

LAWN BOWLING

League Rules



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1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility

ROLES OF THE EC

- Arrive early, and act as the onsite contact
- Bring all required equipment and permits
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE:

- Arrive on time and pay attention when the EC is making announcements
- Record the game results on the score sheet after each game/match or pass the result of the game on to the EC prior to leaving

2. RINK REQUIREMENTS

| Format | Total # of Players Require on the Rink | Total # of F Required on the Rink | Total # of M/X Allowed on the Rink |
|--------|--|-----------------------------------|------------------------------------|
| All | 4 | 0 | 4 |

The ESSC welcomes people of all gender identity or expression. Minimum female requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).

3. DEFAULT MINIMUMS & SCORES

| League | Minimum Players to Avoid Default | Default Score |
|--------|----------------------------------|---------------|
| All | 2 (No gender restrictions) | 0 - 8 |

4. FORMAT & ROSTERS

GAME FORMAT

- Players should plan to arrive 10-15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will consist of 5 ends
 - Each player plays two bowls per end
- Game Format will be an adjusted version of “Jack Attack”
- Ties are allowed in the regular season
- **Playoffs:** ties are not allowed:
 - A 6th tie-breaker end should be played

SCORING

- The score will freeze after the completion of the 5th end, regardless of how much time is left in the time slot, teams can continue playing for fun if time permits
- After all bowls are rolled, that concludes the end and the team closest to the Jack get a point for every bowl they have nearer to it than their opponents nearest bowl.
- Each team gets one power-play end per game where points are worth double.
- Mercy will be called when one team gains a lead of 8 points. The score will freeze and teams are encouraged to play the rest of the game for fun

EQUIPMENT

- All facilities provide equipment. Please treat the equipment with respect and return it to the appropriate place when finished

5. GAME PLAY

STARTING THE GAME

- Teams will flip a coin or use another suitable means of determining who starts the game
 - After every end, the team which won the end have to roll the jack and the first bowl on the next end
- The team rolling the Jack to start the game, also gets to set the *mat* from which everyone will roll their bowls.
 - The mat must be placed in the centre of the rink, at least two meters out from the near ditch and not further from the nearest ‘hog’ line.
 - When a bowler releases their bowl, they must have one foot on or above the mat for the bowl to be legal.
- Rolling the Jack:

- Teams may roll the jack any distance as long as it is between the ‘hog’ line and the ditch and is at least 21 meters down the green from the mat.
- As a result, teams rolling the Jack can control the length of the end to play long or short ends depending on the team’s preference or perceived opponents weakness.
- The Jack is centered in the green, from where it lands, before play proceeds and the first bowl is made.

THROWING ORDER

- Bowling Order within each team can be interchangeable
- Teams will alternate turns after each player delivers a bowl.

GAME PLAY

- Players aim to deliver their bowl as close to the Jack as possible
 - If your bowl hits the Jack, it is marked with chalk to signify it is a ‘toucher’ and will therefore still be considered live if it ends up in the ditch
- Players wait until all bowls are delivered before changing ends
 - The winning team of that end can place the Jack wherever they wish on the opposite end of the green
- If the Jack is bumped off the green to the side across the boundary line with the next rink, the Jack will be placed on the “T” (2m centre line). If the Jack is bumped into the ditch on your own rink, the end continues, with the nearest ‘live’ bowls being the counters.
 - A live bowl is any bowl on the green within the lane markers, or in the ditch, after hitting the Jack on its original path down the green (a toucher).

6. RESPECTING THE FACILITY

COMMONWEALTH LAWN BOWLING CLUB

- The Commonwealth Lawn Bowling Club is a licensed venue and offers players the ability to purchase alcoholic beverages during league play.
 - Please be respectful and responsible while on site
 - Be mindful of your surroundings and be courteous to other players and leagues.
 - Beverages **are** allowed to be enjoyed during league play, however please enjoy responsibly.
 - There may be fines associated with careless behavior resulting in spills or destruction of the lawn surface.