

Special Olympics GB 2017 National Summer Games Indoor Bowls Competition Rules

Pairs will be 4 woods and played singly and in turn, lead and skip.

Triples will be 3 woods and played singly and in turn, lead, 2nd and skip.

The following competition rules have been designed to maximise game time and make the experience better for all involved.

WIBC - Laws of the Sport of Indoor Bowls – Second Edition apply – with Special Olympics GB 2017 National Summer Games exceptions below.

Law 18(ii) - Jack improperly cast once by each player

- Levels 1 & 2 - Jack will be placed on 'T' – mat can be re-placed by original lead bowler.
- Levels 3 & 4 - Jack will placed at pre-defined midpoint between 23m & 'T' and the mat re-placed to the delivery 'T' if it has been moved forward of it.

Law 32G – Markers duties additional

All Team Levels - will assume responsibility for preventing displacement by a bowl from an adjoining rink.

Law 35A (ii) - Dead End

- If a “dead end” is declared the marker will use their judgement to decide from which end the next end will be played in order to maximise playing time.

Law 42 - Position of Players

- Team Level 1 will play “skips up” and lead (and 2nd wood in triples) will exchange ends.
- Team Level 2, 3 & 4 Skips in some Pairs and Triples are not used to playing “Skips Up” and can elect to remain at the mat end for the duration of the end. Should they elect to remain at the mat end then they are not permitted to approach the head at any stage (practical time constraint) until all bowls for that end have been played.
- Skips electing to play “Skips Up” at Team level 2, 3 & 4, once they have returned to the mat end to play their bowls, are not permitted to return to the head (practical time constraint) until all bowls for that end have been played. Leads (and 2nd wood in triples) will remain at the mat end with the coach until the last wood has been bowled.

Law 46 – Tied end

- In the event of a tied end both teams will be awarded 1 shot.

Law 52 - Absentee Players

- Any athlete who fails to report to the competition staging area 20 minutes prior to their event will cause their team to forfeit their game 5-0. Where a team has forfeit a match with a resulting default score 5-0 and that has maintained a final placement advantage, the matter may be referred to a jury decision under the maximum effort rule.

Law 58 – Markers Duties – additional

- Level 1 - Markers will ask the skips (and their coach/helper) to agree scores, if a measure is requested the marker may measure or ask the umpire for a review opinion before measuring is conducted by the umpire and sign cards.
- Levels 2, 3 & 4 – Where skip remains at mat end Markers will volunteer information regarding “who holds shot”/”how many” and if/when the situation changes during a game. Should a Skip (who is “Skip Up”) give incorrect information to their Lead or Two then the marker should correct that with the skip.
- Levels 2, 3 & 4 - Markers will use their judgement to assist the skips (and their coach/helper) to agree the number of shots scored or request the umpire’s opinion if it is thought a measure is appropriate and sign cards.

Law 60 – The Manager

A nominated delegation coach/helper from both teams will be allowed at the bowlers end of the rink to:

- Ensure correct and timely order of play is maintained.
- Ensure green etiquette is followed e.g. stand behind bowler, no distractions.
- Advise if wrong bias is being attempted (to maximise involvement and minimise disruption on adjacent rink).
- Manage wheelchair positioning.
- In the absence of a team member having the capability, to give advice on line and weight if bowler **is consistently offline, short, or long** but they must not give any tactical advice – e.g. cover opponents’ bowls, firing etc. No physical markers can be placed on or around the rink (possible exception for blind/partially sighted but must be agreed by Competition Manager in advance), or strategic placement of delegation members – any evidence of this will be called a foul shot. A team skip/member may offer tactical advice to their team members without penalty.
- Check and countersign the scorecard where skips are unable perform this responsibility.
- If a delegation is unable support their team, in the spirit of good sportsmanship the remaining coach will be expected to give even handed support to both teams or a “spare” marker may be asked to assist.
- If anyone believes coaches/helpers are giving too much information - one of the four officials (CM/DCM/Head Umpire/Deputy Head Umpire) must be approached.
- Disputes will be discussed in Tournament Office and if necessary Head Coaches called.