Page 26** 'Position of Players' then it will be obvious where players including Skips must be standing in relation to the bowls in the '**head**', or to the Jack.

C 14 Holding surface:

A natural or synthetic material that will prevent the jack or a bowl from running along the ditch.

- In reality, few ditches contain good holding surfaces. If you encounter a poor holding surface, there is little you can do.
- A 'holding surface' is a direction to greens officials, not Umpires. (Ref. Law 47.3 Page 64)

C15 and C16

- The following 2 definitions are important to understand as they are crucial to the understanding of displacement laws (e.g. Laws 37 and 38)
- A jack or bowl 'in course' and a jack or bowl 'in motion' are two terms which while they appear obviously different while reading the Law Book, very frequently become confused, because in each case the jack or bowl is 'moving'.
Earlier, we mentioned the importance of correct terminology in bowls law, and this is one of those occasions where the correct word is essential so that the complementary laws can be used.

C 15 Jack or bowl in its original course:

A jack or bowl from its delivery until it comes to rest, no matter how many times (for a bowl) it comes into contact with the jack or other bowls before it comes to rest or becomes dead.

- A Jack 'in course' is the original roll of the Jack from the mat until it comes to rest, where-ever that may be.
- A bowl 'in course' is one delivered from the mat, intentionally and must travel at least 14m from the mat line before it comes to rest within the boundaries of the rink to be a live bowl.
A bowl 'in course' may be deflected by another stationary bowl in the head, touch the Jack and finish in the ditch, all while 'in course'.

C 16 Jack or bowl in motion

A jack or bowl which is moving after it has been at rest as part of the head.

- A Jack or Bowl 'in motion' has already become stationary in the head and has then 'by the effect of play' been set in 'motion'.
- Should a jack or bowl 'in motion' be deflected by other bowls in the head, this is a lawful 'disturbance' but should a player or any object of his, a pen, a hat, or a 'bowls lifter', 'displace' the object in motion then Law 37.1.4-bowl (Page 46) and Law 38.1.2-jack (Page 52) must be invoked.
- Unless Umpires find out the reason why an object was 'moving', they cannot assist players with the correct Laws. For this reason, every opportunity should be used to help players to understand the difference between 'in course' and 'in motion'.

C17 Licensed Manufacturer: person or company licensed by WB to make bowls in line with the standards laid down in World Bowls Regulations.

C18 Licensed Tester; person or company licensed by WB to test bowls to make sure they meet the Standards laid down in World Bowls Regulations and the Laws of the Sport of Bowls.

- In Australia, it is the responsibility of each bowler who competes in club championships and above, to ensure that the set of bowls used by the bowler comply with the laws of the Sport of Bowls and World Bowls Regulations. Users and owners of bowls must ensure that any testing or alteration to bowls is carried out by a Licensed Tester. A list of Licensed Testers is on World Bowls Website.
- Law 52.1.2(Page 69) states that indentations designed to help the player grip the bowl during delivery (for example, grooved rings or dimples) can be incorporated during the manufacturing process. They can also be added at a later date, but only by a Licensed Manufacturer or a Licensed Tester.
These indentations or grooves can be coloured but all bowls in the set must be coloured the same.
- **Law 52.2** Bias of bowls (Page 71) states that all bowls should have a bias that is not less than that of a Working Reference Bowl and should be imprinted with the registered World Bowls Stamp. All bowls should be re-tested at least once every 10 years to check the accuracy of the bias and the visibility of the World Bowls Stamp.
- Refer Law 52.3 'Alteration to bias' - (Page 72) and Law 52.5 'Following up a challenge to bowls' (page 73) where bowls are sent for testing by a Licensed Tester.

C19 Line jack or bowl: a jack or bowl which has come to rest partly inside and partly outside the side boundary of the rink of play.

- Refer Law C.24.2 Neutral Object (Page 12) A line jack or bowl is a neutral object if it belongs to a player or team on another rink. If it belongs on the rink of the bowl being played it is not a neutral object.
- Law 17.1.6 – A bowl is a dead bowl if in its original course it comes to rest outside a boundary of the rink even though it may have come to rest in contact with the outside edge of a line jack.

C20 Mat Line: the edge of the mat nearest to the front ditch. All measurements involving the mat and a 'jack or a bowl' will be taken from the centre of the mat line.

- When any measurements concerning the length of the jack roll, the distance a bowl has travelled to remain live(14m), or the point to where a Jack has rebounded by the effect of play are called for, the centre of this mat line is the only reference point to be observed.
For a rolled Jack, after it has been centred, this centre point maybe obvious.
It must also be observed where a short bowl or Jack may be well off centre. Such objects must be measured from, or to, where they are, but again the reference point on the mat line is the centre, not the nearest point of the mat to the object.
- The mat line is also important when considering a stance on the mat, and a foot fault breach of Law, in which case the whole of the mat line is considered and the 'centre point' is irrelevant.

C21 Measuring

The use of equipment, such as that described in Law54, placed between the jack and bowls to decide which bowls are shot.

- This definition is important when understanding Law 23.3. No measuring is allowed before the process of deciding the number of shots starts and the process of deciding the number of shots scored does not start until the last bowl to be played has come to rest.
- If a player measures – e.g. places measuring equipment or their foot or a mat or anything else between the jack and bowl before this process has started the team forfeits the right to play any bowls remaining to be played in that end and the opposing team delivers all of their bowls.

C22 Net total of set points:

The total number of set points a player or team scores minus the total number of set points scored against them.

C23 Net total of shots:

The total number of shots a player, team or side scores minus the total number of shots scored against them.

- Refer Law 56.3.2 (Page 84) where section winners in sets play are decided on the 'net total of set points' and 'net total of set-shots'.
- Law 27.1.2 lists the requirements for deciding the winner of a tournament game or games in a series by a player, team or side. The player, team or side with the highest number of games won or the highest 'net total of shots' will be declared the winner.

C24 Neutral –

C24.1 Neutral person: a person who is not a player on the rink of play. This includes the Marker and the Umpire.

C24.2 Neutral Object

C24.2.1 a jack, bowl of other object not belonging to any player on the rink of play:

- Anything that **belongs to a player** on the rink of play is to be taken as part of that player. - a bowls lifter, bowls cloths, a bowl not yet played, a hat or a pencil etc. They are **not** neutral objects.
- A hat, bowls cloth etc. belonging to a player on a neighbouring rink **is** a neutral object.

- For players with disabilities, any part of their equipment (e.g. wheelchairs, bowling arms) and their assistant will be treated as a player and subject to displacement under 37.1 - 'Displacement by another player'.

A wheelchair on the green is regarded as part of the player who is using it, irrespective of whether the player is actually in it. It is not a neutral object.

C24.2.2. a line jack or a line bowl belonging to a player on a neighbouring rink

C24.2.3 a dead bowl that is at rest and has not been removed from the rink of play

C25 Open tournaments: competitions in which both members and non-members of the club hosting the event are eligible to take part, and in which more than one round can be played on the same day.

C26 Pace of the Green - The time it takes for a delivered bowl to come to rest at a point 27 metres from the mat line.

- This is often assessed by a green keeper. An Umpire, may be asked to assist with testing the speed of the green before play commences.

C27 Position of bowl in relation to jack - Jack high or Jack level: The nearest part of a bowl is in line with and at the same distance from the mat line as the nearest part of the jack.

- The definition of jack high or jack level is used in Australian and World Bowls events. This is not to be confused with the New Zealand use of this term.
- The jack high line is straight across the rink. It is not an arc centred on the centre of the front of the mat.
The bowl and jack are the same distance from the mat line as if a right angle were drawn across the centre line to each object, in an imaginary grid line parallel to the mat line.

C28 Rink and its boundaries

C28.1 Rink: the section of the green on which a game is played

- The 'rink' does not include the end ditches and the faces of the banks. It only refers to the actual surface of the green within the side boundaries.
- This is important in many laws where an understanding of the difference between the 'rink' and 'rink of play' are necessary. These terms mean different things.

C28.2 Rink of play: the section of the green between two adjacent side boundaries, the corresponding sections of the end ditches and the corresponding faces of the banks on which a game is played.

- It is important to differentiate between 'rink' and 'rink of play' especially when interpreting laws relating to dead bowls and a dead jack. Refer Laws 17 and 19 for examples.

C28.3 Side boundaries of the rink of play: the imaginary straight lines connecting the centres of the boundary pegs on opposite banks that show the limits of the rink of play.

- Note that it is the centre of the boundary pegs which should be used to determine if a jack or bowl is in play or not.

C29 Set: a pre-determined number of shots or ends forming part of a game.

- Refer Law 56 Page 83-87 - Sets Play this law contains details of this alternative form of play.

C30 Shot indicators (also known as lollipops or paddles) : thin pieces of plastic or other suitable material, shaped, for example, like oars. The heads of the indicators match the colours of the adhesive markings on each player's bowls or the colours of each player's bowls (see Law 52.1.8

Page 70) During play the Marker holds up the appropriate number of indicators, in the appropriate colour, to signal to players and spectators which player's bowl or bowls the Marker considers to be shot.

- Shot indicators must only be used if authorised by the Controlling Body. Refer Law 42.2.9
- They are usually used when there are spectators to indicate to the spectators the position of the head and any changing position of the head.
- They are also used at the completion of an end to indicate to the scoreboard attendant and spectators the result of the end.

C31 Visiting Skips: either:

C.31.1 The skips of teams other than those playing on their own green: or

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

D BOWLS

D1 Bias: The curved path along which a bowl travels from delivery until it comes to rest. (The shape of the bowl gives it its bias).

D2 Bias side of a bowl: the side of the bowl that is the more rounded of the two sides, which is identified by the small, grooved rings surrounding its centre.

- The non-bias side is usually identified by large-grooved rings surrounding its centre, but some newer models of bowls do not have grooved rings on the non-biased side. Instead, they have indentations to assist the player to grip the bowl.

D3 Set of bowls: four bowls, all of which are:

D3.1 of a matched set

D3.2 of the same make and model

D3.3. of the same size, weight, colour, bias, serial number and engraving

- This is very much an Umpires Law and apart from the details described in this Law we would only emphasise that an Umpire is equipped to inspect only visible signs of conformity to manufacture and the requirements of the Conditions of Play for that game.
- In a team two players may each use two bowls from the one set of bowls. There is no need to differentiate between the bowls used by each player as each will be playing with 'bowls from the same set'.

D4 Working Reference Bowl: a bowl approved by WB as:

D.4.1 Having the minimum bias required; and

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

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

- When a set of bowls is challenged or retested, the testing requires the bowls to be sent to a Licensed Tester. The Licensed Tester tests the bowls against a Working Reference Bowl. If the bias of the bowls tested is less than the Working Reference bowl the bowls are altered by the Licensed Tester. If they can't be altered a cross is placed over the world Bowls Stamp to indicate that the bowls are illegal.

SECTION 1

GAME BASICS

The Laws in Section 1 define the game and as such are practical laws with which you should be familiar as they affect the way an Umpire carries out his or her duties.

The laws in this section are sequenced in the same order as a game is played starting with how the game is arranged, choosing the rinks, practice, trial ends etc. This section finishes with how to determine the result of an end (Section 1.6) and how to determine the result of a game (Section 1.7)

SECTION 1.1 : ARRANGING A GAME

The type of game to be played can have several variations and the Controlling Body may determine:

- Duration of the game – any or no time limits
- The number of ends to be played – in team games
- The number of shots up or sets/games in singles and sets play.

Law 1 Play Arrangements

- There are many formats of the game – singles, team games, side games, a series of games or a tournament of games or combination of these.
- Remember that controlling bodies may have their own format and it is your job as an Umpire to ensure that you are familiar with the Conditions of Play before you officiate. Laws 1.1,1.2,1.3,1.4 and 1.5 give detailed descriptions of the different formats of play and the number of bowls from a set of bowls that must be used.
- Law 55 describes the different formats of play for World events and Commonwealth Games, International events and Domestic Events.
- Law 56 describes ‘Sets Play’ – another format of the game. The laws in the sections in Sets Play only apply to the ‘Sets Play’ format.

Law 2 General Form and Length

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

Timed games

- Law 55.3.2 provides further information on timed games.
- If an end is in play when the time limit is reached, then that end must be completed.
- It must be noted that a dead end is not a completed end (Law 20.1). If a jack is driven outside the boundaries of the rink of play the end has not been completed and must be replayed.
- When time limits are imposed, these time limits must be included in the Conditions of Play by the Controlling Body otherwise they do not apply.
- An Umpire should be positioned to observe all rinks in use when a time limit bell rings to stop play.
- The Start of Play is the delivery of the jack by the first player to play in that end.
- A jack delivered just before the bell is valid and the end should be completed. Note that before a jack is delivered (Law 9.1) the mat must be placed as described in Law 6.1.1.
- A jack rolled before the bell, without the mat placed first, is an end ‘**not properly commenced.**’ The game is over, if the bell rings before the end is ‘properly commenced.’
- Should the jack be rolled improperly, even if the bell rings while the jack is in course, the end has been ‘started’ and must be allowed to be completed, by re-rolling etc.
- Umpires should be aware that a jack rolled after the time limit may be valid because under law 37 and 38 the skips may have opted to have the end replayed, or ‘replay’ was the only remaining alternative for the skips when they were unable to come to an agreement under laws 37 and 38.

2.3 Ends must be played in turn in opposite directions.

- The ends shall be played in opposite directions alternatively except for ‘dead’ ends as described in Law 20 when by agreement between the skips, the dead end may be played back from the opposite direction to the end made dead.

- It also applies to the first end after a tied game when the bowls will be delivered from the end where the last head was situated. This is not subject to alteration by agreement as in Law 20.2. In pennant games or similar side games, if the game is tied after the last end has been played, all teams must return to the rink to play another end. This end must be played from where the last end was completed on each rink.

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

- This does not prevent two players in the same team playing two bowls each from the same set.
- A player may use bowls from other sets in other rounds in the same competition.

Law 3– Choosing the rinks for play

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

- There are rules set by Bowls WA in the Conditions of Play for Pennants outlining the requirements for drawing the rinks and playing on the same rink on the day of a competition or game.
- In most cases the Controlling Body controls the ‘draw’ for play and in multiple game events a draw may be a complicated process.
- In Pennant games, the rinks available for a game would be presented to the visitors, and the team cards/score cards would be paired, face down in a ‘blind draw’ with the visiting manager then doing the final allocation of those nominated rink numbers.
- In this way there is no suggestion that a ‘home’ team will play on a preferred rink.

Law 4 – Practice

- The conditions for practice should be laid down by the Controlling Body. The allocation of rinks is strictly at the direction of Controlling Body.
- With multiple games being played on the same day, the Controlling Body is responsible for giving permission to a team or player to practice. This is not the duty of an Umpire and Umpires have no authority to allow players to practice.

SECTION 1.2: GETTING A GAME UNDERWAY

Law 5 Starting the Game

5.1 Trial Ends

5.1.1 Before the start of play in any game, or before continuing an unfinished game on another day, one trial end must be played in each direction.

At the discretion of the Controlling Body, trial ends may also be permitted when an interrupted game has been moved between a vegetation surface and a synthetic or indoor surface.

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

- The requirements for trial ends should be included in the Conditions of Play for an event.
- Trial ends are not a right of players. They may be permitted, and usually are, before the start of play on any day, or on the resumption of play in an unfinished game on another day. They may also be allowed for other games on any day.
- Trial ends must be completed by the scheduled starting time of the game. If they are not then the trial end should cease immediately and players start the game. They must be played on the rink on which the game will be played.
- Players may be permitted to use 2,3 or 4 bowls as appropriate, in trial ends but this does not limit them to any one set of bowls to be used. Indeed, if players wish, they may use 2,3 or 4 different

bowls during trial ends, provided they do not exceed the permitted total number of bowls to be used in the game.

- Teamwork with a Controlling Body will ensure that time is allowed between trial ends and the start of play, to enable the Umpire to check bowls to be used, before the starting time if required. During trial ends the Umpire is empowered to see the correct number of bowls is used.
- The leads or single players starting the trial end can choose the position of the mat and the distance of the jack from the matline. That distance cannot be changed during the trial end.

5.2 Tossing, for opening play

- As an Umpire you may be asked to supervise the draw for rinks and the toss for start of play in a side game.
- The toss in any game **must** be made with a coin.

5.3 The start of play.

- Notice that placing the mat does not define the start of a game or an end; it is the delivery of the jack.
However, the delivery of the jack requires the mat to be placed as described in Law 6.1.1 by the first player to play.

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

- Whoever wins the previous scoring end must place the mat and deliver the jack and first bowl.
- If a game is tied, an extra end to decide the winner is looked upon as the commencement of a new game and is subject to tossing the coin to decide who will play first.
- If an end is a 'tied' end or a 'dead' end, the player who played first in the 'tied/dead' end again plays first in the next or replayed end.
- In Sets play the winner of the first set plays first in the first end of the second set.
If the first set is a draw, the winner of the last scoring end of the first set plays first in the second set.

6 Placing the mat

6.1 At the start of each end

- The mat must be placed correctly before the jack is delivered.
- This law is clearly worded. The markings on the side banks are important for players when placing the mat. These markings show the maximum and minimum distances permissible from the front ditch when placing the mat.
- If the mat has been placed on the 'T' and the Umpire is called to measure a short jack, the Umpire should check that the mat is placed correctly on the 'T' at the 2metre line before measuring the length of the jack.
- If the front of the mat was placed within two metres of the rear ditch, then:
 1. if the mistake is noticed after the Jack has been rolled but before a bowl has been delivered then the Jack has been improperly rolled and the provisions of Law 10 shall apply.
 2. If the mistake is not noticed until after the first player has delivered his/her first bowl the end shall be completed with the mat in the wrong position.
- If the mat was placed on an old chalk line or any other position not on the true centre line of the rink, then:
 1. If the mistake is noticed before the Jack is delivered or after bowls have been delivered in the end, the mat must be moved across to the lawful position on the centre line.
- If after the Jack has been rolled but before a bowl has been delivered, a player or the Marker finds that the matline has not been positioned **within the distances described in Law 6.1.1** – i.e. the mat is not 2 metres from the rear ditch and 23 metres from the front ditch - the opposing player

places the mat as described in Law 6.1.1 and redelivers the jack. This is another example of an improperly delivered jack.

1. If the mistake is not noticed until after the first to play has delivered his/her first bowl the end shall be completed with the mat in the wrong position.
2. If a mat so placed is displaced for example by a gust of wind during progress of the end it must be replaced as near as possible in the same position even though that position was not within the correct distances.

SUMMARY

If the distance of the mat from the front and rear ditches is incorrect:

- After the jack has been delivered but before the first bowl is delivered, the opposing player must place the mat correctly and redeliver the jack, but not bowl first.
- After the first bowl has been delivered, no-one can challenge the **distance** of the matline from the rear and front ditches, not even an Umpire.
- If the mat has been placed on the wrong line or off-line however, it must be moved to the correct line. The jack is not returned in this case. This can happen after the first bowl has been delivered.

6.2 During each end

- During the playing of an end, the mat may be shifted off the centre line during delivery or twisted off-line by a player's foot and in this case, it is permissible for the mat to be replaced to its original alignment by the next player to play.
- The rolling of the jack is the start of play however, the mat must be realigned if in an unlawful position (usually on an old line). The mat can be realigned at any time during an end – as soon as it is noticed.
- If a player carelessly moves the mat away, before the final bowl has been played then the opponent of the mover of the mat must replace the mat to its original position.
If players run off the rink due to a sudden shower of rain (an interruption to play – not a game stoppage) and thoughtfully move the mat onto the bank, if this is not done by agreement then the opponent of the mover of the mat should replace the mat when they return to the rink.
Sportsmanship by both parties must be acknowledged in this situation.
- Lifting a mat to allow another bowl to pass is an option not a direction. The mat can be lifted by any player on the rink where the mat is being used.
- In adverse weather, a player may choose to turn the mat over to avoid slipping. This is permitted providing the mat is not 'moved' to another place.
- After the last bowl to be delivered has come to rest, a player or the Marker must lift the mat and place it completely beyond the face of the rear bank.
Usually, an opponent does this. The mat must not be allowed to hang down over the face of the bank. If it is left partly overhanging the face of the bank, and a driven jack or bowl rebounds from the mat, this would be regarded as displacement by a neutral object. – Law 37.3 and Law 38.3

7 Position on the mat

Before a player delivers a jack or bowl, they must be standing on the mat with all or part of at least one foot on the mat.

- This law is intended to prevent a player walking onto the mat and delivering in one continuous movement.
- Failure to meet the terms of this law is committing a foot-fault and Law 8 will apply.
- Umpires must be considerate of players with disabilities which prevent him/her from totally complying with this law. Common sense should prevail.

8 Foot-Faulting

This law carries a penalty for a breach.

- Laws 7 and 8 work together. If a player does not meet the requirements of Law 7 then Law 8 will apply.
- Law 7 deals with stance on the mat and this is the first part of Law 8 which deals with position of the feet before and during the delivery of a jack and a bowl.
- Failure to observe this Law while delivering a bowl incurs a penalty, the possible call of 'foot fault'. A warning should be given first.
- If a foot fault warning has been given and there is failure to obey this Law while delivering a jack, a different penalty is incurred. It is one of the faults in an 'improper delivery of a jack' and Law 10.2 will apply.
- The definition of a foot fault is quite straight forward. However, the administration of this Law by an Umpire often causes reluctance to act. It also calls for a good deal of tact to enforce.
- Many bowlers will be anxious or keen about the delivery of a bowl and momentarily they may fail to obey this Law by placing a foot at the front of the mat, partly, with toes in front of the mat line or a little to one side of the mat. When the bowl is released there may be no part of the player's foot over or above the mat. This is carelessness, but not if it happens with each delivery.
- An Umpire may be positioned to observe the foot fault, but as often as not, an offender is brought to the Umpires attention by observation or a direct appeal from an opponent.
- In either case an Umpire must act to preserve the integrity of the game and the Umpire.
- How to act? ...First, observe there is an offence. If a team game is being played, the Umpire should call the attention of the skip to the offence and let that person call the offender to order. In a side game, the contact would be the side manager.
- In singles, a quiet word to the offender is usually sufficient.
- Should a team player reoffend then a definite clear warning should be issued to the offender, that another foot fault will not be tolerated. That warning lasts for the rest of that game.
- Many foot faulters query the matter of a centimetre or two of their foot not over the mat. Point out to them that if they queried the length of the jack roll and it was 1cm. short then they would expect to have the jack returned, quite rightly. Their opponent is, therefore, entitled to have the player's foot in the correct position. It's the law.
- A couple of 'don'ts'!
 1. Don't sit obviously looking for foot faults – an Umpire is not a policeman
 2. Don't pester the duty Umpire with your observations if you are not involved as a player or not on duty as an Umpire.
- A player's stance on the mat will often indicate the probability of an impending fault. Umpires could check the position of a player's foot on the mat during trial ends!!!
- If, as may occur in the case of a drive, the Umpire does not declare a foot fault before the bowl has come to rest, the Umpire shall still declare the bowl dead regardless of whether the bowl displaced the head or not.

9. Delivery of the Jack

- The end has commenced when the jack has been rolled and properly centred. However, the mat must be placed first as described in Law 6.1.1. This instruction is repeated in Law 40.3, the duties of the lead.
- The Skip or Marker must move the jack at right angles to the centre line of the rink.
- If the jack is rolled to a position between the front ditch and the 'T' mark then the skip/Marker should place it correctly at the 'T' mark, 2 metres from the front ditch.
- Markers must not wave the jack in the air before placing it at the 'T' mark. This is providing unasked information. Skips may do so to inform their lead of the position of the jack.

- If the wrong lead plays first, if the mistake is discovered immediately, the bowl can be returned to replay in its correct order.
- If the mistake is not noticed until two bowls have been played, play in that end must continue.
- Laws 5.3, 5.4, 9.1 and 40.3 indicate who should play first in an end. If the wrong player plays first, then the provisions of Law 29 shall apply.

10 Improper delivery of the jack

- If the lead has 'improperly delivered' the jack it means that when it came to rest, it was in one of 4 places
 1. In the ditch.
 2. Completely outside the side boundaries of the rink.
 3. At a distance of less than 23 metres(21metres) from the mat line.
 4. On the rink after contact with the face of the bank or with any object or person completely outside the boundaries of the rink.
- There are two other things which will constitute an 'improper delivery'. They are:
 1. foot faulting in either stance on the mat, or position of the foot at the moment of delivery.
 2. the mat being incorrectly placed within the distances described in Law 6.1.1 by the Lead.
A jack delivered from a mat placed within 23m of the front ditch shall be regarded as an improperly delivered jack.
- An 'improperly delivered' jack can be rolled by each lead, and should the fault occur twice, the jack shall be placed on the 'T' mark by the skip in possession of the rink or the Marker, and the mat placed at the discretion of the first lead.
- The placing of the mat may be altered during the parade of faults, to suit each lead while rolling the jack, but the right to play first remains always with the lead of the team who won the preceding end.
- The 21m minimum length of a jack roll is measured with the jack on the centre line, placed there by the skip in possession of the rink when the jack was rolled. No measurement of the jack should take place until the jack is on the centre line. If the Umpire finds that the Jack has not been centred, then the Umpire may either ask the players to centre the Jack.
- Placing the jack on the centreline when it has been delivered is different to when a jack has rebounded up the rink, by the effect of play, to a position which may be less than 18m from the centre of the matline to where it came to rest. This measure is made without the players, Umpire or measurer moving the jack at all.

Do not count a jack 'displaced' in course as an improperly delivered jack

There is a clear distinction that if the jack, while 'in course' should hit the foot of the leads own skip or any other of his players, then the right to re-deliver it goes to the opposing lead, but not the right to play first. This is not an 'improper delivery'.

Nor is it, if the jack "in course" hits an opponent's foot, the Marker, or any other neutral object or person. It shall then be returned to the mat to be re-rolled by its original lead.

Law 11 Team Play

Explains the number of players and the order in which they play

11.2 Order of play

- The leads play their bowls in turn, followed by each pair of players in order, i.e. Lead, Second, Third and Skip
- Once the order of play is established in the first end of a game it cannot be changed unless the change is required because a substitute is introduced.

If they do change positions or if they change teams then they forfeit the game to their opponents.

SECTION 1.3– POSSESSION OF THE RINK

The concept of 'possession' should be understood by Umpires and what it means in the way of privileges and responsibilities to players of both teams.

Law 12 'Position of Players' and Law 13 'Possession of the Rink' are linked

Law 12 - describes the position of players in relation to the rink of play and in relation to a neighbouring rink.

Law 13 – describes 'Possession of the Rink'.

The combination of Law 12 and 13 is one of the most important parts of the Law Book.

If a player is not in possession of the rink, then they must be in certain positions.

Law 12 Position of Players

In relation to the rink of play

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

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

12.1.2.1 behind the jack if their team is in possession of the rink.

12.1.2.2 behind the jack and away from the head if they are not in possession of the rink.

12.1.2.3 on the surrounds of the green if the jack is in the ditch.

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

- The requirement that players at the head end, who are not in possession of the rink stand behind the jack and away from the head is not always a common-sense requirement. If the main part of the head is well up the green but there is a live bowl in the ditch, then it is acceptable for these players to stand on the green provided they are behind and away from the main part of the head.
- If a player at the head end, is level with or in front of the jack when instructing his team-mate, he must move behind the jack as described above (12.1.3) as soon as the bowl is delivered.
- A skip may place his/her foot at the spot to which he/she wants a bowl played. He/she may leave his/her foot in that position until the bowl is delivered. The skip must then resume the correct position behind the jack.

12.2 In relation to a neighbouring rink

12.2.1 A player must not wander onto a neighbouring rink where play is in progress.

12.2.2 A player must not go onto or walk along a neighbouring rink, even if it is not being used, while an opponent is about to, or is actually, delivering a bowl.

12.2.3 If the rink is an outside rink, a player must not go into or walk along the section of green between the side boundary and the side ditch while an opponent is about to, or is actually delivering a bowl.

- If a player is not in the correct position, then the penalty in Law 13 can be applied. I
- Some players amble along a side bank while the rest of the team are playing. This is not allowed. Law 13 should be cited to offenders if the opposition players are annoyed or feel they are being interfered with.

ENCROACHING

- This is often brought to the attention of the Umpire when a player who delivered the bowl is seen 'riding' the bowl while it is in course and endeavouring to make it stand out. In so doing the player will go into the next rink and cause disruption to play there. After a warning from the Umpire, it is unlikely that a second offence would occur. However, if this should happen the penalties are the same as those for Law 13.

- This does not apply to a player entering a rink for any other reason.
- In the event of an appeal alleging encroaching:
 1. The Umpire shall act with tact and use common sense
 2. On receiving the appeal and being satisfied that there has been an offence, the Umpire shall issue a warning to the offending player.

Law 13 Possession of the rink

The definition of 'Possession of the rink' is:

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

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

- Immediately a player's bowl stops (allowing time to mark a toucher), the rink must be surrendered to the next to play.
- If the previously played bowl was a toucher, then it is a breach of this Law if the next player delivers a bowl before that toucher has been marked or indicated or, if the third is slow to act, before the third has had a reasonable period in which to mark or indicate it.

13.3 A player must not deliver a bowl before the previous bowl has come to rest and Possession of the Rink has transferred to the opposing player or team.

- A player's/team's right of access to the rink is vital and must not be violated under any circumstances. No player may bowl before the previous bowl has stopped, and time allowed to mark a toucher is repeated through the book. Players should be able to walk to the centre or head of the rink to talk with the skip, inspect the head, and return to the mat and play the bowl without interference of any sort.
- Opposing players in a similar position e.g. the other second, should not walk down the rink with the player in possession unless specifically invited for that end. This often happens though and should be observed. If players are obviously annoyed by this action, then the Umpire may become involved.
- Often players ask for permission to walk without there being a problem. This can save time during a game.
- If a skip feels annoyed, interfered with or distracted by the action of an opposing player, an appeal to an Umpire or an Umpire observing this interference would instruct the players that they can't walk down to the head unless permission is granted by the player in possession of the rink.
- An Umpire shouldn't interfere if there is no obvious annoyance and interference to the players.
- Should the skip of the team in possession of the rink call an Umpire to protest any breach of this Law, the Umpire must observe that the breach has occurred then be firm with a warning. The warning remains for all players on the offending team for the duration of the game

13.4 If the Umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, decides that a player has delivered the bowl before the previous bowl has come to rest or that the players in possession of the rink are being INTERFERED WITH, ANNOYED OR DISTRACTED in any way their opponents the Umpire must.....:

INTERFERED - ANNOYED - DISTRACTED

- As an Umpire should you apply a penalty to a player that has not annoyed, distracted or interfered with his opponent even though he may not be in the correct position?
- Think about a game that you have played where your opposition has not quite reached the head before their bowl. If you were enjoying the game with your opponent, would you like to see them being penalized?

Of course, if their action is annoying then the skip may speak to the Umpire, or the Umpire may already have noticed and should act.

Usually, a quiet word in the offender's ear works first time but if they persist then a warning should be issued to the offender with the skip present. If it happens again the following penalty can be applied: Law 13.4.2 Page 28

SECTION 1.4 TOUCHERS AND DEAD BOWLS

14 Touchers

A bowl which touches the jack between the time the bowl is delivered and the time the next bowl is delivered is a toucher. It does not matter how many wicks it has.

The wording of this Law is quite clear

- To be a toucher, the bowl must be in its 'original course' – even if deflected while 'in course'.
- The bowl in its original course must touch the jack before the next bowl is delivered or in the case of the last bowl of an end, within 30 seconds if Law 23.1 has been invoked.
- The bowl in its original course must touch the jack while the jack is on the rink – not in the ditch.
- While the jack is in the ditch there can be no further touchers.

15 Marking a Toucher

While Law 23 (Deciding the number of shots scored) was involved in declaring a toucher, Laws 13('Possession of the Rink' Page 27 and Law 12 'Position of players' Page 26) also become involved in marking a toucher.

- Laws 15 and 13 (Possession of the rink) stress that while the toucher must be marked before the next bowl is delivered, time must be allowed after the bowl comes to rest for the third or Marker to apply the chalk mark, before possession of the rink passes to the next player.
- A player stepping onto the mat, immediately the preceding bowl comes to rest, cannot complain of interference by the opposing third in the process of marking the toucher.
- Law 15 – continues that where marking a toucher may move a leaning bowl, then either third, not just the owner of the bowl, or the opponent in singles, shall 'nominate' it. i.e., they point to the bowl saying 'That is a toucher but I will not mark it at this time'. To avoid any later problems, they should ensure that there is an acknowledgement from the opponent. If later the opponents agree that the danger has passed, the bowl can then be marked as a toucher.
- In singles the Marker must mark the toucher, or remove a mark from a non-toucher as soon as it comes to rest. Spray chalk is always safe.

16 Movement of Touchers

- A curving draw bowl may well touch a toucher in a shallow ditch and remain on the green or rest on the toucher in the ditch with part of it still on the green surface. Such a movement is valid, and nothing is 'replaced'.
- However, should the toucher in the ditch be moved by a non-toucher which is 'entering' the ditch, then that toucher shall be regarded as being moved by a dead bowl and it should be replaced, but, by whom?
Such replacement is done by the opposing player, who is the opponent of the player who delivered the now dead bowl.
- A toucher moved by another toucher, or a jack in motion, stays as moved.
- After moving a toucher in the ditch, a non-toucher may come to rest, remaining on the green, wholly, or in part, resting on the toucher. Should the non-toucher subsequently fall into the ditch and move the toucher a second time, the first movement shall be valid. The toucher should be replaced after the second movement to the place where it came to rest after the first movement.

17 Dead Bowl

- The 14m distance noted in this law will, of course, be measured from the centre of the mat line to the portion of the bowl nearest the mat line, with the bowl where it came to rest, not on the centre line as with a delivered jack.
- A 'wrong bias' bowl. If a 'wrong bias' bowl is still within its own rink and is stopped before it reaches/crosses its rink boundary:
 1. By a member of the team who delivered the bowl – it is a dead bowl.
 2. By an opposing player – it is replayable.
 3. By a neutral person – it is replayable or can be declared dead by agreementIf it passes outside the rink it is dead.
- The skips must decide if a bowl is live or dead as soon as they realise that they need to make that decision or their attention is drawn to the possibility, by any player on the rink. If they can't agree, then they should call an Umpire to make the decision.
- They can still make a decision even if a number of bowls have been delivered after that bowl came to rest. An Umpire may overrule their decision, at any time during that end, as part of his duties under Laws 43.2.4 and 43.2.5.
- The attitude 'we'll look at it later if it matters' is not good enough. If the skips can't agree they should call the Umpire or measurer and solve the problem immediately. The outcome of not removing a dead bowl could affect either team.

It could deflect a later bowl in course and would be a neutral displacement.
- If the skips have not bothered to check a line bowl and it later deflects a bowl in course, the skips must make a retrospective decision on the line bowl. If they agree that the bowl was 'out' then it was a neutral displacement. If they cannot agree that the bowl was 'out' then the displacement must have been by a live bowl at the instant of the deflection. At this stage it is too late to call an Umpire. They must decide one way or the other.
- A player carrying a bowl to the head and dropping it and displacing the head, has not delivered the bowl but the displacement would be replaced by the opposing skip – Law 37.1.5.
- A dead bowl must be taken off the rink as soon as it is declared dead. A dead bowl, not removed, becomes a neutral object.
- In Law 17.1.6 a bowl is dead even if it has come to rest in contact with a line jack.

In this situation, if the jack has been moved it should be replaced to its former position after the dead bowl has been removed.

Live bowl

- If a bowl is 'within the boundaries of the rink' it is a live bowl.

(note – not within the boundaries of the 'rink of play' as the 'rink of play' includes the ditch. If a bowl is in the ditch, it must be a toucher to be a live bowl)
- Should any part of the bowl, when at rest, be within the confines of the playing surface of the rink, then that bowl is a live bowl.
- If a bowl is resting on a toucher or jack in the ditch and any part of it remains within the playing surface, when viewed from above, that bowl is live. At certain angles the bowl may be resting on the edge of the plinth but not touching the grass surface. It does not need to touch.
- All that is necessary is that when viewed from above a part of the bowl is obscuring the edge of the rink surface. If in doubt use a 'square'.
- This also applies if any part of the bowl remains within the side boundary of the rink when observed with an approved device used for this purpose. It may be resting on the surface outside the line between the centre of the boundary pegs but a small part of the edge of the bowl will still be within this line.
- Touchers rebounding from the bank into the ditch or back onto the green remain in play.

- A non-toucher rebounding from the face of the bank, must have left the playing surface first, and is, therefore, a dead bowl.

SECTION 1.5 LIVE AND DEAD JACK

18 Live jack in the ditch

Bowls may end up live or dead and the end continues.

However, the jack is not only the target – it is also the heart of the end. If the jack is dead so is the end.

- While it remains within the boundaries of the rink, a jack is live, even if it is in the ditch. If touchers go into the ditch, they too are still live and may move the jack to another place in the ditch and this is all valid.
- Only when a non-toucher enters the ditch is any movement of the jack replaced.
- The correct placement of the marker on the bank to indicate the position of the jack in the ditch, achieves two things. First it tells the bowlers where the jack is, and second it assists in replacing the ditched jack in the correct place, if this is necessary.
- While the jack is in the ditch no touchers can occur.
- If the jack was in motion when it was displaced, Law 38.1.2, 38.3.2 and 38.5.1 applies – The jack must be put back to where the skips or opponents in singles believe it would have come to rest. If they can't agree, the end must be declared dead.

19 Dead Jack

There are a number of instances where a jack can be dead

1. Passes completely outside the boundaries of the rink of play.
2. Finishes in any hollow in the face of the bank. Not very common but may occur on grass banks; or
3. Comes to rest less than 18 metres when measured in a straight line from the centre of the mat line to the nearest part of the jack.

However, a jack is not a dead jack if it comes to rest:

1. On top of a toucher in the ditch; or
2. On top of any bowls on the rink.

As with a bowl, the skips must decide if the jack is live or dead.

- A dead jack, describes how a jack becomes dead after play has commenced. It does not refer to a jack being delivered by a Lead.
Any departure from the playing surface by the jack during delivery by a lead is an improperly rolled jack, not a dead end.
- This law also describes that there are limits to the area where the jack is live. Should the jack become embedded in the bank, stuck behind a faulty rubber coating on the face of the bank, or rebound up the rink towards the mat from the bank, or any bowl-on the green, by the effect of play, to a distance of less than 18m from the mat line, then it is dead.
- Remember that when measuring a jack in its rebounded position, the measurement is taken from the centre of the mat-line to the nearest part of the jack.

Law 20 Dead End

- Continues the message from Law 19, and stresses that all dead ends shall not be counted as completed ends regardless of the number of bowls played.
- All dead ends should be replayed in the same direction unless the skips or opponents in singles agree to play in the opposite direction. This may well lead to the first end of a game being replayed from 'the other end'.

- This means all of the jack and the bowls shall be returned to the end of the rink where the cancelled end was started and played from there. However, the skips may vary this by agreement only.
- In some competitions, for example where Sets play is used, instead of replaying the end, the Controlling Body may decide to have the jack placed on a re-spot position.
If this Law is to be used in an event it must be made known through the Conditions of Play published for that event. The Controlling Body should ensure that the players are familiar with the procedures to be followed in a game of this type including the position of the jack in relation to a 'three respot position' method or 'single respot position' method.
- Occasionally, Conditions of Play will stipulate - 'No dead Ends'.
Instead of 'No dead ends' the term in the Conditions of Play should read – 'Respot the Jack'.
There can still be dead ends when dealing with laws where a skip has the option after an infringement to either – replace the head, leave the head as altered or declare the end dead.
Law 8 Foot Fault, Law 13 Possession of the Rink and the Displacement Laws – Laws 37 and 38 are examples of these laws.

Law 21` - Rebounding Jack

- Rebounding Jack –rebounding from the bank or by the effect of play driven from a position in the ditch onto the green, is still live provided it is within the boundaries of the rink of play, and more than 18m from the mat line.
- This jack should be regarded as never having left the rink and as it is back on the green further touchers can now be recognised and marked as such.
- The movement out of the ditch can only be allowed if the bowl which achieves this effect, is a toucher. If a non-toucher drives the jack out of the ditch, then the bowl is a dead bowl as it left the playing surface, and the jack must be replaced in the ditch at its marked position.

SECTION 1.6 - RESULT OF AN END

22 The Shot

- The aim of the game is to have as many bowls as possible nearer the jack than any bowl belonging to an opposing team or opponent in singles. A game is won by the player or team who scores the most shots. (except in sets play)
- Bowls must not be moved until both opponents have agreed they are shot. As the shots are agreed they can be removed from the head and be placed in a group away from the head.
Players removing shots without waiting for agreement by their opponent could be seen as a deliberate attempt to take an unfair advantage. If an Umpire is called to resolve such a dispute, the bowl removed should be treated as 'Displacement of a bowl at rest' and replaced to its 'former position' by the opponent or 'innocent party'. This should not be subject to any discussion or argument from the 'guilty' party.
An Umpire should consider whether this action was deliberate or accidental and resolve the dispute accordingly.

23 Deciding the number of shots

- Players should not start agreeing how many shots are scored until the last bowl delivered in an end has come to rest. Remember that the last player does not have to play their final bowl. There is then a short period of time which can be allowed for the bowls to settle before the process of deciding the number of shots begins. This period is informally called the '30 second rule'. The '30 second rule' does not apply unless the skip or third or singles player has asked for it.

- When all the bowls have been delivered and if any bowl in the head is leaning and looks like it may affect the outcome of the end if it falls, a skip or singles player may ask for 30 seconds to elapse. This bowl could fall and become nearer the jack or fall away from the jack.
- The 30 seconds starts from the moment the last bowl came to rest, so by the time the player has reached the head, 20 seconds may have passed.
- As soon as the 30 seconds passes, any player may secure a leaning bowl in place, if a fall would be to a disadvantage to that person or team. Players from either team can secure theirs or their opponents bowl in the head.
- No bowls should be chocked until the 30 seconds have passed.
- It is important to understand this Law as a Marker in singles, as you will most likely need to be checking your watch a few times during a game.
- Should a leaning bowl not be secured, and it falls during the determination of the result, that bowl stays where it comes to rest and measuring continues.
- If that fallen bowl now is closer to the Jack than any other bowl which has already been agreed to by the thirds, the agreed bowls all count and this fallen bowl may possibly be the next shot. If it is a bowl belonging to the opponent of the third who has already received several shots, and the fallen bowl is now closest to the Jack, the agreed shots count and no further shots will count, but none are subtracted from the agreed count, just because the fallen bowl may now be closer than one previously agreed as a counter.
- For an Umpire to start measuring and not secure any bowl likely to fall or be moved, is an invitation to a disaster. Even though several minutes may have elapsed from the last bowl to the Umpire's arrival, never assume that all bowls are safe. Better to secure a bowl than to be caught by a fall and look and feel incompetent.
- Players should never move a bowl until it is agreed by the thirds, under any conditions. Such a disturbance by a player, other than the third could involve an Umpire to determine if the movement of the bowl was a deliberate attempt to take an unfair advantage. One would need to be very careful in making such an allegation, but it would be wise to tell all players to wait for a decision before touching any bowls.
- While thirds usually decide the result of an end, another player in the team may call their attention to a possible shot which they believe the measurers may have missed. Even though the thirds have signalled the result to their skips, they may, by agreement, amend their score in the interests of fairplay, if necessary, before the head is destroyed.
- No measuring is permitted before play has been completed in an end. The use of any device to determine the closer of two or more bowls to the jack is not permitted. Placing a foot between the bowls and jack, or pacing out the distance with this intent, should be regarded as a deliberate breach of the law to provide an unfair advantage and the offending player's team loses the right to play any bowls remaining to be played in the end.
- All measurements must be made from the nearest point of one object to the nearest point of the other. Where a Jack or bowl to be measured is in the ditch the measurement must be made with a flexible measure over the edge of the green. (plinth)
- Callipers must not be used to measure between an object on the green and an object in the ditch if the edge of the green (sometimes called the plinth) intersects the directline between the nearest points of the two objects.
- The jack cannot be secured whilst the result of an end is being determined. The allowed exception is when an approved orbital measure is being used.

Law 24 No Shot Scored - Tied End

- Umpires try very hard to find a winner in a tight measure but occasionally two bowls can't be separated, and a tie results. In this case both bowls are removed.

- Umpires invariably get asked by the skips or seconds, “What do we do on the score card?” The score from the previous end is moved down one space because this is a played end and counts as an end. A mark such as a ‘=’ sign or the letter ‘T’ in the margin or in each team’s column will save a Controlling Body a worry, when checking cards later.

Law 25 Delivering the final bowl of an end

- The last player in an end and only the last, not the last player on each team, may refrain from delivering the last bowl but this intention must be declared to the opponent. This declaration cannot be revoked if it later appears that the bowl is needed because of a wrong ‘guesstimate’ by the third.
- But what if the second last player has no wish to play their last bowl? A bowl delivered to a point 3 metres down the rink is a dead bowl. Problem solved.

SECTION 1.7 - GAME DECISIONS

Laws 26 Games played on one occasion

- If Controlling Bodies wish to include regulations for Timed Games – these must be included in the Conditions of Play for the event they are organizing. The Controlling Body will decide the time limit before the game commences as described in Laws 55.1.5, 55.2.6 and 55.3.2.
- For any games played in a knockout competition – play cannot continue if at any point it becomes impossible for a player or team to win the game given the number of ends left. This does not apply to Sectional Play where all ends must be completed.

Law 27 Tournament games and games in a series.

- These laws are matters for Controlling Bodies. An Umpire might need to assist a Controlling Body to ensure Conditions of Play for an event are in accordance with these Laws. The Controlling Body must ensure that the competition rules specify what should happen if two or more players, teams or sides are equal, i.e. points for games won or drawn shots difference, extra ends etc.

Law 28– A drawn game in a knockout (eliminating) competition

- This law is used in a game where there must be a winner. An extra end or ends must be played until one team, or side, has an extra shot to be declared a ‘winner’.
- The skips or coaches toss to decide who shall play first, as though it was the first end in a new game. This toss can be done after the last end is competed in a team game or a side game. The extra end should be played from where the previous end was completed.
- Three things may happen in the extra end:
 1. The game is decided with a player or team scoring a shot.
 2. If the end is “tied” the skips toss again and the mat is placed at the end where the ‘tied’ head occurred.
 3. If the end is made ‘dead’ there is no toss required as Law 20.3 applies.