# 2015 LAWS OF THE GAME CHANGES

# **Conditions Governing Play in National Championships**

Section and post-section games up to and including the quarter-finals shall consist of:

Singles: 12 ends with a time limit of 35 minutes.

Pairs: (six bowls) 10 ends with a time limit of 45 minutes, the Leads

shall bowl first followed by the Skips.

Triples: (six bowls) 10 ends with a time limit of 45 minutes, the Leads

shall bowls first followed by the Twos and then the

Skips.

Fours: 10 ends with a time limit of 60 minutes, the Leads

shall bowl first, followed by the Twos, then the

Threes and the Skips...

## Rule 6c.

The new rule 6c is

(c) should the jack be bowled in accordance with Laws 7,8(b),11(d)and 13(b) by an incorrect player from either team or by the opposing player in singles, and the finishing time signal sounds, the jack shall be returned and bowled by the correct player and the end played.

#### Markers Duties.

(h)The marker shall not at any time disturb the head other than when measuring. A completed end must be cleared by the players.

## **UMPIRES.**

An umpire, who is qualified by examination, is a person to whom a controversy or question between two players or teams is referred for decision and is appointed by the Appropriate Authority or by their orders to arbitrate, referee, and see that the LAWS OT THE GAME are adhered to.

26(c) For breach of Laws 8(a),8(b),(e)11(d) and 13(b) the umpire shall order the return of the jack to re-bowled in compliance with those Laws.

## Law 1(a)

(a) The playing area shall be of a material approved by New Zealand Indoor Bowls(Inc).

8(a)Nothing associated with the player except the bowling hand shall be in contact with the mat at the time of bowling.

9(a)

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## Rule 25

Except in any final for which provision for drawn games shall be laid down by the Appropriate Authority and notwithstanding anything contained in these laws, where at the completion of a game the scores are level and the conditions of the game require a decision, a further end shall be played. Should this end be killed the appropriate penalty, as provided in Law 27 shall be scored by the opposing player or team and the game shall be ended. If however, this end is drawn, a further end shall be played.

Rule 14(d) In team play all players other than Skips must remain at the bowling end until it is the Skips turn to play except as set out in Laws 12(b) and 12(e). When it is the skips turn to bowl the opposing Skip must remain at the bowling end of the mat while the other Skip has control of the playing area.