

Competition Rules and General Regulations – February 2020

1. Competitions

The Association, at the discretion of the Delegate's Committee, may conduct any or all of the following competitions annually

- 1.1 Singles,
- 1.2 Junior Singles,
- 1.3 Pairs,
- 1.4 Mixed Pairs,
- 1.5 Triples,
- 1.6 Fours,
- 1.7 Senior Fours,
- 1.8 Leagues
- 1.9 Senior Leagues.

2. Administration

- 2.1 All Association competitions shall be administered and controlled by the Delegate's Committee; whose decision on all matters, outside the scope of an Umpire's normal duties under the latest edition of World Bowling Board "Laws of the Sport of Bowls" Law 43 and additional duties under clause 5. herein, shall be final and binding.
- 2.2 All competitions shall be played under the latest edition of World Bowling Board "Laws of the Sport of Bowls" as varied by the Scottish Bowling Association and including the Association's variations attached hereto in clause 6.
- 2.3 The draw for each competition will be made by the Delegate's Committee at the time and venue stated on the entry form.
- 2.4 Greens, dates and times shall be agreed and marked on each draw sheet prior to the draw commencing.
- 2.5 Entries must be accompanied by the correct entry fee, clause 3.6 herein, which shall be set by the Delegate's Committee.

3. Entry Conditions

- 3.1 Entry to Association competitions shall be open to all members of each member club not in arrears with its annual subscription.
- 3.2 In any team, all players must normally be from the same club.
- 3.3 In the singles competition, only the original entrant drawn shall take part in the competition.
- 3.4 Except in Junior and Senior competitions there shall be no age restriction and unless otherwise stated all competitions shall be open to both genders.
- 3.5 Juniors shall be under 21 years and Seniors over 60 years of age on the previous 1st April.
- 3.6 Each competitor or team shall be responsible for making their own entry on the entry form and for the payment of the correct entry fee. Payment to be made at host Green on day of play and before play commences.
- 3.7 Each players drawn to play on Tuesday evening shall mark a Monday evening game and once a player has lost his/her game s/he shall be required to mark the following game / round as the draw dictates. It is not the responsibility of the IBA and/or host club/s to provide markers.

4. Games and Substitutes

4.1 Subject to the terms of clauses 4.2. 4.3. 4.4. and 4.5. herein the duration of games and the substitutions permitted in Association competitions shall be:-

Competition	Duration	Substitutes upto and Including the Quarter Final	Substitutes Semi Final and Final
Singles	21 Up	None	None
Junior Singles	21 Up	None	None
Pairs	15 Ends	One	None
Triples	15 Ends	One	None
Fours	15 Ends	Two	None
Senior Fours	15 Ends	Two	None

4.2 Any game ending in a tie shall be decided by an extra end. (Rule 28)

4.3 Any player who has already participated in a previous round of the competition shall not be eligible as a substitute in a subsequent round.

4.4 A substitute shall not play as a skip.

4.5 A substituted player shall take no further part in the competition unless the substitution was due to family bereavement, in which case the player may replace the substitute in subsequent rounds.

5. Umpires

5.1 The Delegates of a club hosting an Association competition shall arrange the appointment of an Umpire who in addition to the normal duties, clause 2.1 herein, shall have the power to:-

5.1.1 Ensure that any time limits are enforced.

5.1.2 Decide on any appeal to abandon the game on the grounds of bad light, weather, underfoot conditions or any other reason.

5.1.3 Allocate rinks for play in accordance with clause 6d. herein.

5.1.4 Decide on the use or not of floodlights.

5.1.5 Enforce Association local variations to the "Laws of the Sport of Bowls" in accordance with clause 6, herein.

6. Association Local Variations

- 6.1** All Association competitions shall be played in accordance with clause 2b. herein, with the following variations:-
- 6.1.1** There shall be no more than ten minutes waiting time for all rounds of the competitions.
- 6.1.2** Players, markers and umpires shall wear brown, white, grey or black, heel-less, smooth soled footwear while playing on the green or carrying out their duties.
- 6.1.3** If required, and at the discretion of the Delegate's Committee, time limits may be imposed in order to facilitate the completion of a competition. At no time shall a time limit be applied to a final. Competitors will be advised when the time limit is near and shall be permitted one more legal jack subsequent to that warning, regardless of whether the previous end was burnt or not.
- 6.1.4** If more than one round is played at one venue on the same day, the players shall draw for rinks prior to the first session. Thereafter rinks shall be allocated by the umpire.
- 6.1.5** The first end in each round of all competitions, shall count for one shot.
- 6.1.6** All competitors shall wear self coloured trousers or skirts throughout the competition. Any colour of top or club colours with a collar may be worn. Football strips or colours or political or religious statements are not acceptable.
- 6.1.7** Appropriate warm and waterproof clothing may be worn.
- 6.1.8** Once a team has commenced play in the first end of the first round, their order shall remain the same throughout the competition.
- 6.1.9** Clause 4. Games and Substitutes shall apply.
- 6.1.10** Mobile telephones shall not be permitted on the green, under any circumstances, during an Association competition. Competitors, waiting to play in an Association competition, shall ensure that any use of a mobile telephone is inaudible to other players, whilst games are underway at the venue. If any infringement of the above rule occurs, the umpire shall, after a warning, have the bowl declared dead. If the bowl has disturbed the head, the opponent in a singles game or the opposing skip in a team game shall have the option of:-
- 6.1.10.1** Leaving the head unaltered.
- 6.1.10.2** Resetting the head.
- 6.1.10.3** Declaring the end dead.

End