



Indoor Bowls Sport Rules

Special Olympics
New Zealand





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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.

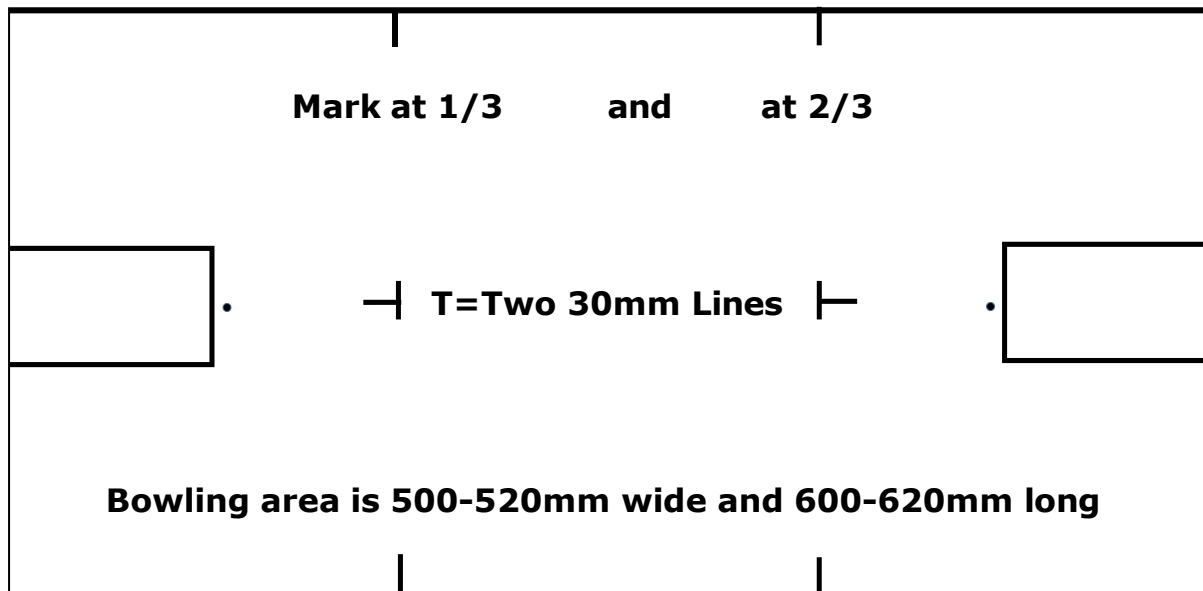
DEFINITIONS

APPROPRIATE AUTHORITY: 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 AUTHORITY: 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

- 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 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 millimetres in length.
- (f) Upon request from both Skips, or the players in singles, 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, or an approved artificial device, and passed wholly beyond the front line of the bowling area. If a player chooses to use an approved artificial device to deliver a bowl and/or jack, it must be used for the duration of any game.



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) An approved torch, provided it is held in the hand and does not come into contact with the mat, may be used at any time to assist in examining the head. This does not constitute a measure.
- (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; excepting when the last bowl prior to any change of end has been delivered, all players may walk up the side of the mat.
- (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 OPPONENTS 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 scorecard 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 (a) In any competition, 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 deciding 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.
- (b) Where a deciding end (scores are level) is required as a result of a kill on the last played end or a final end (Law 28), the order of play shall be determined as provided for in Law 28.

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 Measurers

Marker's Duties

These sections 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.



APPENDICES

Appendix A: Special Olympics Indoor Bowls Competitions Guidelines

Introduction

The following document will assist the Controlling Authority, or in this instance a Special Olympics Event Manager, to host Special Olympics Indoor Bowls events.

It will also assist coaches with clarifying the current processes around grading.

Events offered

As with mainstream Indoor Bowls competitions, a full variety of events can be offered at a Special Olympics Indoor Bowls competition.

These include: Singles - Pairs - Triples - Fours.

NOTE: Singles Events are only offered for 'A' grade players. Pairs and Fours are offered for ALL grades.

Triples may be offered where due to small or uneven numbers of teams, this is seen as better alternative to withdrawing players, or cancelling an event.

Singles: A Singles game shall be contested by two players opposed to each other. Four bowls shall be bowled by each player.

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 Controlling Authority.

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 Controlling Authority.

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.

Aids for bowlers with additional impairments

Bowlers with a vision impairment

The use of visual aids to assist bowlers with a visual impairment is permitted. Aides may include a stick or paddle, and/or audible commands from the Guide or Coach. Please inform the Event Manager prior to play if this is required.



Bowlers with a physical disability

Event Managers should be advised if bowlers in a wheelchair are participating so that they can endeavour to allow sufficient space between mats.

Teams who have bowlers with balance difficulties and may need to place a hand on the mat to keep them steady, should advise the Event Manager and other teams at the Team Manager's meeting.

Tournament Conditions

- There are 3 grades for Special Olympics Indoor Bowls competition: **A, B & C**
- A bowler may move up a grade but can only move down a grade if a written request is made direct to the Partnership and Sports Manager, through the Regional Sports Coordinator outlining the reasons for regrading the bowler.
- The general rules of play will be conducted in accordance with the latest edition of New Zealand Indoor Bowls Federation "Laws of the Game" (see Appendix), with the following exceptions being specific to Special Olympics New Zealand events only -
- Special Olympics competition is based on players of similar ability being grouped for competition. This takes precedence over any New Zealand Indoor Bowls Federation or Local Association rulings around player eligibility for competition.
- The placing of teams into sections for competition should be based on player/team rankings.
- For Pairs competition the two strongest players in a grade should be placed in the same team, then the next two strongest players etc. in order to match players of similar ability.
- Grouping players according to ability is especially important in B Grade where there is a wide variation in playing skills.
- No player in team events i.e. Pairs, Triples or Fours may play in a lower grade than their own - e.g. one A grade and three B grade bowlers must play in the A grade fours. The B graders do not lose their B grading and in Pairs two may play B grade and the remaining B grade player (the strongest of the three B graders) then plays in the A grade competition with their A grade partner.
- Teams can look at combining with a neighbouring club to match players of the same grade for tournaments, avoiding having less skilled players in a higher grade.
- If there are insufficient entries in a grade for a tournament these can be combined, but the coaches of teams affected by this should be informed ahead of the event.
- A marker should be appointed for all A Grade Singles games. The marker must not be from either of the teams playing. Markers do not need to provide much help other than keeping the scorecard and straightening the jack.



- Teams with players who have a physical or sensory disability needing extra support or consideration, should raise this at the Team Managers meeting before tournament play begins and obtain agreement on what assistance can be provided and by whom, during the tournament.
- Where possible, events are played as a Round Robin competition.
- A game shall consist of such number of Ends or time limit, or a combination of both, as decided by the Event Manager. Teams will be informed of the time and/or End limit of games prior to the event.

Recommended Conditions of Play for Special Olympics events -

Singles - 9 ends or 30 minutes

Pairs - 7 ends or 30 minutes

Triples - 7 ends or 30 minutes

Fours - 7 ends or 40 minutes

- Time limit games shall commence with a time signal (bell, whistle, or similar) and finish at the completion of the End in progress at the final time signal.
- Teams will not play on the same mat more than once per event. A draw will be constructed that allows teams to play on a different mat each game thus ensuring that players/teams do not then become accustomed to the speed and bias of certain mats.

Establishing final placings

The below are the methods and order used to determine the final placings at a Special Olympics event.

- 1) Game Points
- 2) Ends won
- 3) Score Point Differential

Game Points (Awarded for Wins/Draws and Losses)

Three game points should be awarded to the team who won the game

Two game points is awarded if the game is drawn

One game point is awarded to the team who lost the game

Ends won

The number of Ends won during the whole competition should be added together to give a total Ends won.

Score Point Differential

The number of score points a team has won during the whole competition should be added together to give a grand total of score points won. The score



points a team has conceded the whole competition should also be added together to give a grand total of score points lost. The score points won should be deducted from the score points lost and this then gives you the score points differential.

Final Placings

A teams final placing is established by using the following -

1. Total number of Game Points awarded to a team winning or drawing its games during the competition and the team with highest number of game points is assigned a higher placing.
2. If there are two or more teams with an equal number of game points awarded, then the team who won the greatest number of Ends is assigned the higher placing.
3. If there are two or more teams still with the same game points awarded and the same number of Ends won, the team with the best positive differential between accumulated score points won minus accumulated score points recorded against in all their games during the competition is then assigned the higher final placing.
4. If there are still two or more teams with the same number of differential points, consider who beat who when the two tied teams played against one another.
5. If there is still no clear winner, you can assign joint final placings.



Appendix B: Re-Assessment of Players and Grading Sheet

Grading new bowlers

- In general, most new bowlers will start in C Grade, however each individual should be assessed by their team coach to establish an initial grading.
- If a new bowler to the sport comes along and you are in doubt as to how to grade them it is acceptable to place them in C grade for the first couple of competitions while an assessment is made of their playing ability.
- If a new bowler already has playing/competition experience in a club they should not be automatically placed in C grade.

Regrading Bowlers

A bowler may move up a grade but can only move down a grade if a written request is made directly to the Partnership and Sports Manager, through the Regional Sports Coordinator outlining why the bowler's grade requires changing.

A Grade Players

- These players have well developed skills and:
 - know the correct bias of a bowl
 - can work out the green needed
 - are able to follow the instruction of the Skip
 - usually play their bowls very accurately
 - can play a variety of shots
 - know the etiquette of the game
 - generally know how to judge the bowls closest to the jack
- An A grade bowler may not receive any coaching or advice during competition matches.
The team Skip can coach/advise their team in Pairs, Triples and Fours competition.
- Players are capable of starting and finishing a game independently, or with the assistance of a marker.
- An A grade player is required to know how to score a game.

B Grade Players

- B Grade has the widest variation in ability of all the grades, with some players nearly ready to move to A Grade while others are just advanced from C Grade.



- These players have developed a degree of skill but may need some assistance from their coach during competition. Players –
 - can usually hold the bowl the correct way, but may need a reminder
 - will follow the green indicated to them by their coach or skip
 - can play their bowls quite accurately at times
 - are developing an ability to play different shots
 - developing skills in playing different length ends
 - usually know the etiquette of the sport without reminding
- In competition B grade players may receive the following assistance:
 - Coaches may check the bowl is being held correctly.
 - The coach may indicate the green to their bowler, but may not leave a hand, foot, or indicator on the mat.
 - The coach must return to the opposite end of the mat from their bowler before the bowl is delivered and remain there until they bowl again.

C Grade Players

- These players are either new bowlers or bowlers who require a lot of support/assistance to play the game.
- C grade players will need assistance/advice to –
 - position themselves to deliver the ball
 - hold the bowl correctly
 - deliver their bowl using the correct green
 - to place their opponents bowl on the mat for the next delivery
 - score each end
- C grade players are allowed coaching assistance when they play in competition. Coaches can:
 - Ensure the bowler holds the bowl correctly
 - Assist the bowler to get their body lined up to deliver their bowl
 - Place their hand/foot/marker on the mat to assist the bowler with the correct green and leave it there till the bowl is released.
BUT may not stand on the mat and have a bowler bowl the ball between their feet.
 - Assist the bowler to put the next bowl up opponent
- These bowlers are learning the game they should enjoy playing and be given plenty of assistance and encouragement. A coach/marker is essential on all mats.



Appendix C: Special Olympics Indoor Bowls Competitions Guidelines

Re-Assessment of Players

It would be expected that all bowlers would be reassessed on a regular basis using the recognised Grading Sheet (below).

The most appropriate time for player re-assessment should be in the year following a National Summer Games. This way a player will have two years practice in a particular grade before attending a Tier 2 event.

Grading Sheet

Players Name:- _____

Current Grade:- _____

Date of Assessment:- _____

Assessor:- _____

<u>A Grade Players</u>	<u>Always</u>	<u>Sometimes</u>	<u>Rarely</u>
	10 from 10	6 to 10	0 to 5
Bowl out of the front of the delivery box			
Understand the correlation between weight, green& bias			
Bowl on correct bias			
Bowl off both hands (forehand & backhand)			
Shift his/her body automatically to get follow through			
Determine the next shot			
<u>May</u> be able to enter the score on Score Card or Blackboard			
Determine their own order of play			
Take coaching and play shot asked of them			
Have a willing desire to be part of a winning team strategy			
Can play as part of a team			
Very interested in the outcome of the game			



<u>B Grade Players</u>	<u>Always</u>	<u>Sometimes</u>	<u>Rarely</u>
	10 from 10	6 to 10	0 to 5
Can play on both hands following coach's direction			
Willingly play shots OTHER than their favourite hand			
Not need reminding that it is their turn to play.			
Generally, keep the bowl on the mat			
Try shots asked of them by coaches			
Have the ability and desire to play winning shots			
Accept the frustration that their good shot was removed by a following bowl taking the new 'shot' position			
Know which is the 'shot bowl'			
Developing skills to play different length ends			
Determine subsequent shots on that same end.			
Not need constant reminding for their delivery stance			
To play wider they will often deliver the bowl from outside of the box.			
<u>C Grade Players</u>	<u>Always</u>	<u>Sometimes</u>	<u>Rarely</u>
	10 from 10	6 to 10	0 to 5
Know there is a bias to the bowl			
Look for the correct bias prior to bowling			
Will bowl to the kitty using the bias, but do not easily understand the appropriate use of the bias			
Avoid delivering a 'dump', 'flick' or a 'wobble'			
Deliver the bowl from other than the front line of the box			
Will often finish a long distant from the kitty			
Only require occasional reminding of correct mat stance			
Recognise it is their turn			
Know what colour they are playing			
Can gain great skills very quickly			

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