



Laws Of The Game

Revised 2015

UMPIRES
DUTY MEASURERS
MARKER'S DUTIES
CONDITIONS OF PLAY FOR NATIONAL CHAMPIONSHIPS



CONTENTS

GENERAL DEFINITIONS LAWS OF THE GAME

1. The Playing Area
2. The Jack
3. The Bowl
4. A Game
5. Types of Games
6. Time Limit Games
7. Bowling
8. Bowling the Jack
9. Bowling the Bowl
10. Order of Play
11. Duties of Players
12. Control of the Game
13. Control of the Playing Area
14. Obligations of Players
15. Bowl Played Out of Order
16. Bowls Played Out of Order
17. Playing an Opponent's Bowl by Mistake
18. Replacing of Jack or Bowl
19. Broken or Damaged Bowl or Jack
20. Replacement of Jack or Bowls
21. Dead End
22. Dead Bowl or Jack
23. Deciding the Score
24. Measuring
25. Deciding End
26. Penalties for Breach of the Laws
27. Penalty for a Killed End
28. Penalty for Killing the Last End of a Game
29. Burned Jack or Bowl in Motion
30. Burned Jack or Bowl at Rest
31. Replacements and Substitutes
32. Visually Impaired Players
33. Exemptions for Measuring and Footwear

UMPIRES DUTY MEASURERS MARKER'S DUTIES CONDITIONS OF PLAY FOR NATIONAL CHAMPIONSHIPS INDEX TO LAWS OF THE GAME

GENERAL

1. The name shall be "New Zealand Indoor Bowls Incorporated" (hereinafter referred to as "NZIB").
2. Any matters not provided for in these laws and requiring a decision at the time shall, after the Umpire has given a ruling, be reported to the Appropriate Authority for adjudication by the NZIB Executive. Such decisions carry the right of appeal to the NZIB through the proper channels.

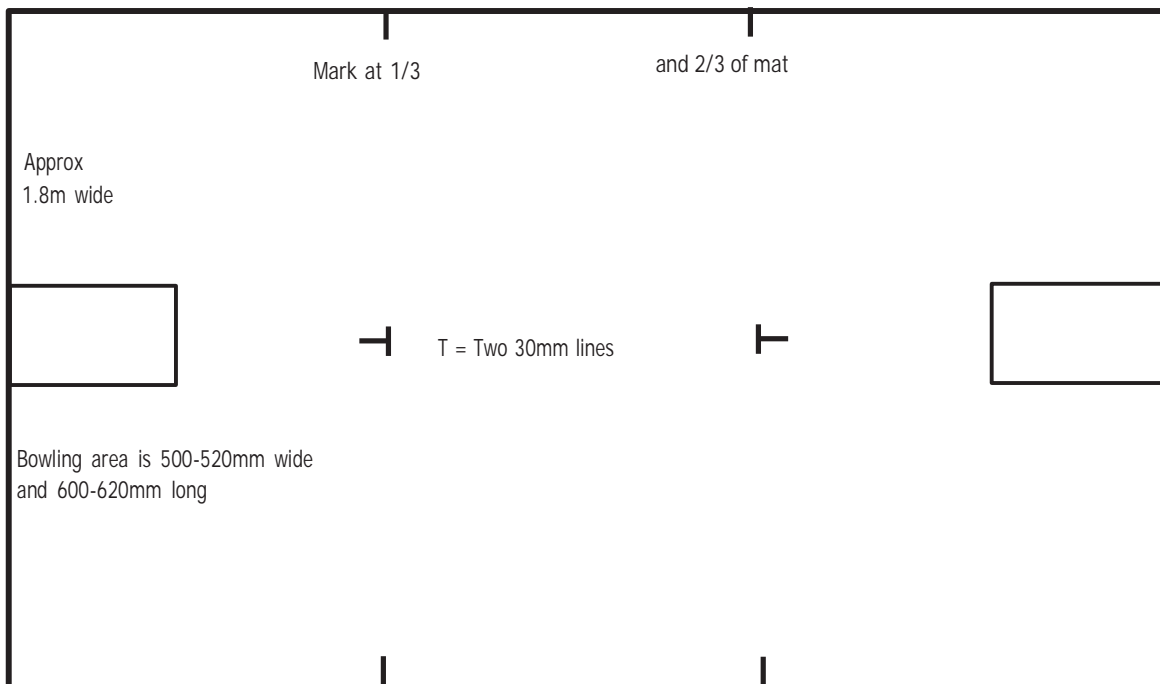
DEFINITIONS

APPROPRIATE: The words 'Appropriate Authority', used throughout these Laws means the body which regulates the terms under which a competition is played, but which may not be in control of the event at the time of play.

CONTROLLING: The words 'Controlling Authority', used throughout these Laws means the body which controls the event at the time of play. At times it will also be the body which regulates the conditions under which the event is played.

MAT PLAN

Approx. 6.7m long



LAWS OF THE GAME

THE PLAYING AREA

1. (a) The playing area shall be of a material and colour approved by the New Zealand Indoor Bowls (Inc.)
- (b) The mat shall be approximately 6.7 metres long and 1.8 metres wide. It shall not be fixed to the floor, dais, platform or other structure on which it is placed.
- (c) At each end there shall be distinctly marked a bowling area the width of which shall be between 500 and 520 millimetres. The front edge shall be between 600 and 620 millimetres from the end of the mat. The sides of the bowling area shall be parallel to the sides of the mat and equidistant from them.
- (d) Two sets of marks (each 25 millimetres in diameter or length) shall be marked on each side of the mat one third of the mat length from their respective ends.
- (e) A centre mark in the form of a **T** shall be marked in the centre of the mat, with the top of the **T** in line with the centre of the one third mark, at each end of the mat. Each stroke of the **T** shall be no more than 30 millimeters in length.
- (f) Upon request from both players or skips and at the discretion of the Controlling Authority a mat may be moved during the course of a game.

THE JACK

2. (a) The jack shall be white, spherical and of material approved by the NZIB.
- (b) Its diameter shall be between 50.8 and 52.4 millimetres and its weight between 135 and 149 grams.

THE BOWL

3. (a) Bowls shall be made of materials approved by the NZIB.
- (b) A set of bowls shall consist of sixteen, all made by the same manufacturer and of the same model, eight each of contrasting colours.
- (c) They shall have a draw of not less than 840 millimetres in a run of 5.50 metres on an approved test table.
- (d) Their size and weight shall be within the following limits.
 - (i) 95.4 to 100 millimetres and
 - (ii) 624 to 700 grams.

A GAME

4. A game shall consist of such number of ends or time limit, or combination of both, as shall be decided on by the Appropriate Authority prior to the commencement of play.

TYPES OF GAMES

5. (a) **Singles:** A singles game shall be contested by two players opposed to each other. Four bowls shall be bowled by each player.
- (b) **Pairs:** A pairs game shall be contested by four players, two in each team, a Lead and a Skip. Each player shall bowl either three or four bowls as determined by the Appropriate Authority.
- (c) **Triples:** A triples game shall be contested by six players, three in each team, a Lead, a Two and a Skip. Each player shall bowl two bowls, or three bowls, at the discretion of the Appropriate Authority.
- (d) **Fours:** A fours game shall be contested by eight players, four in each team, a Lead, a Two, a Three and a Skip. Each player shall bowl two bowls.

TIME LIMIT GAMES

6. (a) Time limit games shall commence with a time signal and finish at the completion of the end in progress at the final time signal.
- (b) The end in progress at the time of the finishing time signal shall for the purposes of Law 28 be the last played end of the game.
- (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.

BOWLING

7. Bowling is the action of rolling a bowl or jack along the mat. A bowl or jack is deemed to have been bowled when it has both left the hand and passed wholly beyond the front line of the bowling area.

BOWLING THE JACK

8. (a) Nothing associated with the player except the bowling hand shall be in contact with the mat at the time of bowling.
- (b) A jack, when bowled, shall be in contact with the mat when it crosses the front line and pass wholly over the front line of the bowling area.
- (c) The jack, when bowled, shall come to rest at a point on the mat between wholly past the two thirds mark and wholly in front of the bowling area farthest from the bowling end.
- (d) Provided that the conditions of Law 8(c) are complied with, the jack shall be centered in line with where it comes to rest. Should any of these conditions be not complied with the opposing Skip or the opposing player in singles or the Marker, as directed by the opposing player in singles, shall centre the jack at any point between wholly past the two thirds mark and wholly in front of the bowling area farthest from the bowling end.
- (e) An end shall be deemed not to have commenced unless the jack has been bowled in accordance with Laws 7, 8(a) and 8(b) by the correct Lead or player in singles and the conditions of Laws 11(d) and 13(b) have been complied with.

BOWLING THE BOWL

9. (a) Nothing associated with the player except the bowling hand, shall be in contact with the mat at the time of bowling.
- (b) A bowl, while being bowled, shall be in contact with the mat when it crosses the front line and pass wholly over the front line of the bowling area.
- (c) No part of the bowl shall pass over either side line of the bowling area while the bowl is being bowled.
- (d) The bowl shall not be bowled disc over disc.

ORDER OF PLAY

10. Except in terms of the appropriate law:
 - (a) In all games the players shall bowl their bowls alternately and in the order of play as determined by the Appropriate Authority.
 - (b) Ends shall be played from alternate ends of the mat.
 - (c) The position of the players shall not be changed during the course of a game but may be changed between games, unless the rules of the event state otherwise.
 - (d) The team which bowls the jack on the first end shall bowl first.
 - (e) Except when directed by the Appropriate Authority, the team that bowls the jack on the first end shall have choice of bowls.
 - (f) In all subsequent ends the winner of the previous end shall bowl the jack and bowl first.

DUTIES OF PLAYERS

11. (a) The players in singles, the Leads in pairs, triples and fours shall toss to decide the order of play. The team that wins the toss shall have the choice of playing first or second.
- (b) The players in singles, the Skips in pairs and triples, the Twos in fours shall be the Scorers. Each Scorer shall keep a check with their opposite. Where necessary the names of the players shall be recorded on the appropriate card in the correct order and the Scorers shall see that this order is maintained throughout the game. When available a Marker shall record the score in singles (see MARKERS DUTIES).
- (c) The players in singles, Leads in pairs, Twos in triples, Threes in fours, shall be the Measurers and shall determine the score for each end and advise the scorers or markers.
- (d) The bowls shall be behind the front line and clear of the bowling area at the time the jack is bowled.

CONTROL OF THE GAME

12. (a) Except as otherwise provided in these Laws, the Skip shall have complete charge of the team. The Skips instructions must be obeyed by team members.
- (b) During the temporary absence of the Skip the Two in triples, the Three in fours shall assume control.
- (c) No players, other than the one in charge of the head, shall give instructions.
- (d) Nothing shall be left on the mat as a mark for the player to bowl to when bowling.

- (e) The Skip whose team has charge of the playing area may call up the member of the team whose turn it is to bowl to examine the head. The Skip may go to the head for the same purpose.
- (f) The Skip may when in control of the playing area discuss the head with any member(s) of the team.
- (g) A torch, other light or reflector may be used at any time to assist in examining the head. This does not constitute a measure. Callipers shall not be used as a reflector.
- (h) The Skips shall be the judges of all disputes except in measuring and other actions taken to determine the score. Should they be unable to agree the matter shall be referred to the Umpire who has been appointed by the Appropriate Authority. The decision of such Umpire shall be final in all matters except on a point of law, when an appeal may be lodged with the Controlling Authority.
- (i) Such appeal must be lodged no later than five minutes after completion of the game in which the dispute arose.

CONTROL OF THE PLAYING AREA

- 13. (a) The player whose turn it is to bowl shall hold control of the playing area from the time the last bowl played comes to rest.
- (b) No player may handle any bowl until they have control of the playing area and the jack has been bowled.

OBLIGATIONS OF PLAYERS

- 14. (a) While a player has control of the playing area players at the bowling end must keep as clear as possible of the mat and the player's line of vision.
- (b) The Skip or players at the end opposite the bowling end must keep clear of the mat while a bowl is being bowled.
- (c) Players shall be allowed to bowl their bowls and Skips to issue their instructions without interference from their opponents or other persons. Unnecessary speaking shall be regarded as interference under this law.
- (d) In team play all players other than the Skips must remain at the bowling end until it is the Skip's 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.
- (e) In singles each player must remain at the bowling end of the mat while their opponent has control of the playing area.
- (f) No player shall follow any bowl up the mat or up the side of the mat until it has come to rest.
- (g) Soles and heels of footwear shall be of flat, smooth or fine treaded and pliable material that will not carry foreign matter, or cause damage to the mat. Play in bare feet or jandals is not permitted. Where there is any doubt about suitability of footwear the Controlling Authority shall be the sole judge.
- (h) Coins shall not be tossed to land on a mat.
- (i) Players shall comply with the LAWS OF THE GAME.
- (j) The mats shall be walked on as little as possible.

BOWL PLAYED OUT OF ORDER

- 15. Where a player has played out of order and the mistake is detected before the next bowl is bowled the opposing Skip or player in singles shall:
 - (a) leave the head as it is and return the bowl to be played in its proper order; or,
 - (b) replace the head and return the bowl to be played in its proper order; or,
 - (c) declare the end dead.

BOWLS PLAYED OUT OF ORDER

- 16. Where a player has played out of order and the mistake is not detected until after the next bowl is bowled the end shall be declared dead.

PLAYING AN OPPONENT'S BOWL BY MISTAKE

- 17. If a player bowls an opponent's bowl by mistake it shall, after it has come to rest, be replaced by one of the correct colour, the replacement being made by the non-offending player in singles or by a member of the non-offending team.

REPLACING OF JACK OR BOWLS

- 18. The player who has the right to replace the jack, a bowl, or the head, shall be the sole

judge of the previous position.

BROKEN OR DAMAGED BOWL OR JACK

19. A bowl or jack is broken when it is in two or more pieces. It is damaged when in the opinion of the Controlling Authority although it is not broken it is otherwise not fit for play.
- (a) Should the jack be damaged or broken in play the end shall be dead and the jack replaced.
 - (b) Should a bowl after being bowled, break or be damaged before disturbing the head, or coming to rest, it shall be replaced by another of the same colour and model which shall then be bowled.
 - (c) Should a bowl break or be damaged after striking the jack or any bowl in the head, or should any bowl in the head break or be damaged as a result of being struck by any bowl or jack in play, another bowl shall be substituted for that bowl. The opposing players in singles or the Skips or delegated player/s shall agree on the previous position of the head; failing agreement the end shall be dead.

REPLACEMENT OF JACK OR BOWLS

20. No jack or bowls shall be changed during the course of a game without the consent of the opposing player or skip and the Controlling Authority, unless a jack, bowl or bowls be damaged or broken.

DEAD END

21. In the event of an end being declared dead it shall be replayed from the same bowling area and the order of play shall be the same as for the end declared dead.

DEAD BOWL OR JACK

22. (a) A bowl which comes to rest not wholly past the one third mark from the bowling end shall be dead and shall be removed from the mat.
- (b) If a bowl runs or is driven from the mat it shall be dead. If on returning to the mat it disturbs the head the players in singles or the Skips or delegated player/s shall agree on replacement of the head after removing the offending bowl; failing agreement the end shall be dead.
- (c) A bowl partly on the mat but touching the floor shall be dead.
- (d) Should the jack in play rebound down the mat to come to rest less than wholly past the one third mark from the bowling end, the end shall be dead.
- (e) All dead bowls shall be removed from the mat by either player on the head or the Umpire, or when requested, the Marker (see MARKER'S DUTIES).
- (f) In the event of an omission to do so, the jack or any bowl coming in contact with any such dead bowl or bowls shall remain where it comes to rest. All dead bowls shall then be removed from the mat.

DECIDING THE SCORE

23. (a) At the conclusion of an end, the nearest bowl to the jack is the shot and counts as one point to the team to whom it belongs. Every other bowl belonging to the same team that is nearer the jack than the opponent's nearest bowl shall count one additional point.
- (b) In the event of each team having a bowl or bowls touching the jack, or if two bowls belonging one to each team are equidistant from it, or if no score results, the end shall be drawn. The score of the preceding end shall be carried down on the score card and it shall count as an end played. The winner of the previous end shall bowl the jack and bowl first.
- (c) When the last bowl of an end has come to rest, should either Measurer request it, a period of 30 seconds shall be allowed to elapse before deciding the score.
- (d) The losing Measurer shall remove conceded shots unless removal may cause a bowl which is to be measured to move.
- (e) If any counting bowl has been removed from the head when there is still a bowl to be played the unplayed bowl shall be forfeited if it belongs to the Skip of the offending team. If the unplayed bowl belongs to the Skip of the non-offending team any removed bowl shall be burned and the unplayed bowl played (Law 30(a)).
- (f) The Skips shall remain at the bowling end and no other person other than the Measurers shall be on the mat or comment in any way while the score is being decided.

- (g) When a measure is required the Measurer who played the last bowl shall, unless exempted, measure first. If not satisfied the other Measurer may then measure and/or call the Umpire, or Duty Measurer.

MEASURING

- 24. Measuring is the act of using an instrument(s) or other device(s) to determine the relative distances of bowls from the jack and includes any action taken to secure the position of a bowl.
 - (a) No measuring shall be undertaken until the end has been completed.
 - (b) A measure is deemed to have commenced when either chocks or other securing devices are being used to secure a bowl or jack, or when a measuring device is placed between a bowl and the jack by the correct measurer.
 - (i) Where a measure has commenced any unplayed bowl shall be forfeited.
 - (c) To facilitate measuring, any bowl that the Measurers agree is not in the measure may be removed unless such removal may cause a bowl which is to be measured to move.
 - (d) If a bowl requiring to be measured is resting against another bowl or bowls which prevent its measurement, the best means available shall be taken to secure the position of the bowl to be measured, whereupon the obstructing bowl or bowls shall be removed.
 - (e) Should either Measurer claim that a bowl that is to be measured may move, the best available means shall be used to secure it. If, however, such a bowl is not secured and does move before measuring has commenced, or should measuring have commenced and no result been declared, it shall be measured where it moves to provided it has not been disturbed in the course of measuring either by the Measurer or some outside influence.
 - (f) If either of the Measurers disturbs a bowl and/or the jack while measuring, the following shall apply:
 - (i) If their own bowl they shall not score from it;
 - (ii) If their opponent's bowl, they shall allow them that bowl;
 - (iii) If the jack, they shall allow their opponent's bowl or bowls being measured.
 - (g) Should the Measurers fail to agree on the result of a measure it shall be measured by the Umpire, or Duty Measurer, or at the request of both players may be measured by the Marker in singles, whose decision shall be final.
 - (h) No other person shall be on the mat while the Umpire, Duty Measurer, or Marker is measuring.
 - (i) Should the Umpire, Duty Measurer, or Marker when measuring, disturb any bowls in the measure or the jack then ;
 - (i) If no bowls have been conceded by the Measurers or previously allowed by the Umpire, Duty Measurer, or Marker, then the end shall be declared dead; or,
 - (ii) If bowls have been conceded by the Measurers or previously allowed by the Umpire, Duty Measurer, or Marker then those bowls shall be allowed and all other bowls disallowed.

DECIDING END

- 25. Except in any final for which provision for drawn games should 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.

PENALTIES FOR BREACH OF THE LAWS

- 26. (a) For a breach of Laws 9(b), 9(c) and 9(d) – but not 9(a) – the Umpire shall order the stopping, or stop the bowl and declare it dead.
- (b) If such bowl, before it can be stopped, disturbs the head, the opposing player in singles or the opposing Skip or delegated player/s shall have the right to:
 - (i) leave the head as it is after removing the offending bowl; or,
 - (ii) replace the head as it was after removing the offending bowl; or,
 - (iii) declare the end dead.
- (c) For breach of Laws 8(a), 8(b), 8(e), 11(d), and 13(b) the Umpire shall order the return of the jack to be re-bowled in compliance with those Laws.
- (d) Any player who fails to comply with the laws not provided for in Laws 9(b), 9(c) and

- 9(d) shall be warned by the Umpire.
- (e) Continued failure to comply with the LAWS OF THE GAME shall render the player or team liable to the forfeiture of the game by the Controlling Authority in conjunction with the Umpire.

PENALTY FOR A KILLED END

27. A killed end is one in which the jack is knocked off the mat by a bowl in play. Should any player cause an end to be killed in any type of game the following points shall be scored by the opposing player or team and it shall count as an end played:

first four bowls of either team – 2 points
all other bowls – 3 points

PENALTY FOR KILLING THE LAST END OF A GAME

28. Should the last played end of any game be killed, the appropriate penalty shall be scored by the opposite player or team and a final end shall be played if requested by either Skip or player in singles. The non-offending Skip or player in singles shall then have the right to order the other team or player to play first.

BURNED JACK OR BOWL

The term “burned” applies to a jack or bowl that has been interfered with other than by the effects of play or during measuring.

BURNED IN MOTION

29. When a jack or bowl while in motion is burned:
- (a) by one of the players, the opposing player in singles or the opposing Skip or delegated player/s shall:
- (i) allow it to remain where it comes to rest; or,
 - (ii) place it where in the players opinion, it would have come to rest; or,
 - (iii) declare the end dead.
- (b) by a neutral person or object, or by a bowl or jack from another mat, the players in singles or the Skips or the delegated player/s shall:
- (i) agree on the position it would have come to rest if it had not been interfered with; or,
 - (ii) provided the head has not been disturbed the bowl shall be returned and replayed; or,
 - (iii) failing agreement, declare the end dead.

BURNED AT REST

30. When a jack or bowl at rest is burned:
- (a) by one of the players, the opposing player in singles or the opposing Skip or delegated player/s shall:
- (i) allow it to remain as moved; or,
 - (ii) replace it as near as they can judge, in its previous position; or,
 - (iii) declare the end dead.
- (b) by a neutral person or object, or by a bowl or jack from another mat, or by vibration or cause other than play, the players in singles or the Skips or delegated player/s shall:
- (i) agree on its previous position; or,
 - (ii) failing agreement, declare the end dead.
 - (iii) where interference by a neutral person or object occurs after shots have been conceded and removed, but before deciding the score has been completed, the conceded shots shall count and the end scored, or the player gaining the shots may declare the end dead.

REPLACEMENTS AND SUBSTITUTES

31. (a) Replacements are permitted prior to the commencement of any event.
- (b) Substitutes may be allowed after the commencement of an event either during or between games at the discretion of the Controlling Authority. Substitutes are not permitted in an event which consists exclusively of singles games. Substitutes in fours must play as Lead or Two only. In pairs or triples as Lead only. The player substituted for may re-enter the team but only at the conclusion of the substitute's first game. A substitute who takes part in more than one game shall become a

member of the team and after completing two games shall be entitled to play in any position in the team, except in terms of the appropriate Law.

VISUALLY IMPAIRED PLAYERS

32. Any player registered with the New Zealand Blind and Visually Impaired I.B.A. shall on notifying the Controlling Authority be permitted the assistance of a guide for play.

EXEMPTIONS

33. Exemption to Laws 14(g) and 23(g) may be given on the grounds of physical disability and must be obtained from the Controlling Authority prior to the commencement of the event. The Controlling Authority may apply conditions to such exemptions.

**Umpires, Duty Measures,
Marker's Duties and
Conditions of Play for
National Championships
MUST be read as being
completely separate from the
Laws of the Game. Each of
these sections are specific to
their title only.**

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 OF THE GAME are adhered to.

- (a) The Umpire must be tactful and impartial.
- (b) Umpires have entire control of the mat or mats to which they are appointed so far as adhering to the LAWS OF THE GAME are concerned.
- (c) The Umpire shall give a decision where players are doubtful as to the law governing the point in dispute.
- (d) The Umpire shall act promptly when there is a breach of the Laws or an appeal is made.
- (e) The Umpire should carry a copy of the current Laws of the Game, callipers, a long measure, feeler gauges, chocks, torch and/or light reflector.
- (f) Any decision of the Umpire shall be final except that on points of law an appeal may be made to the Controlling Authority. Such appeal shall be made not later than five minutes after the completion of the game in question – see Laws 12(h) and 12(i).
- (g) Should the Measurers be unable to agree on a measure it shall be the duty of the Umpire, if appealed to, to measure the disputed bowls and to give a decision accordingly. The disputed bowls shall be measured as they lie upon the Umpire's arrival at the mat.
- (h) The Umpire shall remove any dead bowls from the mat or may order them to be removed.
- (i) If, in the opinion of an Umpire, the conduct of any player or team is such that it could bring the game into disrepute such player or team shall be reported to the Controlling Authority.

DUTY MEASURERS

A Duty Measurer is a measurer, qualified by examination, to whom a measure between two players or teams is referred for decision and is appointed by the Appropriate Authority, or by their orders.

- (a) The Duty Measurer must be impartial.
- (b) The Duty Measurer shall act promptly when an appeal is made.
- (c) The Duty Measurer should carry callipers, a long measure, feeler gauges, chocks, torch and/or light reflector.
- (d) Any measuring decision of the Duty Measurer shall be final.
- (e) Should the Measurers be unable to agree on a measure it shall be the duty of the Duty Measurer, if appealed to, to measure the disputed bowls and to give a decision accordingly. The disputed bowls shall be measured as they lie, upon the Duty Measurers arrival on the mat.
- (f) If on arrival at a mat the Duty Measurer finds that the players are involved in an issue relating to any Law of the Game, the players shall be advised to call for the Umpire on duty to adjudicate.

MARKER'S DUTIES

- (a) The Marker shall, where necessary, place the jack as provided in Law 8(d).
- (b) The Marker shall record the result of each end as it is given by the players concerned.
- (c) The Marker shall tell the score and the number of ends played to both players after each end.
- (d) The Marker shall not by any sign or word indicate how the head is unless requested by the player in control of the playing area. The Marker should only answer the question as it is put.
- (e) The Marker shall not go onto the mat for the purpose of looking at the head unless requested by the player in control of the playing area.
- (f) Where a shot is in dispute and requires to be measured it may be measured by the Marker only at the request of both players. A Marker may decline to measure. The result of the measure by the Marker shall be final.
- (g) At the request of both players the Marker shall remove dead bowls from the mat.
- (h) The Marker shall not at any time disturb the head other than when measuring. A completed end must be cleared by the players.
- (i) Should any dispute arise other than in measuring, as provided for in clause (f), the Marker must call the Umpire.

CONDITIONS OF PLAY FOR NATIONAL CHAMPIONSHIPS

COMPETITORS

1. All competitors must be bona fide members of a club affiliated through their member district to New Zealand Indoor Bowls (Inc.), or be a member of an approved overseas indoor bowls organisation.

GAMES

2. 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 bowl 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.
3. The semi-finals and finals of each event shall consist of the same number of ends as in Rule 2 but shall be without time limit.
4. In the event of a draw in the final a deciding end shall be played.

SECTION PLAY

5. Players or teams for each event shall be drawn into sections of five in such a manner as will ensure, as far as possible, that no more than one player, or team from the same member district shall be in the same section.
6. Section play shall consist of four games. Two points shall be awarded for a win. The results of each game will be displayed on wall sheets and it is the responsibility of the player, or Skip, to ensure that their results are correctly recorded.
7. Section winners and those with six or more points shall qualify for post-section play. Drawn games to be played out (a deciding end).
8. Players, or teams, who have been drawn to play in a particular section shall not change to play in any other section without permission of the Controlling Authority given prior to the start of the event. (Permission will only be given in exceptional circumstances). Failure to adhere to this rule will result in the disqualification of the players, or teams, concerned for that event.

POST SECTION PLAY

9. The order of post-section play shall be decided by ballot.
10. Post-section play shall be conducted on the "sudden death" principle.
11. In the event of a drawn game in post-section play a deciding end will be played.

CONDUCT OF GAMES

12. All games shall be played in accordance with the Laws of the Game.
13. All games shall be played with the jack and bowls as placed on the mat by the Controlling Authority.
14. All games, except the semi-finals and finals, shall commence and finish with a time signal.
15. At the completion of a game the name of the winning player or Skip shall be recorded in the appropriate place at the top of the score card with the losing player, or Skip, signing at the bottom. The completed score card is to be left on the mat. Failure to correctly complete the score card will render both players, or teams, liable to be defaulted for that game by the Controlling Authority. Signing of the score card shall be proof that there is no dispute.

DEFAULTS

16. Any player not at their mat when the commencing time signal sounds shall be defaulted for that particular game. A team which contains a defaulted player is, therefore, automatically defaulted. The score card shall be signed by the player, or Skip, in the appropriate place, marked "WON BY DEFAULT" and left on the mat.

GENERAL

17. No player shall play on a mat during an event unless they are drawn to play on that mat at that time. Spectators are not permitted to play on mats.
18. Smoking is prohibited on the floor of the playing area of halls used for championship play. Players who are warned once for smoking during a session of play shall be defaulted the game they are playing if they offend again. Smoking shall be confined to designated smoking areas as decided by the Controlling Authority.
19. Any competitor who is considered unfit to play for any reason, will be liable to disqualification by the Controlling Authority.
20. Intoxicating liquor shall be confined to those areas set aside by the Controlling Authority for sale or consumption.
21. Law 14(g) shall be strictly adhered to. Soles and heels of footwear shall be of flat, smooth or fine treaded and pliable material that will not carry foreign matter or cause damage to the mats. Play in bare feet or jandals is not permitted. Where there is any doubt about the suitability of footwear the Controlling Authority shall be the sole judge.
22. An acceptable standard of dress must be worn by players attending National Indoor Bowls Championships. Where there is any doubt about the suitability of dress the Controlling Authority shall be the sole judge.

VISUALLY IMPAIRED PLAYERS AT NATIONAL CHAMPIONSHIPS

23. (a) Any player registered with the New Zealand Blind and Visually Impaired I.B.A. shall on notifying the Controlling Authority be permitted the assistance of a guide for play.
- (b) Only one guide will be permitted to any singles player or pair. In triples and fours the guide must be a member of the team.
- (c) A guide will be considered to be an extension of the players. The player will be responsible for any infringement of the Laws of the Game committed by the guide, and suffer any penalties incurred by such infringement.
- (d) From a position behind the bowling end of the mat and at the time the player has control of the playing area, a guide will have the right to:
 - (i) indicate to the player the distance of the head from the bowling end of the mat;
 - (ii) indicate the colour of the bowls to the player;
 - (iii) assist the player in preparing for bowling of a bowl or jack;
 - (iv) if requested by the player, assume the player's right to inspect the head;
 - (v) if requested by the player, assume the player's obligations and/or duties under the Laws of the Game.

ALTERATIONS TO CONDITIONS

24. The Appropriate Authority shall have the right to amend times and/or conditions of play should they deem it necessary.

INDEX TO THE LAWS OF THE GAME

APPEALS	12(h), 12(i)
BARE FEET: Playing In	14(g)
BOWL(S): Broken	19
Burned At Rest	30
Burned In Motion	29
Choice Of, At Start Of Game	10(e)
Clear Of Bowling Area	11(d)
Colour Of	3(b)
Composition Of	3(a)
Damaged	19
Dead	22, 26(b)
Dimensions Of	3(d)
Draw Of	3(c)
Following Up The Mat	14(f)
Handling Of	13(b)
Number Played In A Game	5
Partly On The Mat But Touching The Floor	22(c)
Penalty For Moving During A Measure	24(f)
Played Out Of Order	15, 16
Playing An Opponents	17
Replacing Of	18, 20
Set Of	3(b)
Weight Of	3(d)
When Deemed To Have Been Bowled	7
BOWLING: Bowls Alternately	10(a)
Definition Of	7
First In A Game	10(d), 11(a)
The Bowl	9
The Jack	8(a), 8(b), 8(c)
BOWLING AREA: Bowling Within	7, 8(b), 9(b), 9(c)
Dimensions Of	1(c)
BREACH OF THE LAWS: Penalties For	26
BURNED JACK OR BOWL: While At Rest	30
While In Motion	29
CALLIPERS: Not A Reflector	12(g)
CENTERING THE JACK	8(d)
CHANGING BOWLS OR JACK DURING COURSE OF GAME	20
CHANGING POSITION OF PLAYERS BETWEEN OR DURING GAMES	10(c)
CHOICE OF BOWLS AT THE START OF A GAME	10(e)
COINS: Tossing Of	14(h)
COLOUR OF: Bowl(s)	3(b)
The Jack	2(a)
The Mat	1(a)
COMMENCEMENT OF AN END	8(e)
COMPLIANCE WITH THE LAWS OF THE GAME	14(i)
COMPOSITION OF: Bowl	3(a)
Jack	2(a)
Mat	1(a)
Teams	5
CONCEDED SHOT: Removal Of	23(d)
CONTINUED FAILURE TO COMPLY WITH THE LAWS	26(e)
CONTROL OF: A Game	12
A Team	12(a), 12(b), 12(c), 12(f)
The Bowling Area	7, 8(b), 8(d), 11(d), 21
The Playing Area	12(c), 12(e), 12(f), 13, 14(a), 14(c)
COUNTING BOWL REMOVED WHILE STILL A BOWL TO BE PLAYED	23(e)
DEAD: Bowl or Jack	22, 26(b)
Bowl Returning To Mat	22(b)
End	21

DECIDING END	25
DECISIONS OF UMPIRES	12(h)
DETERMINING THE SCORE	11(c), 23
DIMENSIONS OF: Bowl	3(d)
Bowling Area	1(c)
Jack	2(b)
Mat	1(b)
DISPUTED POINTS: Judges Of	12(h)
DRAW OF BOWLS	3(c)
DRAWN END	23(b)
DUTIES OF PLAYERS	11
DUTY MEASURERS: Calling for	23(g), 24(g)
Disturbing Jack or Bowl While Measuring	24 (i)
ENDS: Dead	21
Deciding	25
Drawn	23(b)
Final, Procedure For	28
Killed	27
Last Of Game	6(b)
Penalty For A Killed	27
Penalty For Killing the Last Of Game	28
Played From Alternate Ends Of The Mat	10(b)
Recording The Result Of	11(b)
Scoreless	23(b)
Starting Of	10(d), 10(f)
EXEMPTION FROM MEASURING	33
FIXING OF MAT TO FLOOR etc.	1(b)
FOLLOWING BOWL UP THE MAT	14(f)
FOOTWEAR	14(g)
FOURS: A Game Of	5(d)
GAME(S): Changing Position Of Players Between Or During	10(c)
Choice Of Bowls At Start Of	10(e)
Definition Of	4
Last Played End Of	6(b)
Time Limit	6(a)
Types Of	5
GUIDES: Permission For	32
HANDLING OF A BOWL	13(b)
HEAD: Discussion Of Position Of	12(f)
Examination Of	12(e)
Replacement Of	18
INSTRUCTIONS: Issuing Of	12(c)
INTERFERENCE: While Playing Bowls	14(c)
JACK: After The Time Signal Sounds	6(c)
At Subsequent Ends	10(f)
At The Start Of A Game	11(a)
Bowling Of	8(a), 8(b)
Broken Or Damaged	19
Burned At Rest	30
Burned In Motion	29
Centering Of	8(d)
Colour Of	2(a)
Composition Of	2(a)
Dead	22(d)
Dimensions Of	2(b)
Knocking Off Mat By A Bowl In Play, Penalty For	27, 28
Moving During A Measure, Penalty For	24(f)
Replacing Of	18, 20
Weight Of	2(b)
When Deemed to Have Been Bowled	7
JANDALS: Playing in	14(g)
KILLED END: If last Played End Of A Game	28
Penalty For	27

LAST PLAYED END OF A GAME	6(b)
LAWS OF THE GAME: Compliance With	14(i)
Disputes	12(h)
Penalty For Breaking	26
LEADS: Duties Of	11(a), 11(c)
LIGHT OTHER: Not A Measure	12(g)
LOCATION OF PLAYERS DURING A GAME	14(d), 14(e)
MARKER: Disturbing Bowl Or Jack While Measuring	24(i)
Recording The Score	11(b)
MATS: Colour Of	1(a)
Composition Of	1(a)
Dimensions Of	1(b)
Fixing To Floor, etc.	1(b)
Following Bowl Up	14(f)
Marking Of	1(c), 1(d), 1(e)
Movement Of During A Game	1(f)
Objects On	12(d)
Players To Keep Clear Of	14(a), 14(b)
Tossing Of Coins Not To Land On	14(h)
Walking On	14(j)
MATTERS NOT PROVIDED FOR IN THE LAWS	See General
MEASURERS: Definition Of	11(c)
Duties Of	11(c), 23(d), 23(g)
Exemption From Being A	33
MEASURING: Bowl Or Jack Disturbed By Measurer	24(f)
Bowl Or Jack Disturbed By Umpire, Duty Measurer Or Marker	24(i)
Definition Of	24
Exemption From	33
Facilitation Of	24(c), 24(d), 24(e)
Forfeiture Of Unplayed Bowls	24(b)
Movement Of Undisturbed Bowl During	24(e)
Players On Mat During	24(h)
Unable To Agree On Result Of	24(g)
When Permitted	24(a)
Who Measures	23(g)
NUMBER OF BOWLS BOWLED PER PLAYER	5
OBLIGATION OF PLAYERS	14
ORDER OF PLAY	10
OPPONENT'S BOWLS: Playing Of	17
PAIRS: A Game Of	5(b)
PENALTIES: For A Breach Of Laws 8(a), 8(b), 8(c), 11(d), 13(b)	26(c)
For A Breach Of Laws 9(b), 9(c), 9(d)	26(a)
For A Breach Of Other Laws	26(d)
For Continued Failure To Comply	26(e)
For Killing An End	27
For Killing The Last End Of A Game	28
For Moving A Bowl Or Jack While Measuring	24(f)
PLAYERS: Changing Positions During Or Between Games	10(c)
Duties Of	11
Obligations Of	14
PLAYING: An Opponent's bowls	17
Bowl(s) Out Of Order	15, 16
In Bare Feet or Jandals	14(g)
PLAYING AREA	1
Control Of	12(c), 12(e), 12(f), 13, 14(a), 14(c)
REFLECTOR: Not A Measure	12(g)
REMOVAL OF CONCEDED SHOTS	23(d)
REPLACEMENTS	31(a)
REPLACING OF: Broken Jack Or Bowl	19
The Bowl	18
The Jack	18, 20
SCORE: Deciding Of	23
Determined By The Measurers	11(c)

SCORELESS ENDS	23(b)
SCORERS: Definition And Duties Of	11(b)
SET OF BOWLS	3(b)
SINGLES: A Game Of	5(a)
SKIPS: Duties Of	11(b), 12(a), 12(h)
Judging Disputed Points	12(h)
Temporary Absence Of	12(b)
SPEAKING UNNECESSARILY	14(c)
SUBSTITUTES	31(b)
TEAMS: Composition Of	5
THREES: Duties Of	11(c)
TIME LIMIT GAMES	6
TOSSING OF THE COINS: On Mat	14(h)
To Decide Order Of Play	11(a)
TORCH: Not A Measure	12(g)
TRIPLES: A Game Of	5(c)
TWOS: Duties Of	11(b), 11(c)
TYPES OF GAMES	5
UMPIRES: Calling For	12(h), 23(g), 24(g)
Disturbing Jack Or Bowl While Measuring	24(i)
Jack To Be Re-bowled	26(c)
Stopping The Bowl	26(a)
UNPLAYED BOWLS: After Measuring Commences	24(b)
WALKING ON MAT	14(j)

