

## Carpet 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 – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

**GOLD MEDAL DISTRICT WINNERS** who qualify for Provincial Games but whose playing partner is unable to attend, may choose a new playing partner for the Provincial Games but must pick their new playing partner from individuals who competed in the District qualifier.

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 obligated to complete the competition regardless of their record. If a competitor defaults part way through the competition, the results of that competitor 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

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. Care should be taken in scheduling so that no team plays consistently on one carpet.
3. In the playoffs, teams will play on neutral carpets.
4. If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.
5. Games at the District and Ontario 55+ Summer Games level shall be (8) end games or a time limit of forty-five (45) minutes, whichever comes first, no end shall start after forty (40) minutes.
6. The number of carpets available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

### Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.

Placings in the Round Robin will determine seeding for the playoff format.

2. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
  - a. Results of head to head games;
  - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
  - c. If necessary, then an extra game of four (4) ends (two (2) rounds) should be played between the teams that are tied

D) AWARDS

<b>Gold (2)</b>	One per team member
<b>Silver (2)</b>	One per team member
<b>Bronze (2)</b>	One per team member

E) RULE SOURCE

Carpet Bowl Handbook (available from OSGA office) and as amended for the Ontario Senior Games Association with the exceptions listed under “Tournament Set-Up” and “Carpet Bowling Rules Summary.”

Websites

[www.bowlscanada.com](http://www.bowlscanada.com)

[www.short-mat-bowling.com](http://www.short-mat-bowling.com) or [www.short-mat-magazine.com](http://www.short-mat-magazine.com)

F) EVENT REQUIREMENTS

- Equipment**
1. 12-16 regulation size Carpet Bowling carpets (30' (9.14 metres) long x 6' ( 1.83 metres) wide)
  2. 4" indoor biased carpet bowls **with Bias 3**(only)
  3. **Jacks should be 2" in size.**

**Facilities** The facility must be well illuminated and large enough to appropriately space 12 -16 Carpet Bowling carpets.

G) OFFICIALS

The OSGA requires at minimum the following major officials for 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.

- One (1) Senior Official/Event Convenor
- One (1) Umpire for every two (2) carpets
- One (1) Scorekeeper for every carpet

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 required to run this event.

## H) EVENT REQUIREMENTS

- Equipment**
1. 12-16 regulation size Carpet Bowling carpets (30' (9.14 metres) long x 6' ( 1.83 metres) wide)
  4. 4" indoor biased carpet bowls **with Bias 3**(only)
  5. **Jacks should be 2" in size.**
- Facilities**      The facility must be well illuminated and large enough to appropriately space 12 -16 Carpet Bowling carpets.

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## Carpet Bowling Rules Summary

1. Participants are allowed to socialize during games in a manner that is not disturbing to participants in the games. The social aspect of the games is an important aspect of the philosophy of the OSGA.
2. Location of Players:
  - All players, except the skippers, must remain at the delivery end until the skippers are due to bowl and they shall change end to end.
  - The skipper may only indicate the position of their team's bowls or the jack by hand signals and the possibility of being in scoring position or not.
3. Start the Game: The first opponents shall toss and winner of the toss shall have the choice of the set of bowls to use and shall have the option of directing the opponent to bowl the jack and the first bowl or electing to do so himself.
  - The winner of the previous end at which a score was recorded shall start each succeeding end. In deciding the winner of an end penalty scores must not be considered.
  - The first to play bowl in an end that result in a tie (no score), a dead end or a penalty shall again play first.
4. Bowling the Jack:
  - If the jack, when bowled, runs off the carpet either at the ends or the sides or if no part of it reaches the line 6.096m (20') from the delivery end of the carpet, it shall be sent back for the opponent to bowl it.
  - After each leader has had one unsatisfactory throw, the jack shall be placed approximately 7.315m (24') from the delivery end of the carpet and in the centre of the carpet.
  - The opponents throwing of the jack shall not affect the order of playing the bowls.
5. Delivering the Bowl:
  - At the moment of delivery a player must have at least part of one foot within and on, the footer. No portion of either foot may be on or over any portion of the carpet except the footer area.
  - At the moment of releasing a bowl a player must have the hand delivering the bowl within the boundaries of the delivery rectangle. The bowl must pass wholly over the front line of the delivery rectangle. It must not cross the sidelines of the delivery rectangle.
  - If a player bowls an opponent's bowl by mistake it shall, when it comes to rest, be replaced by one of his/her own bowls.
6. Playing out of Turn: When a player has played before his/her turn, the opposing skip shall have the right to stop the bowl in its course and it shall be played in its proper turn but in the event of the bowl so played, having moved or displaced the jack or bowl, the opposing skipper shall have the option of allowing the end to remain as it is after the bowl so played has come to rest or having the end declared dead.

7. Movement of Bowls: If a bowl, while in motion or at rest on the carpet, is interfered with or displaced by one of the players, the opposing skipper shall have the option to: Restore the bowl as near as possible to its original position  
Letting it remain where it rests  
Declare the bowl dead  
Declare the end dead

If a bowl in its original course is interfered with by a neutral person or object and has not disturbed the head, it shall be replayed. If it has disturbed the head, the two skippers shall agree on the replacement of the head. If they are unable to agree, the end shall be declared dead.

8. Measuring: After all bowls have been played and come to rest, the measurers shall decide the result. If measuring is necessary, either measurer may carry it out. If the opposing measurer is not satisfied, he may then measure it himself. If the measurers are not in agreement, they shall call an umpire, whose decision is final.
9. One point is allowed for each bowl nearer the jack than the nearest bowl of the opponent. If the nearest opposing bowls are equidistant from the jack, the end is a tie and no score is recorded, although it shall count as an end.

10. Penalties:

For taking the jack off the carpet in a pair's game:

The first (1<sup>st</sup>) or second (2<sup>nd</sup>) bowls of one team – One (1) point  
The third (3<sup>rd</sup>) or fourth (4<sup>th</sup>) bowls of one team – Two (2) points  
The fifth (5<sup>th</sup>) or sixth (6<sup>th</sup>) bowls of one team – Three (3) points  
The seventh (7<sup>th</sup>) or eighth (8<sup>th</sup>) bowls of one team – Four (4) points

When the jack is knocked off the carpet and a penalty awarded in accordance with the rules, the end is dead and a new end is started. Each team will be allowed one (1) replay of the end per game when the jack is knocked off, if time permits, except the final end when the end must be replayed (penalty be awarded in accordance with these rules)