

LAWS OF THE SPORT OF BOWLS

No laws governing a sport can cope with every situation, and the laws governing lawn bowls are no exception. Unusual situations not covered within the laws can often arise. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. Common sense should be used when unusual circumstances arise.

It is recommended that every bowler familiarise themselves with “Laws of the Sport of Bowls” Crystal Mark 3rd Edition January 2015 – copies are available for purchase from the Club.

Basic laws every bowler should know:

- Mat placement (Law 6): The player to play first places the mat on the centreline with the front of the mat at least 2 metres from the rear ditch (ie up to the T) or at least 21m from the front ditch.
- Foot faulting (Law 7): Before delivery a player must be standing on the mat with all or part of at least one foot on the mat and at delivery have all or part of one foot on or above the mat.
- Jack length (Law 10.1.3): The jack must travel a distance of 21m to be legal.
- Bowl length (Law 17.1.3): A bowl must travel a distance of 14m to be legal.
- Jack delivery (Law 10): If the jack is improperly delivered (ie it goes in the ditch, or completely outside the boundaries of the rink or is too short), the jack is returned to the opposing team who can reposition the mat and re-deliver the jack but the opposing player must not play first.
- If the re-delivered jack is also improperly delivered, the jack is placed on the 2m mark (ie the T) and the team that is first to play may reposition the mat.
- Touchers (Law 14): Only the delivered bowl (bowl in its original course) can be marked as a toucher, even if it deflects off other bowls before touching the jack.
- If a toucher comes to rest in a position in which marking it would be likely to move or alter the head, the bowl must not be marked but nominated as a toucher.
- Playing wrong bowl (Law 29.2): If a player plays another player’s bowl instead of their own, the other player’s bowl must be replaced with the player’s own bowl.
- Playing out of turn (Law 29.1): Opposition skip can choose to: a) stop the bowl and return it to the player to play in the proper order, b) leave it and have two bowls played to restore proper order, c) reset disturbed head and return bowl to restore proper order, d) leave disturbed head and play two bowls to restore proper order or e) declare the end dead.
- Object on green (Law 34): No objects shall be placed on the bank, green, in the ditch or on a jack or bowl or anywhere else to help a player – this includes dragging a bowls cloth along the ground to indicate a path into the head.
- Game stoppage (Law 32): If a game has been stopped after appeal to the Umpire or by the Controlling body and all bowls have not been delivered, the end will become dead regardless of length of stoppage