



Tournaments 1, 2, 3 & 4

RULES & PLAYING CONDITIONS

- 1) All matches, with each player having four bowls, will consist of 2 sets: each set played over 7 ends. The winner of each set will be the winner with the most shots at the completion of the 7th end. Each end of every non tie break set must be played regardless of whether a player has already won the set (Each set must be played to completion - i.e. 7 ends), the tie-break set will only be played when necessary. The winner of the match being the best of two sets.
- 2) If the shot scores are tied after the last end of a set, the set will be drawn (scored 1/2-1/2). If the match is tied at two drawn sets or one set each, a best of three ends match tie breaker will be played to determine the winner. This will be the winner of each end and NOT the total number of shots won in the three ends. If at the end of the deciding third end of the match tie breaker the scores are equal, a fourth end will be played with each player delivering a single bowl to determine the winner. If both bowls are equi-distant from the jack, they will be removed and further single bowls will be played to determine the winner. During the fourth end, the jack, if hit off the rink, will be re spotted as described in Rule 7.
- 3) In all other cases a "no score" end will count as an end played.
- 4) Play will be in both directions and the jack delivered. The player winning the toss shall have the choice of starting or giving away the jack in the first set. The loser of the toss shall have the choice of starting in the second set. The winner of an end will start the next end in the same set.
- 5) In a match tie breaker, the player winning the toss shall choose whether to take the jack or give it away in either the first & third ends (assuming it goes to a third end) or to take or give away the jack in the second end. In the event of a fourth end being played the player winning a "new" toss shall have the choice of starting.
- 6) The player to start will select where to place the mat along the centre line of the rink and deliver the jack. A full length jack will be at the 3m T mark, from the 3m mat line from the front ditch.
- 7) In the event of the jack being hit off the rink, it will be replaced at one of two predefined points on the rink which are 300mm behind the 3m T mark and half way between the centre line of the rink and the edge of the rink, before the next bowl is delivered or the end decided. If the jack is hit off the rink to the right, it will be re positioned on the right predefined point and so on. When the predefined point is occupied, the jack will be repositioned at the nearest available position along the line between the predefined points and the centre line of the rink, but not touching an obstructing bowl. In the third end of a match tie breaker (ONLY), each player will be entitled to "kill / burn" the end once, with the end being replayed. (Players must clearly declare to the marker an intention to kill the end, prior to the delivery of each bowl). Unless such a prior declaration is made, and in all other circumstances, there will be no dead ends and the re-spot rule (No. 7) will apply.
- 8) The jack, when hit into the ditch within the rink width, will remain in play and not be repositioned.
- 9) Any bowl leaving the confines of the rink (except on delivery) and not a live toucher in the ditch, will be deemed to be dead and immediately removed.
- 10) A live rebounding jack, within the confines of the rink, but is less than the minimum of 20m, will be repositioned at the appropriate predefined point as described in (7).

- 11) Measurements between the jack, including a repositioned jack and the live bowls will be carried out in the normal manner.
- 12) Play will be continuous. A player may visit the head only after the delivery of their third bowl. In very exceptional & limited circumstances, such as at a key point in the game, a request to visit the head earlier in the end may be made to the marker. At this stage, both players will be entitled to visit the head, but this must be together and without undue delay. After this exceptional visit both players must return to the mat at the same time.
- 13) All bowls, coloured light red & blue, MUST BE stamped with the new World Bowls Official Stamp (oval-rugby ball shape) which came into effect on 1st April 2002. NO other bowls stamp will be valid. Players are advised that any challenge to a set of bowls can only be tested against the new stamp / standard, the outcome of which will be final. All players are responsible for providing their own bowls.
- 14) Coloured shirts will be issued upon arrival for each match but will be retained by the tournament officials immediately after each match. Players' personal sponsorship approved by WBT may be worn on the side of the right shirt sleeve and not exceeding six square inches. Players are required to provide and wear their own black trousers, socks, shoes and trouser belt.
- 15) Electronic scoreboard will be in place with live web streaming presentation from the rink side.
- 16) Players are required to be ready and available to commence their matches at any time during the programmed session time; players first on shall be at the venue at least 15 minutes before the start of play. Prior to the start of a match, each player will be allowed two trial ends (one each way).
- 17) In all other circumstances the Laws of the Game (as modified by WBT) will apply.
- 18) Scoring: Players will win 1 point for each non tie-break set they win and 1/2 point for each tied non tie-break set. The winner of the match will win a further 3 points.
- 19) After the 6 matches have been played in an event, the top two players in the group will play a 7th playoff final match to determine the overall winner and runner-up for the event. The result of this 7th match will determine the allocation of order of merit points for the top two places in the group. If the points are tied after match 6, then the player who won the most matches that day will finish higher. If scores are still tied, then the total number of non tiebreak sets won will be used, and if the players are still tied after this, then the total number of shots scored in the day's non tie-break sets will be used. Should there still be a tie, then the result of the match between the two players will determine the position. If there is a 3 or 4 way tie, then a one end shoot out involving all players will take place with the winner going forward.
- 20) Players who are not available to play at the required start time as advised will automatically lose the first set of that specific match. If a player is still not available to play 15 minutes after the allotted start time, they will forfeit the second set and therefore the match is awarded to their opponent. The winning opponent of a conceded victory will automatically be awarded their average shot score for that day in relation to the specific set or match. The decision of the Tournament Director is final. Players who fail to attend any match may be liable for removal from all remaining super series events and will not receive any prize money.
- 21) In such circumstances the matches, shots and sets used to determine Champion of Champions scoring will take the best 3 matches for each player from that day. In the event of a player not attending an event, the remaining 3 players will all play each other twice to total the 6 matches required on a daily basis.
- 22) Players who cancel a total of 2 events in a single series will be removed from the remainder of events within that season.