

CONDITIONS OF PLAY v1.0

VERSION CONTROL

The Conditions of Play may be updated as required due to on-going planning. Versions will be released as per the table below.

Version	Status	Date
1.0	Complete (with IF verification)	May 2013
2.0		September 2013

EVENT **Glasgow 2014 Commonwealth Games**

DATES 24 July - 1 August 2014

VENUE Kelvingrove Lawn Bowls Centre, Glasgow

ENTRY CONDITIONS & ELIGIBILITY

All players are to be affiliated with their National Authority that is a member of World Bowls (WB) or International Bowls for the Disabled (IBD).

All players and directors must meet the Commonwealth Games Federation (CGF) eligibility criteria (Article 24).

Players in the Para-Sport events must be officially classified prior to the close of entries (42 days prior to the Opening Ceremony). There will be no classification at the event.

CONTROLLING BODY

International Federation (IF): World Bowls Ltd
Technical Delegate (TD): Kerry Clark OBE
Organising Committee (OC): Glasgow 2014 Ltd
Competition Manager (CM): Narelle Henderson

EVENTS

- **Singles:** Four bowls per player, 21 shots up, in excess of 21 shots shall not count.
- **Pairs:** Three bowls per player, 15 ends (3x3).
- **Triples:** Two bowls per player, 15 ends.
- **Fours:** Two bowls per player, 15 ends.

A time limit of two hours and 15 minutes (not including trial ends) will apply to all sectional matches for all disciplines. Time limits will not apply to knockout finals matches; however, delaying (slow) play rules will still apply.

Main Draw - Traditional Play (five players per team)

Each player can compete in a maximum of two disciplines. The Singles and Fours events for each gender will be conducted concurrently, as will the Pairs and Triples.

Para-Sport Events

Para-Sport Mixed Pairs B2/B3. Must include one male and one female. Each athlete will be accompanied by an athlete director as per CGF Regulations. Medals will be awarded to athlete directors.

Para-Sport Open Triples B6/B7/B8. The team must include one B6 player.

It is not possible for Para-Sport players to also enter any main draw events due to scheduling restrictions.

TEAM COMPOSITION

Players must remain in the disciplines as confirmed at the Lawn Bowls Technical Meeting. After this time, changes will only be allowed relating to the team order within each team, between rounds. This must be submitted to Competition Management at least 45 minutes before the respective round.

SUBSTITUTE PLAYERS

No changes to team personnel will be allowed once the Lawn Bowls Technical Meeting has been held. Any player/team that is unable to begin or complete a match shall forfeit the game and the points for that game/or not progress through to the next round. If a game is forfeited, the non-offending player or team will be awarded two match points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section.

ARRANGEMENT FOR PRACTICE

See Law 13 of the Laws of the Sport of Bowls. Training will only be permitted on the competition greens prior to the first day of play. From the first day of competition onwards, training will only be permitted on green six at Kelvingrove Lawn Bowls Centre. This applies to all events.

DRAW

Teams will be divided into four sections. If there are 12 or fewer entries for an event, they will be divided into two sections of up to six teams.

Main draw teams will be placed into draws based on results from the respective discipline from the World Bowls Championships 2012. Where Ireland is listed in these results, the position will be taken at the Commonwealth Games by Northern Ireland. The first ranked Commonwealth Games Association (CGA) will play in section A, second in section B, third in section C, fourth in section D, fifth in section A, sixth in section B and so on. All other CGAs that did not compete in the respective draw at the World Bowls Championships 2012 will be randomly drawn to complete the sections. Fewer than 24 teams will be taken away from the draw in the order of: D6, C6, B6, A6, D5 etc.

Teams in Para-Sport events will be drawn randomly into sections.

The draw will be completed in the week following the close of entries. If any player or team withdraws after the draw has been completed, their space in the draw will become a bye. There will be no re-draws.

In draws where there are four sections, the winners and second place in each section will progress to the quarter final. The first placed teams in each section will play in the quarter final with the same letter as their section. At the completion of sectional play, the teams placed second in each section will be randomly drawn into one of the quarter finals. Winners of quarter final games will proceed to a semi-final playoff, with the winner of quarter final A to play the winner of quarter final D, and the winner of quarter final B to play the winner of quarter final C.

In draws where there are two sections, the first placed teams in each section will proceed to semi-final A and semi-final B. The second placed teams from each section will be randomly drawn into semi-final A and semi-final B.

Winning semi-finalists will play off for Gold and Silver medals. Losing semi-finalists will play off to determine the bronze medallist.

All players will be given a final ranking based on the World Bowls criteria from the sectional play results for those who do not reach the finals, and based on the quarter final result for those teams that lose in the quarter final.

SECTION FORMAT

Any section with 7-8 teams. Black indicates where a bye would be with 7 teams.

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 v 5	1 v 3	1 V 7	1 v 6	1 v 4	1 v 8	1 v 2
2 v 6	2 v 4	2 V 8	2 v 7	2 v 3	2 v 5	3 v 4
3 v 7	5 v 7	3 V 5	3 v 8	5 v 8	3 v 6	5 v 6
4 v 8	6 v 8	4 V 6	4 v 5	6 v 7	4 v 7	7 v 8

Any section with 5-6 teams. Black indicates where a bye would be with 5 teams.

Round 1	Round 2	Round 3	Round 4	Round 5
1 v 5	1 v 6	1 V 4	1 v 3	1 v 2
2 v 4	2 v 3	2 V 6	2 v 5	3 v 4
3 v 6	4 v 5	3 V 5	4 v 6	5 v 6

Any section with 3-4 teams. Black indicates where a bye would be with 3 teams.

Round 1	Round 2	Round 3
1 v 4	1 v 3	1 V 2
2 v 3	2 v 4	3 V 4

FORMAT OF PLAY

From quarter final games onwards if Pairs, Triples or Fours game scores are equal at the end of 15 ends, or the time limit, an extra end will be played to determine the winner as specified in Law 45.

In the case of delay due to extreme weather, the time limit relates to the length of time allowed for match play on the green. Any time off the green will not be considered towards this time.

A warning will be given five minutes before the time fixed for starting each session.

A siren will sound to indicate the commencement of play, and then again to indicate the end of the time limit.

Any player/team arriving after the official start time shall lose the right to play trial ends.

Any player/team arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game or not progress through to the next round. If the late attendance of players is the fault of the OC, the appropriate Glasgow 2014 policy will apply.

If a game is forfeited, the non-offending player or team will be awarded two match points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section.

If any team is disqualified completely from the competition during the sectional play phase, all of the completed match results for the disqualified team will be removed.

SCORING

- 1) The player or team with the greatest number of games won is the winner of the section. All other players or teams will be ranked accordingly.
- 2) If games won are equal, then the player or team with the highest number of points will be ranked higher (two points will be awarded for a win, one point for a draw).
- 3) If games won and points are equal, then the player or team with the highest net total of shots ('shots for' minus 'shots against') will be ranked higher.
- 4) If games won, points, and net total of shots are all equal, then the player or team with the lowest number of 'shots against' will be ranked higher.

- 5) If there is still equality having applied the criteria described in points 1) to 4) above, then the player or team that won the game between the players or teams that are equal will be ranked higher.
- 6) If the game between the players or teams that are equal is drawn, then the first player or team in the drawn game to win an end will be ranked higher.

PROCEDURE FOR APPLYING TIME LIMITS

Start of play – play will commence with the designated timekeeper signalling the official start time by a bell, horn, etc.

End of play – at the completion of the allocated time, the designated timekeeper will signal the end time of play by a bell, horn, etc. At this time players will complete the current end they are playing. The start of an end is determined by the delivery of the jack by the first player in that end.

TRIAL ENDS

One trial end in each direction will be allowed for all games in accordance with Law 18.1. In trial ends players can use any combination of bowls taken from different sets so long as all bowls are registered and carry a registered World Bowls stamp of either the current year or a future year. Trial ends can be commenced up to 15 minutes before the official start time for the round.

ALTERATIONS TO THE FORMAT & LENGTH OF GAMES

The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.

Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.

RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

Prior to the start of each end, the following players will take their position at the mat-end of the green:

- Pairs game: the leads
- Triples game: the leads and the seconds
- Fours game: the leads, seconds and the thirds.

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.

- Singles game
 - the opponents: after delivery of their third and fourth bowls.
- Pairs game (each player playing three bowls)
 - the leads: after delivery of their third bowl; and
 - the skips: after delivery of their second and third bowls.
- Triples game (each player playing two bowls)
 - the leads: after the second player in their team has delivered their second bowl;
 - the seconds: after delivery of their second bowl; and
 - the skips: after delivery of each of their bowls.
- Fours' game (each player playing two bowls)
 - the leads: after the third player in their team has delivered their second bowl;
 - the seconds: after the third player in their team has delivered their second bowl;
 - the thirds: after delivery of their second bowl; and
 - the skips: after delivery of each of their bowls

In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a player to the marker in Singles, earlier than described above. If a player does not meet the terms of this law, Law 35 will apply.

DELAYING (SLOW) PLAY

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the time limit prescribed by the Controlling Body. The following conditions will apply in cases where players fail to meet this requirement.

- 1) The umpire, on appeal by one of the skips or one of the team managers or coaches that their team is being prevented from playing all their bowls within the time prescribed for the game due to the actions of their opponents, or on appeal by the Controlling Body as a result of its own observation, will notify the offending team that they are being 'put on the stopwatch' on completion of any end in progress.
- 2) When notification has been given, the offending team will be required to deliver all their bowls in each of the remaining ends within a four minute time period (timing will be undertaken by an official specifically allocated for that purpose).
- 3) In each end timing will start as soon as the offending team has delivered the jack (if they are the first to play in an end) or as soon as the non-offending team's first bowl has come to rest (if the non-offending team is the first to play in an end). Thereafter, timing will continue whenever the offending team is in possession of the rink, and will stop when the offending team's last bowl of the end has been delivered.
- 4) No timing will occur during any interventions by the umpire (for example, to check a short jack or a line bowl) or any interventions by a team manager or coach.
- 5) A skip can call for a maximum of two time-outs during the period in which timing is being carried out. When a time-out is called, the time allowed to complete an end will be extended from four minutes to five minutes.
- 6) The timing official will advise the offending team when the time remaining in any end reaches one minute.
- 7) At the end of the four minute period (five minute period if a timeout has been called) the offending team will forfeit any bowls remaining to be delivered in that end. Their opponents will, however, deliver their remaining bowls to complete the end.

RE-SPOTTING THE JACK

- 1) If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is two metres from the front ditch and on the centre line, and play should continue.
- 2) If the spot mentioned in paragraph one is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.
- 3) The spots mentioned in paragraph one should be marked using chalk or some other suitable method.

LEAVING THE RINK OF PLAY

If a player wishes to leave the rink of play, Law 51.1 will apply. However, if on more than one occasion, then on each occasion after the first they can do so only with their opponent's and the umpire's permission. The umpire's permission will be granted in consultation with the player's team manager or coach when they are present.

FOOTWEAR AND ATTIRE

As per the Laws of the Sport of Bowls and CGF protocols.

MINIMUM LENGTH OF END

The international standard of minimum length of end (23 metres) shall apply.

BOWLS

Each CGA must register all sets of bowls to be used by their players prior to the start of the event, in the manner requested by the OC. All bowls used during the event must carry a registered World

Bowls stamp of either the current year or of a future year. Random checking of bowls may occur prior to the commencement of games. Players requiring bowls testing shall be liable for the cost of the test. Bowls submitted for registration and/or testing must be in sets of four.

Players must use the coloured bowls discs (stickers) as provided by the OC for each match, in accordance with Law 8.1.8.

MARKING TOUCHERS

Spray chalk will be used to mark touchers in all Singles games and is the preferred method for marking touchers in all team games.

DRUG TESTING

Drug testing will take place in accordance with the World Bowls Anti-Doping Regulations.

JURY OF APPEAL

A Jury of Appeal shall be appointed for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by umpires and/or the Controlling Body. In the event of a referral or appeal such referrals or appeals shall be made in accordance with the Laws of the Sport of Bowls and any World Bowls Regulations. The Jury of Appeal is:

Joe Aarons OAM – President, World Bowls
Gary Smith – CEO, World Bowls
John Clarke – Lawyer, World Bowls
Kerry Clark OBE – Technical Delegate, World Bowls

In an emergency situation any two members of the Jury of Appeal may constitute a quorum.

The functions of the Jury of Appeal shall be to:

- 1) Hear and determine any allegation of misconduct properly made under the Conditions of Play, Laws of the Sport of Bowls or the World Bowls Articles of Association.
- 2) Hear and determine any disputes.
- 3) Hear and determine any appeals.

OTHER LAWS, REGULATIONS & POLICIES

All other Laws, Regulations & Policies other than stated above shall conform to the Laws of the Sport of Bowls Crystal Mark Second Edition as approved by World Bowls in October 2010.

APPENDIX A – SCHEDULING PRINCIPLES

All Gold and Bronze medal matches must be held on the TV greens (one match per green) with no other matches to be held on these two greens at the same time.

APPENDIX B – CLASSES

Visually Impaired (B2-B3)

- B2 From the ability to recognize hand movements up to a visual acuity of 2/60 (Snellen).
- B3 From a visual acuity of better than 2/60 (Snellen) up to a visual acuity of 6/60.

Physically Disabled (B6-B8)

- B6 Ambulant and wheelchair players with reduced balance function (loss of five points or more) but able to bowl a full length end.
- B7 Ambulant and wheelchair players with minor balance problems (loss of less than five points).
- B8 Ambulant players, who have a permanent and irreversible disability, have lost 10 points on the bench test, but have no noticeable impairment of function.

APPENDIX C – SET-UP OF RINKS, PARA-SPORT MIXED PAIRS B2/B3

- 1) Discs, marked in metres, will be placed at two metre intervals between the 25 metre mark and the farthest two metre mark in both directions of play. These indicate the distance of the jack from the two metre mark at the mat end, for the assistance of the director and/or the marker.
- 2) Distance markings, including a pin to indicate the minimum length of an end, may also be stencilled onto the playing surface of the rink.
- 3) The “centre line” of each rink will be defined by a fine white string, stretched tightly over the surface of the green in a direct line between the points indicated by rink number plates.
- 4) Mats may also have a white centre line marking to assist in placing the mat squarely on the centre line.

APPENDIX D – DIRECTORS, PARA-SPORT MIXED PAIRS B2/B3

- 1) The director is the sighted person assisting the visually impaired player. Every rule that applies to a player, also applies to the director.
- 2) All B2 and B3 players shall have a director with them during play.
- 3) The director may assist the player with any/all of: picking up bowls; finding/laying the mat; alignment; description of how bowls are running; the position of any bowl; shot selection and strategy. It should though be left to the player to decide how much (or how little) assistance he/she requires.
- 4) In assisting a player with alignment the director may stand in front of the player (if so desired), but may not stand at a distance further than five meters from the mat. In such cases the director must retire to his/her player before the delivered bowl comes to rest.
- 5) A jack impeded by touching a director will be re-delivered by the opponent (Law 33.1.1). A bowl impeded by touching a director shall be removed from the green and will not be replayed (Law 28.1).
- 6) Directors are expected to carry out the following duties:
 - a. Report on behalf of the player and themselves to the relevant tournament officials.
 - b. Assist the player to and from the green.
 - c. Assist with the serving of refreshments for the player, where and how applicable.
 - d. Assist with the setting up and clearing of greens where necessary.
 - e. Toss the coin on behalf of the skip.
 - f. Ensure that the mat is correctly positioned if laid by the player.
 - g. Assist with the direction of the delivering of the jack should the player so desire.
 - h. Ensure that an end commences as soon as possible (e.g. the jack can be delivered before all bowls are sorted).
 - i. Once the jack has been centred repeat the distance to the player and the opposition.
 - j. When directing the team's skip, position the delivered jack on the centre line and indicate the distance to the lead player and director.
 - k. To avoid the player fumbling for their bowl, pass it to him or her by either placing it in their hand or by rolling it towards them.
 - l. Immediately after the delivery, join the player and assist him/ her off the mat.
 - m. Describe the run of the bowl and advise the player of its eventual position in relation to the jack and other bowls.
 - n. Suggest and describe the type of shot, line, amount of weight etc to be used for all shots played.
 - o. Maintain silence when an opposing player is on the mat and preparing to bowl.
 - p. Whilst on the mat, the director may question the marker and/or their pairs partner with regard to the position of all bowls played. The director may request ideas as to the choice of shot to be played from their team during pairs play.
 - q. At the completion of the end, both directors are to agree on the number of shots awarded to whom, and during pairs play to measure where applicable.
 - r. Assist players after the completion of an end with the collection of the bowls and the subsequent separation of each team's bowls.
 - s. Mark the scoreboard or scorecard where applicable.
 - t. Ensure that the card is checked and signed by the umpire and that the card is passed to the correct officials where applicable.

- u. Mark touchers.
- v. Mark the position of the jack and live bowls in the ditch.
- w. Prevent the head from being disturbed prior to the number of shots being declared and agreed upon, and also due to players walking into the head accidentally.
- x. Ensure that the player is properly attired and neatly dressed.

APPENDIX E - DEVICES

1) Visual Assistance Devices

B2/B3 players will be entitled to the use of a monocular at any time when not on the mat.

2) Wheelchairs

- a. Purpose Designed Bowls Wheelchairs (PDBWs) must adhere to the following requirements, as set out by the British Wheelchair Bowls Association in June 2010, in accordance with Law 38.1.
- b. A PDBW may have three wheels or four wheels.
- c. The minimum width of the running surface of the larger wheels should be 80mm.
- d. The minimum width of the total running surface of any smaller wheels, castors or supplementary wheels should be 60mm. It is recognised that these castors or supplementary wheels can come as a single wheel or pairs of wheels.
- e. The running surface of all the wheels must be parallel to the playing surface when the player is seated in the PDBW.
- f. The running surface of all the wheels should not have any grooves or tread.

3) Walking Sticks

All sticks used for support on the greens must be fitted with discs at their base with a minimum diameter of 75mm.

4) Delivery devices

Devices used to hold and deliver the bowl may be used. These devices must be approved by the appropriate Member National Authority or World Bowls in accordance with Law 38.6.