

## Short Mat Carpet Bowls Rules

Amendments made from the 080216 version of the rules:

### Format

- Timing/Ends - To include/limit to 9 ends per match/tie. (This change will ensure that all Athletes in each division are on the same level field and the results are not open to abuse.)
- To amend the rule to play all remaining woods to complete the end at the 40 minute whistle. (This change will ensure that all Athletes within the competition have the opportunity to play and complete an end to conclusion after the 40 minute whistle has gone. Some games will not get to 9 ends, but it allows everything to be fair and within parameters.)

### Equipment

- Inclusion of circular centre blocks

### Officials

- An umpire (who shall be a senior official of a bowling association or an experienced member of Special Olympics GB) shall be appointed to perform the duties of that office
- An Umpire will formally adjudicate and/or measure as required across all competition mats if there is a matter to resolve
- Marker are the officials who take charge of individual games (i.e. one on each mat)
- Markers shall be competent in the rules

### Format

- Each tie will last 40 minutes, 9 ends or finish when a player reaches 21 shots, whichever is reached first.
- Four bowls per player each end
- When the horn sounds for the end of the tie. If a tie is in progress, that end will be played to a conclusion and no further ends played after that.

### Equipment

- Each rink will measure 10 yards x 2 yards (9 metres x 2 metres)
- The centre of the rink will be marked at each end by a mat or marked box measuring approximately 45 centimetres (18 inches) in width
- A spar, circular centre block or spindle approximately 45 centimetres (18 inches) in length, shall be placed across the centre of the rink equi-distant from each end and a bowl striking this spar becomes a burned bowl
- No bowl shall exceed 10 centimetres (4 inches), in diameter, nor 769 grams (1 pound 10 ounces) in weight, nor shall it have a less bias than No. 3

### Rules

The Marker will toss a coin to determine who plays first. The winner will have the choice. In all subsequent ends the individual who wins the previous end will play first.

Bowlers will play their bowls alternately and no bowler will play until his opponents bowl has come to rest. Any bowl which comes to rest between the player and the spindle shall be counted 'dead' and removed from the rink.

The leading player at each end may place the jack in the centre of the rink not less than 90 centimetres (3 feet) or more than 185 centimetres (6 feet) from the end (players often refer to this as short, middle or long).

Players will be given a trial end on the first occasion that they play a tie. Thereafter trial ends may only be played if the signal to start has not been given.

Each player, when delivering his bowl, must take up a stance or position or position his/her wheelchair in such a way that the bowl leaves the hand within the outer lines of the marked box or movable rubber mat. Chairs or feet may not be any further forward than the front edge of the box or mat. Any delivery that infringes this ruling will be stopped by the Marker and removed from the rink.

Should the jack be driven by a bowl in play wholly beyond the limits of the rink it shall be counted 'dead' and the end shall not be played again. The following end will be played from the opposite end of the mat. If the jack is driven to the side of the rink, but not wholly beyond its limits, play will continue.

If a bowl is played beyond the limits of the rink or strikes the spindle on its way to the jack, it will be counted 'dead' and take no further part in the game.

If the jack or a bowl is accidentally interfered with or displaced, otherwise than by a bowl in play, the Marker shall place it in its original position. If the Marker considers this action difficult the Marker has the choice of asking for the end to be played again.

No measuring shall be allowed until the end has been played out. Neither jack nor bowls shall be moved until both sides are agreed as to the shots. The Marker will keep score and announce the state of the game at the completion of each end.

When a tie for the first shot occurs, it shall be counted a played end and a point added to each players score.

If a bowl, requiring to be measured, is resting on another bowl which prevents its measurement, the best means available shall be taken to secure it in its position, whereupon the other shall be removed. The same course shall be followed when more than two bowls are involved.

Spectators must remain in the designated areas. Appropriate assistance from a nominated coach from the relevant delegation for Level 3 and 4 ties will be allowed to support a legally compliant delivery. No tactical support will be allowed and a breach of this ruling will mean a bowl is counted 'dead' and not replayed.