

OAK BAY LAWN BOWLING CLUB

LOCAL SHORT MAT RULES AND CONDITIONS OF PLAY

- 1. The English Short Mat Bowling Association's Short Mat Rules** form the basis of the local rules set out below. Some modifications have been made to suit local requirements, and Conditions of Play have been included.
- 2. Eligibility.** All social members and full members of OBLBC are eligible to play the short mat game at the club for no additional fee.

Players may enroll in either the A or the B pairs league and either the C or the D singles league. Entries will be taken in the order received until the maximum of 12 pairs is reached.

In addition, in order to encourage new members to play the short mat game, players in A pairs may also enroll in B Pairs provided their partner in B Pairs is a member in their first year at the club. If such a double entry causes either A or B to exceed the maximum number of 12 pairs, the entry to the oversubscribed league will be discarded. If both leagues are oversubscribed, the dual entry player will be invited to pick one or the other.

Players may enroll in the daily social triples games as many times as they wish.

- 3. Game Format/Length**
 - A and B Pairs** games shall be 14 ends unless required to terminate earlier by the "two-hour rule." Players will change positions after the seventh end. A win will be recorded with 2 points, a tie with 1 point each, and none for a loss. Team standings will be determined on the basis of points alone.
 - C Singles** games shall be 18 ends, with 2 points for a win, 1 point each for a tie, and no points for a loss.
 - D Singles** games shall be two 9-end sets with 1 point for each set win, 0.5 points each for a set tie, and no points for a set loss.
 - Triples** are non-competitive daily games with any number of players up to six. Players determine the format, roles and player rotation on the day.
- 4. Session Winners.** Points alone shall determine a Session winner. In the event of a tie on points between two teams/players at the end of a Session, a one game playoff will take place to determine the winner, within one week of the session end date. If there is a three-way (or more) tie, a round-robin format will be used.
- 5. Two-hour Rule.** All games shall be played within the allotted two-hour time slot. No new end should be started after the two hours are up, except that an end begun within the time limit should be completed, even if that takes the game beyond the two hours.
- 6. Bowls delivery and Play.**
 - At the moment the bowl is delivered, the player must have all of one foot on or above the delivery mat. The other foot may be anywhere in the delivery area, which includes the (properly placed) delivery mat, but NOT the ditch. The delivery lines, the visible ditch line and the delivery mat lines in the ditch are not part of the legitimate delivery area. No part of the body shall be in contact with the ditch area or any part of the rink mat outside the legitimate delivery area. Failure to meet these criteria constitutes a foot fault; the delivered bowl is dead and should be removed.
 - A toucher or jack on the ditch line with any part in the live area is playable. The ditch line is part of the ditch.
 - A bowl must wholly cross the further dead line.

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- d. A bowl that touches the centre block is dead and should be stopped and removed immediately, before it reaches the head.
 - e. Any portion of a bowl that is in the ditch, or intersects any part of the ditch line, unless it is a toucher, is dead and shall be removed immediately.
 - f. A jack may be played by a live bowl if it is within the live area, or if any portion of it is within the live area when it is intersecting the ditch line.
 - g. A toucher or jack in the ditch may not be moved except by another toucher
 - h. The mat may NOT be given away except at the start of the first end by the winner of the toss.
 - i. Players should announce their intention to bowl "with weight" by giving a verbal signal and raising one arm. Player(s) at the head end should stand by to intercept any bowl that hits the centre block before it arrives at the head.
- 7. Burned Ends.** Burned ends are NOT replayed. The jack is placed on the delivery line red dot on the side where it left the rink mat. If the dot is partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot on the delivery line, without touching the bowl (or bowls, if there are more on the same delivery line) between that dot and the corresponding red dot at the opposite end of the mat.
- 8. Mat Placement.** Place the mat so that the short end is against the properly-positioned fender. If the fender has been moved, place the mat so that it is bisected by the ditch line.
- 9. No Shows (late arrival).** When a player fails to arrive within 10 minutes of the scheduled start time, the game shall be forfeited.
- 10. Substitutes.** Substitutes are allowed in pairs games, but not singles games. Any substitute shall be of equal or lower rating than the player being replaced. The substitute must come from the other pairs league, if any, or be a player not playing in pairs in the current session. The result in a game with a substitute is as valid as a game without substitutes.
- 11. Singles Player or Pairs Team Wishing to Reschedule a Game.** In the event that a singles player or pairs team wishes to reschedule a game, the player(s) requesting the change of date/time shall first attempt to reschedule the game. If the opponent cannot accommodate a change of date/time in a pairs game, the requesting party has the right to nominate a substitute as per Local Rule 9 above. In the event that no substitute is available and no rescheduled time can be found, the player(s) requesting the change shall be held to have lost the game. In the event both agree not to play a scheduled game, the team/player first declaring their unavailability or suggesting a mutual cancellation of their game shall be determined to be the loser and shall have a loss posted to their record, while their opponent shall be credited with a win. In the interest of sportsmanship, all players are expected to make every reasonable effort to accommodate a request for a change in the date/time of a scheduled game.
- 12. Rink Mat.** The rink mat should be straightened before the start of a game, and at the mid-point of the game, if it has shifted out of alignment during play. Please take care of the rink mat by walking on it only when absolutely necessary.
- 13. Fenders.** The fenders used to mark the back of the ditch normally stay in position throughout the game. At the option of the players, the fender at the delivery end may be removed for the duration of the end.