

EBP Sports Consistency Singles Rules of Play

OBJECT OF THE GAME

The object of the game is to draw your four bowls closer to the jack than your opponent and reach 150 points before your opponent using the scoring system as described in "Scoring", Point 1

HANDICAPS

1. Handicaps for this event will be decided by the Selectors
2. The players relative handicaps determine the points penalty that the higher ranked player will start with. The lower ranking player subtracts his handicap from his opponent's and for each handicap differential, 5 points is awarded to determine the total points penalty. For example, Player A is ranked at -3 and Player B is ranked lower at Scratch. This produces a three (3) handicap difference and means that Player A will start the game at minus 15. Player B will start on zero
3. In the case of both players having an equal handicap, both will start the game on zero
4. When scoring, using the example above, Player A will need to score 15 points before he records a positive score on the scorecard. Player B will commence positive scoring from the first end

SCORING

1. The closest bowl scores 4 points, the second closest bowl scores 3 points, the third closest bowl scores 2 points and the fourth closest bowl scores 1 point
2. Should two or more bowls be the same distance from the jack, the total score for these bowls is halved for each player
3. If a player kills an end (sends the jack out of bounds), his opponent scores 10 points for that end and a new end is commenced
4. For any end that is played, all 10 points must be allocated to the players according to Point 1 above
5. If after the completion of the scoring for an end, one player reaches or exceeds 150, that player will be declared the winner
6. If after completion of scoring for an end, both players reach or exceed 150, the player with the highest score will be declared the winner
7. If both players reach the same score greater than or equal to 150, an extra end will be played. In the case of a 5-5 score at the completion of the extra end, further ends will be played until there is a winner
8. The players are responsible for measuring and agreeing on the score at the conclusion of each end
9. The Marker records the scores on the scorecard and scoreboard after confirming the score with the players

PLACEMENT OF JACK

1. At the beginning of the game, the player winning the toss shall deliver the first jack
2. When the Jack is rolled to a legal position the "Marker" shall centre the Jack on the centre line on a small washer provided by the club
3. If the jack is rolled too short or into the ditch, the opponent shall deliver the jack. If the jack is again delivered to a non-legal position, it shall be placed on the T and the opponent may re-position the mat
4. For each subsequent end, the player with the closest bowl to the jack shall have possession of the mat at the start of the next end
5. During play if the Jack is moved off the washer at any stage the Marker shall place the Jack back on the washer
6. If a legal bowl has displaced the Jack by no more than the width of a bowl (i.e. the Jack cannot be placed back on the washer) then the Marker shall retrieve the washer (lifting a bowl if necessary and then replace the bowl) and place the washer and Jack back on the centreline directly behind the bowl which is creating the obstruction and the Jack shall touch the offending bowl
7. If a bowl touches the jack and comes to rest in the ditch, it is a legal bowl and shall be marked with chalk/spray. If the jack goes in the ditch, it shall be placed back on the washer as per Point 5
8. Touchers shall be marked with chalk / spray

GENERAL CONDITIONS

1. The controlling body for the event is the Match Committee
2. All decisions made by the Match Committee regarding this competition shall be final
3. The Match Committee shall have the right to change the conditions of play to ensure there is a finish to the event on the scheduled date
4. This event is to be played to the rules and conditions of Bowls Australia and Bowls NSW except as decided by the Match Committee

PLAY OR FORFEIT RULE

This event is to be played under the Club's "play or forfeit" rule i.e. play on the scheduled date. However, where circumstances prevent this, a bowler or team can request the game be played before the next scheduled round. If mutual agreement is reached the player / team requesting the extension must obtain permission from the Match Committee. If under any circumstances a game is not completed by the scheduled date (i.e. the next round) the player / team requesting the extension forfeits the game and notifies the Match Committee.

IT IS A CONDITION OF ENTRY FOR THIS EVENT THAT YOU MAKE YOURSELF AVAILABLE TO BE A MARKER. IF YOU ARE NOMINATED TO MARK AND ARE UNABLE TO DO SO IT IS YOUR RESPONSIBILITY TO FIND A REPLACEMENT. IF YOU ARE NOT PREPARED TO MARK PLEASE DO NOT ENTER THIS EVENT.