



# Lawn Bowling

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

## A) FORMAT OF PLAY – Two (2) Divisions

Division	Age Category	Number of Participants
Open Doubles (Team)	55+ and 70+	Two (2) for each 55+ and 70+
Open Triples (Team)	55+	Three (3)
Participants may compete in only one division at Ontario 55+ Summer Games.		

Any person not present at the scheduled commencement of play and throughout the competition is in default and is automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are expected to complete competition regardless of their record thus far in competition. If a team defaults part way through the competition, the results of that team or team will be removed from the standings.

The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

**If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.**

## B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
<b>NOTE:</b> Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level, but must qualify at the District level before going to the Summer Provincial Games.	



C) TOURNAMENT SET-UP

A special tournament of games: Single and team games may be arranged in group form as a special tournament of games in which the contestants play each other in turn; or they may play as paired-off teams of players on one or several greens in accordance with a common timetable, success being adjudged by the number of games won, or by the highest net score in shots in accordance with the regulations governing the tournament.

Determining the Winners

1. In the event of a tie in a game, an extra end or ends shall be played until a decision has been reached. The captains or skips shall toss and the winner shall have the right to decide who shall play first. The extra end shall be played from where the previous end was completed and the mat shall be placed in accordance with Law
2. In the case of tournament games or games in series, the victory decision shall be awarded to the player, team or side of players producing at the end of the tournament or series of contests either the largest number of winning games or the highest net score of shots in accordance with the regulations governing the tournament or series of games. Points may be used to indicate games successes.
3. Where points are equal, the aggregate shots scored against each team (or side) shall be divided into the aggregate shots it has scored. The team (or side) with the highest result shall be declared the winner.

D) AWARDS

<b>Gold (7)</b>	Open Double Team 55+ and 70+	Open Triple 55+
<b>Silver (7)</b>	Open Double Team 55+ and 70+	Open Triple 55+
<b>Bronze (7)</b>	Open Double Team 55+ and 70+	Open Triple 55+

E) RULE SOURCE

Rules for the field of play are those used by the Ontario Lawn Bowling Association. These are the revised rules of the International Bowling Board.

**OSGA Policy G-003 will be used to determine participant eligibility.**

Rules books can be ordered from Bowls Canada Boulingrin.

Websites

www.bowlscanada.com  
www.olba.ca



E) EVENT REQUIREMENTS

**Equipment** 1. For detailed information on the mat, jack, bowls, footwear and other equipment, please see rule source or contact the Ontario Senior Games Association office.

**Facilities** 1. The minimum size for green width is twelve (12) feet. (3.66 metres)

F) OFFICIALS

The OSGA requires at minimum the following major officials for OSGA Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Two (2) Umpires

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials needed to host this event.

## Lawn Bowling Rules Summary

**Note :** Open doubles teams may consist of two men or 2 women or 1 woman and 1 man. Open triples may likewise be all men or all women or any combination.

Note 2: A pairs game by two (2) contending teams of two (2) players called Lead and Skip according to the order in which they play and who at each end shall play four (4) bowls, alternately, the leads first then the skips similarly.

Note 3: A triples game by two (2) contending teams of three (3) players, who shall play two (2) or three (3) bowls singly and in turn, the leads playing first.

### STARTING THE GAME:

1.
  - a. The Skips in a team game shall toss to decide which side or team shall play first, the opponent shall toss, the winner of the toss to have the option of decision. In the event of a tied (no score) or a dead end, the first to play in the tied end or dead end shall again play first.
  - b. In all ends subsequent to the first, the winner of the preceding score end shall play first.
2.
  - a. At the beginning of the first end the player to play first shall place the mat lengthwise on the centerline of the rink, the back edge of the mat to be four (4') feet (1.22 metres) from the ditch.
  - b. After the last bowl in each end has come to rest in play, or has sooner become dead, the mat shall be lifted and placed wholly beyond the face of the rear.
3.
  - a. A player shall take his stance on the mat and at the moment of delivering the Jack or his bowl, shall have one (1) foot remaining entirely within the confines of the mat. The foot may be either in contact with or over the mat. Failure to observe this law constitutes a foot-faulting.
  - b. Should a player infringe the law on foot-faulting; the umpire may, after having given a warning have the bowl stopped and declared dead. If the bowl has disturbed the head, the opponents shall have the option of either re-setting the head, leaving the head as altered or declaring the end dead.
4.
  - a. The player to play first shall deliver the Jack. If the Jack in its original course comes to rest at a distance of less than two (2) yards from the opposite ditch, it shall be moved out to that distance and may be centered.
  - b. Should the Jack in any end not be delivered from a proper stance on the mat, or if it ends its original course in the ditch or outside the side boundary of the rink or less than 25 yards in a straight line of play from the front edge of the mat, it shall be returned, and the opposing player shall deliver the Jack but shall not play first.

**MOVEMENT OF BOWLS:**

5.
  - a. A bowl, which in its original course on the green comes to rest within the boundaries of the rink and not less than 15 yards from the front edge of the mat, shall be accounted as a live bowl and shall be in play.  
  
A bowl, which in its original course on the green, touches a Jack, even though such bowl passes into the ditch within the boundaries of the rink, shall be accounted as a live bowl and shall be called a toucher.
  - b. No bowl shall be accounted a toucher by playing on to or by coming into contact with the Jack while the Jack is in the ditch.
  - c. A toucher shall be clearly marked with a chalk mark by a member of the player's team. If, in the opinion of either skip a toucher or a wrongly chalked bowl comes to rest in such a position that the act of making a chalk mark or of erasing it, is likely to move the bowl or to alter the head, the bowl shall not be marked or have its mark erased but shall be so indicated before the succeeding bowl comes to rest, it ceases to be a toucher. If either skip or opponents agree that any subsequent movement of the bowl eliminates the necessity for continuation of the indicated provision, the bowl shall thereupon be marked or have the chalk mark erased as the case may be.
  - d. Movement of Touchers: a toucher in play in the ditch may be moved by the impact of a Jack in play or of another toucher in play and also by the impact of a non-toucher, which remains in play after the impact and any movement of the toucher by such incidents shall be valid.
6. Without limited the application of any other of those Laws, a bowl shall be accounted dead if it:
  - a. Not being a toucher comes to rest in the ditch or rebounds on to the playing surface of the rink after contact with the bank or with the jack or a toucher in the ditch.
  - b. After completing its original course or after being moved as a result of play, it comes to rest wholly outside the boundaries of the playing surface of the rink or within 14 metres of the front of the mat.
  - c. In its original course, passes beyond a side boundary of the rink on a bias which would prevent its re-entering the rink. (A bowl is not rendered dead by a player carrying it whilst inspecting the head).

- d. Skips shall agree on the question as to whether or not a bowl is dead and having reached agreement, the question shall not later be subject to appeal to the Umpire. Any member of either team may request a decision from the Skips, but no member shall remove any bowl prior to the agreement of the Skips. If Skips or opponents are unable to reach an agreement as to whether or not a bowl is dead, matter shall be referred to the Umpire.
  - e. A bowl shall not be accounted as outside any circle or line unless it be entirely clear of it. This shall be ascertained by looking perpendicularly down upon the bowl or by placing a square on the green.
7. Only touchers rebounding from the face of the bank to the ditch or the rink shall remain in play.
- 8.
- a. Displacement by rebounding non-toucher: A bowl displaced by a non-toucher rebounding from the bank shall be restored as near as possible to its original position, by a member of the opposing team.
  - b. Displacement by participating player: If a bowl, while in motion or at rest on the green or a toucher in the ditch, be interfered with or displaced by one of the players, the opposing skip shall have the option of:
    - i) Restoring the bowl as near as possible to its original position
    - ii) Letting it remain where it rests
    - iii) Declaring the bowl dead
    - iv) Declaring the end dead
- 9.
- a. A Jack moved by a bowl in play into the front ditch within the boundaries of the rink shall be deemed to be live. It may be moved by the impact of a toucher in play and also by the impact of a non-toucher, which remains in play after the impact; any movement of the Jack by such incidents shall be valid. However, should the non-toucher enter the ditch after the impact, it shall be dead and the Jack shall be deemed to have been displaced by a dead bowl
  - b. A Jack displaced in the rink of play by a dead bowl rebounding from the bank shall be restored or as near as possible, to its original position by a player of the opposing team. Should a Jack, however, after having been played into the ditch, be displaced by a non-toucher, a player of the opposing team or the Marker shall restore it to its original position.

10.
  - a. Should the Jack be driven by a bowl in play and come to rest wholly beyond the boundary of the rink, i.e. over the bank or over the side boundary or into any opening or inequality of any kind in the bank or rebound to a distance less than 20 metres in a direct line from the centre of the front edge of the mat to the Jack in its rebound position, it shall be accounted dead
  - b. When the Jack is dead, the end shall be regarded as a dead end and shall not be accounted as a played end, even though all the bowls in that end have been played. All dead ends shall be played anew in the same direction unless either skips agree to play in the opposite direction.
  
11.
  - a. A shot or shots shall be adjudged by the bowl or bowls nearer to the Jack than any bowl played by the opposing player or players.
  - b. When the last bowl has come to rest, half a minute shall elapse, if either team desires before the shots are counted.
  - c. Neither Jack nor bowls shall be moved until each skip has agreed as to the number of shots, except in circumstances where a bowl has to be moved to allow the measuring of another bowl.
  - d. All measurements shall be made to the nearest point of each object. If a bowl requiring to be measured is resting on another bowl which prevents its measurements, the best available means shall be taken to secure its position, whereupon the other bowl shall be removed. The same course shall be followed where more than two (2) bowls are involved, or where, in the course of measuring a single bowl is in danger of falling or otherwise changing its position. When it is necessary to measure to a bowl or Jack in the ditch and another bowl or Jack on the green, the measurement shall be made with the ordinary flexible measure. Calipers may be used to determine the shot only when the bowls in question and the Jack are on the same plane.
  - e. When at the conclusion of play in any end the nearest bowl of each team is touching the Jack or is deemed to be equidistant from the Jack, there shall be no score recorded. The end shall be declared drawn and shall be counted as a played end.
  - f. Nothing in these Laws shall be deemed to make it mandatory for the last player to play his last bowl in any end but he shall declare to his opponent or opposing skip his intention to refrain from playing it before the commencement of determining the result of the end and this declaration shall be irrevocable.