

Produced by the Welsh Short Mat Bowls Association

The controlling body for the sport in Wales

Quotes from WSMBA Constitution

NOTE: These rules should be similar to the rules adopted within other National Short Mat Bowls Associations and shall only be subject to alteration after due consultation with those bodies.

10. Alteration of Rules

- a) No new rule shall be made or any altered or rescinded, except at a General Meeting called for that purpose.
- b) Clubs or County Associations wishing to propose new rules or amendments to existing rules must give MI details in writing to the Secretary, WSMBA or the Secretary, National Umpires Council.

The NUC will consider any such proposals and pass their recommendations to the Executive Committee of the WSMBA for ratification before proposals are circulated to each club.

It should be appreciated that no code of laws governing Indoor Short Mat Bowling can cover every situation. Unusual incidents not specifically provided for in the laws can Occur.

Please remember that the laws have been drafted in the hope that in the absence of any express rule, true sportsmanship and common sense will find an acceptable solution.

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1. MAT AND EQUIPMENT MEASUREMENTS

RINK MAT

Max. Length 45ft (13.72m)
Min. Length 40ft (12.19m)
Width 6ft (1829mm)
Tolerance +/- 2ins (51mm)

FENDERS

Back 6ft (1829mm)	Sides 12ins (305)
Max. Ht. 3ins (76mm)	Max. Ht. 3ins (76mm)
Min. Ht. 2 ³ / ₄ ins (70mm)	Min. Ht. 2 ³ / ₄ ins (70mm)
Max. Thickness 3ins (76mm)	Max. Thickness 3ins (76mm)
Min. Thickness 2 ³ / ₄ ins (70mm)	Min. Thickness 2 ³ / ₄ ins (70mm)

DITCH LINE from Fender 12ins (305mm)

DEAD LINE from Ditch Line 9ft (2743mm)

CENTRE BLOCK

Length 15ins (381mm)
Max.Ht 3ins (76mm) Min. Ht. 2³/₄ins (70mm)
Max.Width 3ins (76mm) Min. Width 1¹/₂ins (38mm)

DELIVERY MAT

Length 24ins (610mm) Width 14ins(356mm) 3

JACK LINE

from Dead Line 3ft (915mm) from Ditch Line 3ft (915mm)
Length 3ft (915mm)

DELIVERY LINES

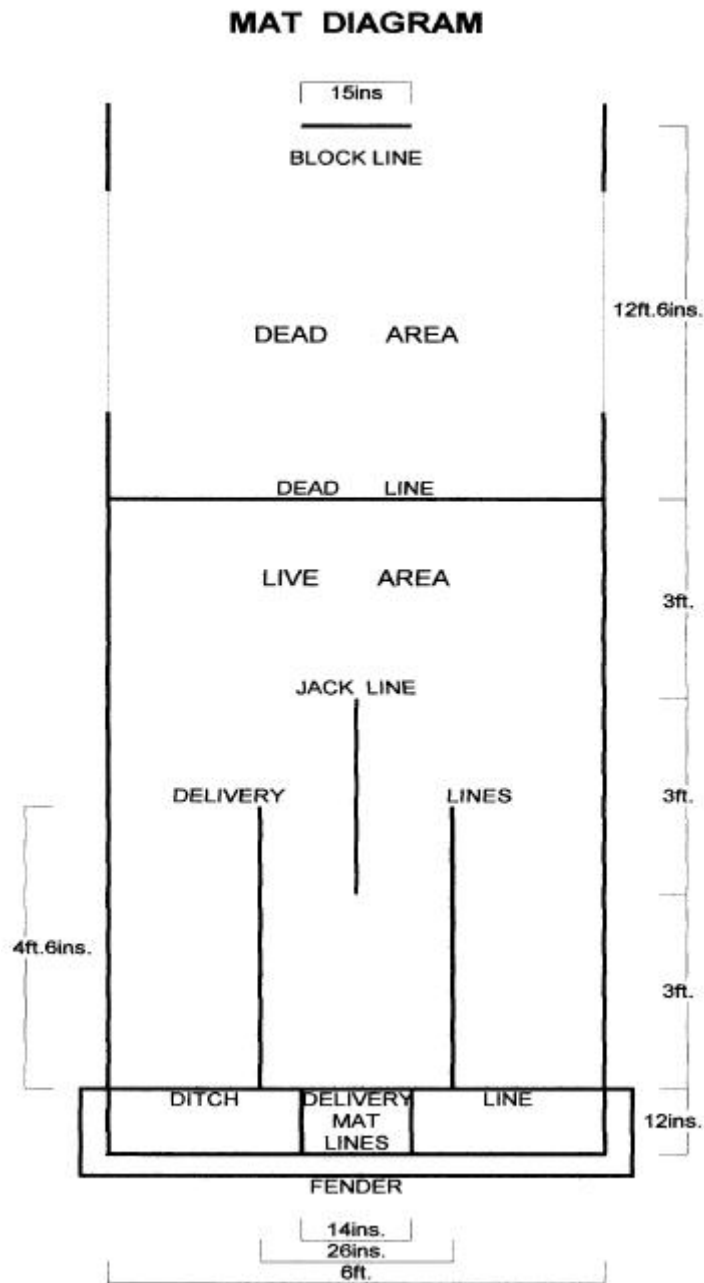
from Centre Line 13ins (330mm) from Ditch Line 54ins (1372mm)

DELIVERY MAT LINES

from Centre Line 7ins (178mm)
Length 12ins (305mm)

BLOCK LINE
Length 15ins (381mm)

MARKINGS
½ in (12.7mm) wide White Adhesive Tape 4 5



2. DEFINITIONS AND GLOSSARY

BACKHAND: to the right-handed player is the delivery to the left-hand side of the block. To the left-handed player is the delivery to the right hand side of the block.

BIAS: is the peculiar property of one side of the bowl, caused by the shaping which enables it to follow a curved course.

BLOCK: is the obstacle which is placed midway between each end of the rink mat on the block line.

BLOCKING: means covering the lying shot or jack with a guarding bowl in order to hinder an opponent.

BOWL IN ORIGINAL COURSE: means a bowl from the time of delivery until it comes to rest.

BURNT END: this is when the jack is driven off the side of the rink mat.

CONTROLLING BODY: means the World Short Mat Bowls Council.

DEAD AREA: is the section of the mat between the dead lines.

DELIVERY LINES: are the markings within which the player's feet are restricted to deliver the bowl.

DELIVERY MAT: is the footmat upon which the stance is taken to deliver the bowl.

DEPUTY: is the person who goes to the head end to control play when the skip goes to the delivery end to bowl his bowls.

DISPLACED or DISTURBED: means accidentally moving a bowl or jack otherwise than by a bowl in play.

DRAW: means delivering the bowl with sufficient power to reach its objective but allowing the bias to take full effect.

END: means the placing and playing to the jack and the playing of all the players bowls in the same direction on the rink mat.

FENDER: is the surround which encloses the ditch.

FIRING, FORCING OR DRIVING SHOT: means a bowl which is delivered at a very fast pace.

FOREHAND: to the right handed player is the delivery to the right hand side of the block. To the left handed player is the delivery to the left hand side of the block.

FOUR: means the four players on one side whose positions of playing are called lead, second, third and skip.

GAME: consists of a specific number of shots or ends or a set period of time as arranged by the organising body.

HEAD: means the jack and such bowls as have come to rest within the boundary of the rink mat and are not dead.

JACK HIGH: means the nearest portion of the bowl referred to is the same distance from the dead line as is the nearest portion of the jack.

LEAD: means the player on each side who plays first.

LIVE AREA: is that section of the rink mat between the dead line and the ditch line, delineated by the inside edge of the half inch marking.

MATCH: consists of an agreed number of games by two or more teams of players.

ORGANISING BODY: means the body having immediate control of the conditions under which the match is played.

PAIR: means two players on one side whose position in order of playing are called lead and skip.

RINK MAT: means the whole of the rectangular playing surface.

RUNNING BOWL: means a bowl that has been delivered with sufficient power to move another bowl or bowls or the jack.

SKIP: means the player who controls the play on behalf of his side on any rink mat.

SINGLES: means one player competing against another.

TEAM: means any agreed number of players on one side.

TOUCHER: is the term applied to a bowl which touches the live jack while the bowl is in motion on the rink mat and before it comes to rest. It shall also be a toucher if the said bowl either deflects off a bowl at rest, or the jack is sprung to touch the bowls whilst it is still in motion, or if it falls and touches the jack before the next bowl has been delivered. The toucher shall remain in play until the end is completed, even when it is in the ditch. It shall be indicated by a chalk mark which should be placed on it before the next bowl comes to rest.

TRAILING: means contacting the jack with sufficient momentum to move it and follow it to a new position.

TRIPLE: means three players on one side whose positions of playing are called lead, second and skip.

WICK: is the term applied to a bowl which glances off another bowl or bowls to change its natural line of travel.

3 EQUIPMENT

3.1 THE RINK MAT

The rink mat shall be of a suitable material conducive to the true running of the bowls as approved by the controlling body. It shall be coloured green and have a suitable underlay or an approved bonded backing. The maximum length shall be 45 feet (13.72m) and the minimum length 40 feet (12.19m) including ditches. The width shall be six feet (1829mm) with a tolerance of 2 inches (51mm) It shall be marked with ½ inch (12.7mm) lines which must be white in colour and be of suitable adhesive tape. Painted or woven lines must be covered by this tape. The floor surface should be level.

DITCH AND DEAD LINES: Lines representing the ditch shall be marked across each end of the rink mat 1 foot (305mm) from the fender and similar transverse lines shall be marked 9 feet (2743mm) from each ditch line to represent the dead line.

JACK LINE: The jack line shall be 3 feet long (914mm) and in the middle of the rink mat with one end 3 feet (914mm) from the dead line and the other 3 feet (914mm) from the ditch line.

DELIVERY LINES: Delivery lines shall be marked 4 feet 6 inches long (1372mm) starting at right angles from the ditch line and the distance on each side from the jack line shall be 13 inches (330mm).

DELIVERY MAT LINES: Delivery mat lines shall be marked 12 inches long (305mm) starting at right angles from the ditch line towards the fender and the distance on each side from the jack line of the rink mat shall be 7 inches (178mm).

BLOCK LINE: The block line shall be 15 inches long (381mm) and positioned across the centre of the mat.

3.2 DELIVERY MAT: The delivery mat shall be 24 inches long (610mm) and 14 inches wide (356mm).

3.3 DITCH AND FENDER: The width of the ditch shall be 12 inches (305mm). It shall be enclosed at the back and both sides with a fender max. 3 inches high (76mm) min 2³/₄ ins high (70mm) and not more than 3 inches wide (76mm). It shall be coloured white and must not be covered with any material.

If the fender is designed to fit on the edge of the rink mat, the height of the back shall be 2³/₄ inches (70mm).

3.4 THE BLOCK: The block shall be 15 inches long (381mm) max 3 inches high (76mm) min 2³/₄ ins (70mm) high and not more than 3 inches wide (76mm). It shall be coloured white and must not be covered by material.

3.5 THE BOWLS: Bowls shall not exceed 5¹/₄ inches (133mm) in diameter or be less than 4¹/₂ inches (114mm) in diameter and shall not exceed 3¹/₂ pounds (1590g) in weight. Loading of bowls is strictly prohibited. Coloured discs or stickers may be used to identify team or club bowls and for

this purpose they shall be classed as part of the bowl. The placing of a number of stickers on top of each other will render the bowl invalid if objected to. A Players bowls must be from a matching set.

3.6 THE JACK: The jack shall be round and white or yellow in colour. The diameter shall not be less than $2\frac{1}{2}$ inches (63mm) or more than $2\frac{3}{4}$ inches (70mm). It shall not be less than 15 ounces (425g) or more than 32 ounces (907g) in weight (heavyweight jack preferred).

3.7 FOOTWEAR: Bowling shoes or any smooth heel-less footwear MUST be worn when playing on the rink mat. This rule also applies to Umpires and Markers when officiating on a rink mat.

4 CONDITIONS OF THE GAME

4.1 FORM AND DURATION

A game of bowls shall be played on one or several rink mats . It shall consist of a specified number of shots or ends or shall be played for any period of time as previously arranged.

4.2 PLAY ARRANGEMENTS

(a) A game shall be played on one rink mat as:

(1) A singles game between two players each player playing two , three or four bowls singly and alternately.

(2) A pairs game by two players on either side, each playing two, three or four bowls. The two leads shall play all their bowls singly and alternately before changing ends with the skips who will then bowl their bowls singly and alternately.

(3) A triples game by three players on either side , each player playing two or three bowls singly and alternately with the leads playing all their bowls before the seconds are allowed to bowl their bowls . The leads will remain at the delivery end until both seconds have bowled their bowls, then these four players will change ends with the skips who will now bowl their bowls singly and alternately.

(4) A fours game by four players on either side, each player playing two bowls singly and alternately. The leads and seconds will not be allowed to visit the head until they have played all their bowls. The thirds may stay at the head with the skips until the leads and seconds have played their bowls, they will then come to the head and the thirds will go to play their bowls and are only allowed to visit the head when in possession of the rink mat. When the thirds have played both their bowls they will return to the head and the skips will then go to the bowling end. They may only visit the head when in possession of the rink mat.

BOWLS MUST COME TO REST BEFORE ANY PLAYER CROSSES THE DEAD LINE.

(b) A team match shall be played by two or more sides on a given number on rink mats, each side composed of an equal number of players.

5. THE BOWLS

5.1 LIVE BOWLS

A live bowl is:

- (a) A bowl which in its original course comes to rest in the live area
- (b) A bowl which in its original course breaks the ditch line but does not interfere with any toucher or the jack in the ditch or touch the fender or make contact with the floor or the block and comes to rest in the live area.
- (c) A bowl which in its original course touches the jack, either directly or indirectly, or by deflection off another bowl or bowls even though it settles in the ditch area or makes contact with the fender after it has touched the jack; this bowl shall be marked and called a toucher.
- (d) A bowl which crosses the ditch line and only touches the jack which is intersecting the ditch line; this bowl shall be marked and called a toucher.

5.2 MARKING A TOUCHER

- (a) A toucher shall be clearly marked with chalk or marking fluid by a member of the player's side before the next bowl delivered comes to rest.

If a bowl is not so marked before the succeeding bowl comes to rest it will cease to be a toucher. If in the opinion of either the skip or his deputy, to attempt to mark such a bowl could cause it to fall or move, it shall not be marked, but it must be nominated as a toucher and it should then be marked if the danger ceases during the course of the play.

- (b) The marker in a singles game should mark all touchers and should indicate to the players any bowl which he has nominated as a toucher.
- (c) All toucher marks should be removed before any bowl is played.
- (d) If a bowl is played which has not had the mark removed, the skip, his deputy or the marker shall remove the mark as soon as it comes to rest or, if there is a danger that such a bowl should fall and alter the head or its position, it should be indicated and the mark removed if the position is changed.

5.3 ACTION OF TOUCHERS

- (a) Touchers may act upon the jack or on other touchers in the ditch. The jack and such touchers moved shall remain in their new position.
- (b) Touchers rebounding from the jack or fender or from other touchers in the ditch onto the live area shall remain in play where they have come to rest.

5.4 DEAD BOWLS

A bowl is dead and must be removed from the rink mat if:

- (a) It is delivered from a footfault position.
- (b) It strikes the block or passes over it.
- (c) It does not travel beyond the dead area or intersects any part of the dead line.
- (d) It intersects the ditch line without touching a live jack, it finishes in the ditch, touches a toucher in the ditch, touches or rebounds from the fender.
- (e) It makes contact with the floor or leaves the rink mat.
- (f) It is bowled before the previous bowl comes to rest.

5.5 UNDERLAY

The underlay is part of the playing surface.

5.6 LINE DECISIONS

A line decision involves a bowl which cannot be judged to be breaking the ditch or dead line without the use of a set square or other measuring implement to make a decision. If another bowl is bowled before a decision is made then the bowl is determined to be live. If it is subsequently played into a dead bowl position it should be removed from the rink mat - ***IT IS NOT A TOUCHER.***

5.7 BOWL AND HEAD DISPLACEMENT

DISPLACEMENT OF HEAD BY A NON-TOUCHER OR A DEAD BOWL.

If a head is disturbed by:

- (a) A bowl which rebounds from a toucher in the ditch.
- (b) A bowl deflected by a fender
- (c) A bowl or jack in the ditch which is moved by a non-toucher
- (d) A bowl delivered from a foot fault position
- (e) A bowl which strikes or passes over the block

The head shall be restored as near as possible to its original position by the opposing skip or his deputy and the end completed.

DISPLACEMENT OF A BOWL BY A PARTICIPATING PLAYER.

If a bowl while in motion or at rest on the rink mat or if a toucher in the ditch is displaced by one of the players, including the placing of hand or finger onto a bowl other than for marking touchers, the opposing skip or his deputy shall have the option of :

- (a) Restoring the bowl as near as possible to its original position
- (b) Letting it remain in its new position.
- (c) Declaring the bowl dead and removing it from the rink mat.
- (d) Playing the end again and it must be in the same direction.

DISPLACEMENT BY A PLAYER MEASURING

If a player in the act of measuring accidentally moves a bowl or bowls, the opposing player who agrees the shots shall have the option of.

- a) Replacing the bowl or bowls as near as possible to its original position
- b) Agree the shot or shots already claimed
- c) Play the end again in the same direction.

DISPLACEMENT OF A BOWL BY A NON-PLAYER.

If a bowl in motion or at rest on the rink mat or if a toucher in the ditch is displaced by any person not playing or by a jack or bowl from another rink mat or by any object, it will be restored to its original position with the agreement of the two skips. If the skips fail to agree the end shall be played again in the same direction.

DISPLACEMENT OF BOWL BY THE MARKER

If a bowl is moved as it is being marked or measured by the marker, it shall be restored as near as possible to its original position by the marker subject to agreement by both players. If the players cannot agree the Umpire will be called to arbitrate and his decision will be final. If a shot or shots have already been agreed, the player shall have the right to accept the score.

DISPLACEMENT OF BOWL BY THE UMPIRE

If a bowl is accidentally moved by the Umpire whilst measuring it shall be restored as near as possible to its original position by the Umpire before completing his decision. He will be the sole arbiter in the matter.

5.8 BOWLS DRIVEN OVER THE FENDER.

If a bowl is delivered with such force as to pass over the back or the sides of the fender or knock another bowl over the back or sides of the fender, the opposing skip shall have the option of :-

- (a) Claiming three shots and counting the end as an end played
- (b) Counting the end as an end played and counting the shots lying
- (c) Completing the end
- (d) Playing the end again as for a dead end (rule 6:3).

6. THE JACK

6.1 LIVE JACK

A jack is live and may be played by a live bowl if the jack or any portion of it is within the live area even if the bowl crosses the ditch line to touch the Jack. It is also live when it is driven into the ditch but then can only be moved by a toucher. If any portion of the jack is in the live area when it is intersecting the ditch line, it can be played by a live bowl and this bowl would be determined to be a toucher if it remains within the live area, this includes the ditch. This also means that any live bowl which in its original course enters the ditch, without touching the fender or any bowl which is at rest within the ditch, and touches any part of the jack which is intersecting the ditch line and has a portion in the live area, will be determined a toucher and should be chalked and its position marked should it come to rest within the ditch.

6.2 DEAD JACK

A jack is dead if:

- (a) Any portion of it comes into direct contact with the floor or any other non-playing surface other than the fender. NOTE: the underlay is part of the playing area.
- (b) It is driven by a bowl in play beyond the boundary of the rink mat, i.e. over the fender, off the side or over the dead line.
- (c) After rebounding it comes to rest either in the dead area or with any portion of it intersecting the dead line.

6.3 DEAD END

If the jack becomes dead, the end will not be counted and will be played again in the same direction.

6.4 BURNT END

Each team (or in singles, each player) shall be allowed two burnt ends. On the third and all subsequent ends the offending team shall have three shots given against them and the end counted as an end played except when it occurs in the last end of the game. Then a further end shall be played.

6.5 REBOUNTING JACK

If the jack is driven against the fender and rebounds onto the live area, or if it rebounds from a toucher in the ditch onto the live area, or, after being played into the ditch, it is moved by a toucher back to the live area, it shall be played to in the same manner as if it had never left the live area.

6.6 JACK DRIVEN OVER THE FENDER

If the jack is driven over the back or sides of the fender by a player, the opposing skip or his deputy shall have the option of:

- (a) Claiming three shots and counting the end as an end played
- (b) Playing the end again as if a dead end

NOTE: if both jack and a bowl go over the back or side of a fender either three shots can be claimed and the end counted or the end played again.

6.7 JACK DISPLACEMENT

DISPLACEMENT BY A NON-TOUCHER OR A DEAD BOWL

If the jack is disturbed by a bowl:

- (a) which rebounds from a toucher in the ditch.
- (b) deflected by a fender
- (c) being a non-toucher contacts it when in the ditch
- (d) delivered from a foot fault position
- (e) which strikes or contacts the block

It shall be restored as near as possible to its original position by the opposing skip or his deputy and the end completed.

DISPLACEMENT BY A PARTICIPATING PLAYER.

If a jack which is in motion or at rest on the rink mat is disturbed by a player, the opposing skip or his deputy shall have the option of:

- a) Restoring the jack as near as possible to its original position
- b) Letting it remain where it now rests
- c) Playing the end again in the same direction

DISPLACEMENT BY A NON-PLAYER.

If the jack while in motion or at rest on the rink mat is disturbed, displaced or moved by a non-player or by a bowl from another rink mat or by any other object, the skips will agree regarding its original position and the jack will be restored. If they fail to agree that end will be played again and it must be in the same direction.

DISPLACEMENT BY A PLAYER MEASURING

If a player in the act of measuring accidentally moves the jack, the opposing player who agrees the shots shall have the option of:

- a) Replacing the jack as near as possible to its original position
- b) Agree the shot or shots already claimed
- c) Play the end again in the same direction.

DISPLACEMENT BY THE MARKER

If the jack is moved by the marker whilst measuring, it will be placed as near as possible to its original position and both players will agree its position; if they do not agree then the Umpire will

be called to arbitrate and his decision will be final. If a shot or shots have already been agreed, the player shall have the right to accept the score.

DISPLACEMENT BY THE UMPIRE

If the jack is moved by the Umpire whilst measuring, it will be placed as near as possible to its original position by the Umpire before completing the measure. He will be the sole arbiter in the matter.

7. GENERAL CONDITIONS OF PLAY

7.1 UMPIRES AND MARKERS

In all County, National and International competitions an umpire shall be available for each mat. In league matches an umpire must be present but may not officiate when playing; a marker must be available for every singles game.

7.2 TRIAL ENDS

Trial ends shall be at the discretion of the organising body.

7.3 STARTING THE GAME OR MATCH

(a) The captains in a team match shall toss and the winner shall have the option to play first or second on all rink mats.

(b) In games played on a rink mat the leads shall toss and the winner shall have the option of playing first or second.

(c) The placing of the delivery mat shall constitute the start of the game

7.4 PLAYING FIRST.

(a) In all ends subsequent to the first, the winner of the preceding end shall play first.

(b) In the event of a tied end (no score) or a dead end the player who played first in that end shall again play first.

7.5 PLACING THE DELIVERY MAT.

(a) At the beginning of an end the player who is to play first shall place the delivery mat within the delivery mat lines with the shorter side in contact with the fender.

(b) The delivery mat must not be moved until the end is complete. If accidentally moved, it must be returned to its proper position by the next player.

(c) The last player to bowl in that end shall remove the delivery mat clear of the rink mat.

7.6 PLACING THE JACK

(a) The marker in a singles game shall place the jack on the jack line where the first player requires it.

(b) The skip whose side is to play first shall place the jack on the jack line at any length he chooses.

7.7 STANCE ON THE DELIVERY MAT.

A player at the moment of delivering his bowl shall have one foot entirely within the confines of the delivery mat. The foot must either be in contact with or immediately above the delivery mat, the other foot must be either on or within the confines of the delivery mat or inside the delivery

lines and forward of the ditch line. Failure to observe this rule constitutes footfaulting. NO warning will be given.

7.8 FOOTFAULTING.

Only the Umpire or persons designated by the Umpire can call footfaults.

(a) If a player in a singles game footfaults, the marker shall stop the bowl and remove it from the rinkmat.

(b) In other games the opposing skip or his deputy shall stop the bowl and remove it from the rink mat.

(c) No part of the body may be in contact with the rink mat outside the delivery lines when the bowl is released; this shall constitute a footfault. In the case of a disabled player who needs either a walking stick or hand outside the line for balance this does not apply.

This does not mean that a bowl cannot be delivered from outside the delivery lines.

7.9 FENDER DISPLACEMENT

(a) If the fender becomes displaced in a singles game the marker will replace it and restore the jack or any bowls which may have moved, to their original position even if they have touched the floor, including the bowl which moved the fender if it was a toucher. It should be placed as near to the position that it hit the fender as possible.

(b) In other games the opposing skip or his deputy will be responsible for restoring the fender, the jack and any bowls to their original position even if they have touched the floor including the bowl which moved the fender if it was a toucher. It should be placed as near to the position that it hit the fender as possible.

7.10 POSSESSION OF THE RINK MAT

(a) Possession of the rink mat shall belong to the side whose bowl is being played.

(b) The players in possession of the rink mat shall not be interfered with, annoyed, barracked or have their attention distracted by their opponents.

(c) As soon as each bowl has come to rest, possession of the rink mat shall be transferred to the other side, time being allowed for marking a toucher, removing a dead bowl or making a line decision.

7.11 POSITION OF PLAYERS

Players not in the act of bowling or controlling play must stand clear of the rink mat and, if possible, behind the fender.

7.12 PLAYERS AND THEIR DUTIES

SKIP

(a) The skip shall have sole charge of his side; he will control the play and his instructions must be obeyed by all his players

(b) The skip will take charge of the head only when his side is in possession of the rink mat and guide play accordingly

(c) The skip with the opposing skip will decide all disputed points or shots and when they both agree their decision will be final. If they cannot agree one will call the umpire who will then arbitrate and his decision will be final. In the absence of an official umpire, any person mutually agreed by both players will arbitrate and that decision will be final and binding.

- (d) The skip will be responsible for marking all touchers or removing the marks from non-touchers. He will also be responsible for removing any dead bowls from the ditch, the rink mat or dead area and will ensure that the jack or toucher in the ditch is not disturbed except by another toucher.
- (e) The skip will decide on line bowls etc. with the other skip, or will call the umpire to adjudicate.
- (f) While at the playing end the skip may only visit the head when he is in possession of the rink mat.

THIRD

- (a) The third will do all the measuring and agreeing the shot or shots, allowing his opposite number to also measure, and will inform the skip of the result. No bowls will be moved until the shot or shots are agreed and if the thirds cannot agree they will call the skips who will then arbitrate.
- (b) The third will deputise for the skip at the head when the skip goes to play his bowls, if the head is changed he will inform the skip and direct the play accordingly
- (c) The third, whilst deputising- for the skip, will mark all touchers, remove any marks from non-touchers, remove any dead bowls from the ditch, rink mat or dead area and will ensure that the jack or toucher in the ditch is not disturbed except by another toucher.
- (d) The third may remain up at the head while the leads and seconds are bowling their bowls.
- (e) The third may only visit the head when in control of the rink mat.

SECOND IN A FOURS GAME

- (a) The second will be responsible for the score board and score card, ensuring the names of all the players on each side are entered correctly on the card, and retain it in his possession at all times.
- (b) The second will record the score both for and against as agreed by the thirds, comparing the card with the opposing second after each end and hand it to the skip on completion of the game.

SECOND IN A TRIPLES GAME

- (a) The second shall be responsible for the score board and the scorecard as in a fours game.
- (b) The second will also prove the claim for shot or shots by measuring as for the third in a fours game.
- (c) The second will deputise for the skip at the head when the skip goes to play his bowls.
- (d) Whilst deputising for the skip, he will mark all touchers, remove any marks from non-touchers, remove any dead bowls from the ditch, rink mat or dead area and will ensure that the jack or toucher in the ditch is not disturbed except by another toucher.
- (e) The second will not visit the head whilst at the delivery end of the mat.

LEADS

The lead shall place the delivery mat and ensure that the jack is correctly placed on the jack line before playing the first bowl. The Lead will be responsible for the scoreboard and scorecard in a pairs game.

7.13 FIRING, FORCING OR DRIVING SHOTS

A player who intends to play a forcing, firing or driving shot MUST give a verbal warning before bowling to ensure the safety of other players, markers, umpires and spectators. Failure to comply with this rule will result in the offending player being warned at the first infringement. For any subsequent infringements the player will be asked to leave the rink mat and take no further part in the competition. The player may be reported by the organising body to the WSMBA for further action.

7.14 PLAY INFRINGEMENTS

- (a) No player will carry his bowl beyond the nearest dead line. The bowl will be declared dead.
- (b) No player will follow their bowl up to the head on the rink mat or at the side of the rink mat. Players must be warned on the first occurrence as they cross the nearest dead line and on the second offence the bowl will be declared dead.
- (c) A bowl played before the last bowl has come to rest must be stopped and removed from the rink mat. If the bowl disturbs the head or makes contact with any bowl or the jack, the opposing skip or his deputy may leave the head either in the new position or declare it void, if so the end will then be played again in the same direction.
- (d) Players are not allowed to change the order of play during a game.

7.15 PLAYING OUT OF TURN

- (a) If a player plays before their turn the opposing skip or his deputy shall have the right to stop the bowl and cause it to be played again in its proper order.
- (b) If a bowl so played has moved the jack or altered the head the opposing skip or his deputy shall have the option of either allowing the head to remain as it is or to declare it void and the end played again from the same direction.
- (c) If the head is allowed to remain in its new position the other players will follow in the new order of play.

7.16 PLAYING THE WRONG BOWL

A bowl played by mistake shall be replaced by the player's own bowl.

7.17 CHANGING BOWLS

No player shall change their bowls during a game unless they become damaged or are objected to as not complying with the laws.

7.18 LEAVING THE RINK MAT

- (a) No player will leave the rink mat while a game is in progress without first consulting the opposing player in a singles game or the skip in a pairs, triples or fours game and then for a period not exceeding ten minutes.
- (b) If during a team match a player is forced to leave the game through illness or any other just cause, their place may be taken by a substitute if both team captains agree.
- (c) If the sick or indisposed player returns after a substitute has joined the players on the rink mat, even though the substitute has not bowled, the player will not be allowed to rejoin that game nor can he act as a substitute in any other set.
- (d) If the opposing team captain does not agree to the playing of a substitute or if there is no substitute available, the game will continue with the missing player being classed as a second.

7.19 ABSENTEE PLAYERS

- (a) If a player in a side is absent at the time nominated for the commencement of the game, a wait of ten minutes may be allowed.
- (b) Trial ends, if allowed, will be played in the ten minute waiting period but the missing player will forfeit his rights to them.
- (c) If the missing player has not arrived by the expiry of the time allowed, a singles or pairs game will be awarded to the opponents. A triples or fours game will commence with the missing player being considered as second and a definite order of play maintained, which will be:
LEAD, LEAD, SECOND, LEAD, LEAD, SECOND.

(d) If the missing player arrives after the start of the game he will not be allowed to play.

7.20 OBJECTS ON RINK MAT

Under no circumstances shall any object to assist any player or to influence the play be placed on the rink mat, fender, jack, bowl or elsewhere.

NOTE: The only exception to the above rule shall be where they are placed to assist a seriously disabled, visually handicapped or blind person.

7.21 COMPLETION OF AN END, GAME OR MATCH

(1) THE SHOT OR SHOTS

(a) A shot or shots will be awarded to the side whose bowl or bowls are nearer the jack than those of the opponents.

(b) When the last bowl of an end comes to rest 30 seconds shall elapse if either side requests it. During that time no bowls shall be touched, marked, measured or interfered with. The request must be made as soon as the last bowl has come to rest and no player shall walk on the mat during that time.

(c) Neither the jack nor bowls must be removed until both sides agree the result except where a bowl or bowls have been removed to allow another to be measured. Only the conceding team should remove bowls.

(d) No measuring shall be done until after the last bowl has come to rest.

(2) MEASURING

(a) All measuring must be done with spring calipers, flexible measure or other equipment approved by the WSMBA. Use of hand, foot or any objects other than the recognised measuring devices is prohibited.

(b) All measuring shall be to the nearest point of bowl and jack.

(c) If a bowl requiring to be measured is resting on another bowl which prevents it being measured, approved wedges must be used to secure its position, whereupon the other bowl shall be removed and the same applies if more than one bowl is involved. The use of hand or finger for this purpose is prohibited.

(d) If a bowl is in danger of falling before measuring is complete it must be secured by approved wedges. However, if it does fall it must be left in the new position and then measuring completed.

(e) The placing of the hand or finger on the jack or any bowl to be measured constitutes disturbance and the opposing side may claim the shot or shots or refuse to acknowledge the shot or shots in the dispute.

(3) TIED END, NO SCORE.

When, at the conclusion of an end, the nearest bowl of each side is touching or equidistant from the jack or there are no bowls in the live area or touchers in the ditch, it shall be declared to be a tied end and no score. It shall be recorded as a played end and the player who played first in the tied end shall again play first, it shall be played from where the last end finished.

(4) EXTRA END

(a) In the event of a draw at the conclusion of a game where the winner must be determined, an extra end must be played.

(b) The team captains in a match or the leads in other games shall toss for start and the winners have the right to play first or second.

(c) The extra end shall be played from where the last end finished.

(d) If, at the conclusion of the extra end, the game is still a draw a further end will be played, the toss will again be made and the end played from where the last end finished.

(5) GAME AND MATCH DECISIONS

The winner is the player or the team with the highest number of points or shots at the end of the game. In 'round robin' or team competitions where the points total are equal, the rules of the tournament organisers will apply.

7.22 SPECTATORS

Persons not engaged in the game shall be situated clear of and beyond the limit of the rink mat; they shall not disturb or advise the players.

The officials shall have the power to take what action is necessary to control any spectators.

7.23 DANGEROUS PLAY OR UNGENTLEMANLY CONDUCT

Any player found guilty of these offences may be disqualified from the event and can be reported to the WSMBC for further action.

8. DUTIES OF THE MARKER

The marker shall:

(a) Carry a WSMBC rule book at all times when officiating, be familiar with the rules of the game and ensure such rules are complied with.

(b) Only use approved WSMBC measuring equipment, including wedges.

(c) Be in possession of chalk or marking fluid, pen or pencil, and ensure the names of both contestants are entered on the scorecard.

(d) Make themselves familiar with the identifying marks on the bowls of each player.

(e) Witness the toss for the start.

(f) At the start of the game ensure the rink mat is correctly marked and aligned and that fenders, block and delivery mat are correctly placed.

(g) Place the jack on the jack line at the position required by the player to bowl first.

(h) Be completely unbiased and not pass any comment, advice or praise.

(i) Only answer questions put to them by the player who is in possession of the rink mat but not give any further information.

(j) Mark all touchers and remove the marks from any non-touchers.

(k) Remove all dead bowls from the ditch, rink mat and dead area.

(l) Measure only when requested by the players and not move any bowl until both players agree the shot or shots.

(m) Not attempt to adjudicate on any difficult measure or line decision but call the umpire to do so.

(n) Record on the score board and score card only the score agreed by the players.

(o) On completion of the game ensure that the scorecard is signed by both players and handed to the game controller or official.

(p) Not be an umpire whilst acting as a marker.

9. DUTIES OF THE UMPIRE

The umpire shall:

- (a) Be conversant with and enforce the laws and rules of the World Short Mat Bowls Council. When officiating always carry and use an up to date WSMBC Rule Book with any amendments.
- (b) Be available for consultation on any matter or point of law concerning the game.
- (c) Follow the Code of Conduct for Umpires as laid down by the WSMBC.
- (d) Be in possession of and use only approved WSMBC measuring equipment, including wedges..
- (e) Be in a position where he can adequately observe the game
- (f) Ensure that the game is continuous and played in a competitive and sporting manner.
- (g) Pass no comment, advice or praise and remain strictly neutral and unbiased at all times.
- (h) Measure all difficult shots and line decisions when requested; he will tolerate no interference and his decision will be final and binding
- (I) Arbitrate in any dispute and his decision is final.

10 RULES FOR THE DISABLED

There are so many categories of disability that it would not be possible to formulate enough rules to cover every contingency. It will depend on a personal evaluation of how best each person can be helped to play the game on terms which are as equal as possible. This may mean the introduction of various aids, such as chutes, but the most important thing is to search for ways in which people with any kind of disability can play short mat bowls, all it needs is thought, goodwill and ingenuity. Team captains should inform the Umpire before the start of the game of any disabled players in their team.

10:1 PLAYERS IN WHEELCHAIRS

The only rule here is that they are allowed to move their chairs to enable them to bowl both forehand and backhand. This can be achieved by the right hander having their right-hand wheel within the right-hand delivery line when playing forehand and the same wheel inside the left hand delivery line when bowling backhand and vice-versa for the left handed player. The above would apply to those people who sit in an ordinary chair to play.

10:2 BLIND AND VISUALLY HANDICAPPED

The rule here is that they bowl both bowls consecutively, the centre block can be removed if requested. They may also have someone to give them verbal instructions.

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