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## The Rules for Playing Carpet Bowls

### 1. EQUIPMENT

#### Carpet

**1.1** A carpet shall be a minimum of 1.83m (6ft) and a maximum of 1.98m (6ft 6in) wide and a minimum of 9.14m (30ft) and a maximum of 10.06m (33ft) long.

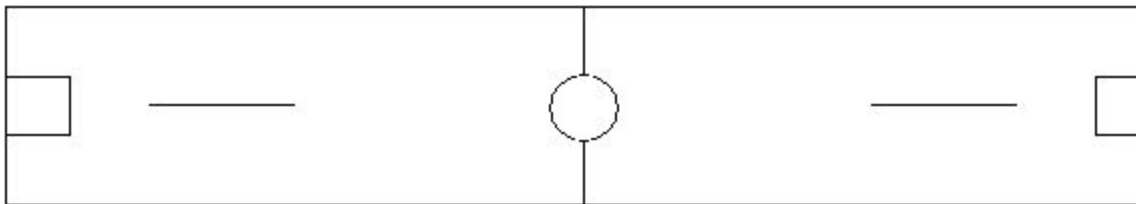
#### Carpet Markings

**1.2** A jack placement line 0.91m (3ft) long shall be marked centrally, 0.91m (3ft) from each end of the carpet.

**1.3** There shall be a delivery space at the centre of each end of the carpet which shall be 457mm (18in) wide marked by two guidelines which measure 457mm (18in) in length.

**1.4** A delivery area shall be demarcated as follows at each end of the carpet. A lateral line 457mm (18in) in length shall be drawn to connect the two guidelines that mark the delivery space. (As shown in the diagram below).

**1.5** A lateral line shall be drawn across the carpet equidistant from each end.



#### Centre Spar & Delivery Blocks

**1.6** A block (which may be circular, a spar, a diamond or similar), 457mm (18in) across and 50mm (2in) high. Hard edged and of a contrasting colour to the carpet, shall be placed in the centre of the carpet equidistant from each end and each side.

**1.7** Two blocks of wood of a contrasting colour to the carpet, being of size 152mm x 101.6mm x 50.8mm (6in x 4in x 2in) shall be placed on the delivery guidelines. The blocks shall be placed such that the height shall be 152mm (6in), that the 101.6mm (4in) side shall be along the edges of the carpet and the 50.8mm (2in) side along the lines.

### **Bowls**

**1.8** 16 bowls, 8 of each colour, all made by the same manufacturer, shall be 98mm (3.875 in) in diameter, and 737.09gm (1lb 10oz) in weight and be No. 3 bias. No bowls other than this matching set shall be used in a game. Stickers may be used to distinguish between the bowls.

### **Jack**

**1.9** The jack shall be 63.5mm (2.5in) in diameter and weigh 283.5gm (10oz) or be within the manufacturer's stipulated tolerance for this size and weight of jack. (Currently 15% plus or minus)

## **2. PLAYING**

**2.1** Before the commencement of the game the skips shall toss a coin. The winner has the option to play first or second and if not previously decided which colour woods to bowl.

**2.2** The team playing first will place the jack on the jack placement line not less than 0.91m (3ft) nor more than 1.83m (6ft) from the end. In subsequent ends the team winning the last end places the jack and that team bowls first. (In the case of a tied (dead) ends the player who bowled first on that end shall again bowl first).

## **3. PLAYERS**

**3.1** Where facilities allow, players will stand well back from the carpet when others players are bowling.

**3.2** The third player of each team may, when it is their turn to bowl, be invited to visit the head.

**3.3** When it is the turn of the Skips to bowl the remaining players go to the other end of the carpet.

**3.4** Substitutes may be used in cases of illness/emergency. Such substitutes may play in any position other than Skip.

## **4. SKIPS**

**4.1** Skips shall have control of the play of their team but may delegate this responsibility at any time during the match to another member of that team. However once a game has commenced the team positions cannot be changed.

**4.2** In the absence of an independent referee the two Skips shall be the judges of all disputes and their decision shall be final.

## **5. MEASURING**

**5.1** Whilst measuring is being carried out the jack shall not be held nor touched by hand.

**5.2** All measuring shall be between the nearest points of the jack and wood. If a wood requiring to be measured is resting on another wood which prevents its measurement, then the best possible means available shall be taken to secure its position whereupon the other wood shall be removed. No measuring shall be carried out until the last wood on an end has been bowled.

**5.3** The Skip shall nominate which of their bowlers shall measure and all other members shall stand well clear of the carpet whilst the result of the end is being determined.

**5.4** In the case of a dispute then agreement should be reached between the skips on what is to be measured and by whom.

## **6. SCORING**

**6.1** If a wood from each team is equidistant from the jack then neither side will score but the end will count as an end played.

**6.2** Nothing in these rules shall make it mandatory for the skip with the last wood in the end to bowl it. However, the Skip must declare their intentions to the opposing Skip before determining the result of the end.

### **6.3**

(i) Only the Skip or designated player of the team conceding the shot(s) should remove the counting wood(s) from the head. These woods should be placed in a blank area of the carpet to avoid possible confusion later.

(ii) Under no circumstances should members of the team claiming the shot(s) touch or move any wood until after the final score is agreed.

## **7. PLAY INFRINGEMENTS**

**7.1** Whether playing or directing bowlers must not stand, kneel on or touch the carpet. Should a bowler, after having been warned by the opposing Skip, persist in infringing this rule then one shot shall be deducted on that and each subsequent occasion. The only exception to this shall be when it is necessary for deciding the end after the last wood of the end has come to rest or stopping and removing a foul wood.

**7.2** If a bowler shall bowl an opponent's wood in error then after it has come to rest the opposing Skip will replace it with one of the player's own side's woods.

**7.3** If a player bowls before their turn or before their opponent's wood has come to rest then that wood shall be declared dead.

**7.4** Any wood which does not completely pass a lateral line level with the centre of the centre block or which touches or passes over that block shall be declared dead.

**7.5** No wood may be carried past the centre block and no wood must be picked

up before the preceding wood has been delivered. If this occurs then the wood will be declared dead.

**7.6** Each bowler, when delivering a wood, must have both feet entirely behind the end of the carpet. Should a bowler, after having been warned by the opposing skip, persist in infringing this rule then the skip shall cause that wood to be declared dead.

## **8. DISPLACEMENT OF WOODS OR JACK**

**8.1** If a wood whilst in motion or at rest be interfered with or displaced by one of the bowlers then the opposing skip shall:

- (i) Leave the woods/jack to remain as they are or
- (ii) Replace the woods/jack as near as possible to their original position or
- (iii) Replay the end unless any live wood so moved is the only one.

**8.2** Should the jack be driven by a wood in play wholly beyond the limits of the carpet, whether it be the end or side of the carpet, it shall be counted dead. The opponents shall receive 2 shots and a new end begun by the opponents. If during the course of the game the jack is driven to the end or side of the carpet, then the two players in charge of that end should agree that the jack has stopped moving. An agreement should be reached within a reasonable time consistent with the time it would normally take to deliver the next wood. If after reaching the said agreement and subsequently the jack should fall off the carpet without any contact being made with the jack, then that end should be replayed without penalty. If this happened on the final end of a timed game and the whistle to signal the end of the game went before the jack was placed then you would not be allowed to replay the end.

**8.3** All dead woods in motion shall be stopped and removed where possible before disturbing any other wood or jack. In the event of a dead wood resulting in a live wood or jack being moved then the opposing skip shall:

- (i) Remove the dead wood and leave the woods/jack to remain as they are, or
- (ii) Remove the dead wood and replace the woods/jack as near as possible to their original position, or
- (iii) Replay the end unless any live wood so moved is the only one.

### Unforseen Incidents

**8.4** If, during the course of play, any neutral object disturbs the position of the jack or any wood then the skips shall:

- (i) Remove the neutral object and leave the woods/jack to remain as they are, or
- (ii) Remove the neutral object and replace the woods/jack as near as possible to their original position, or
- (iii) Replay the end unless any live wood so moved is the only one.

**8.5** If a wood is mistakenly declared dead and removed from the carpet then

that wood shall be replayed

**8.6** If prior to or whilst a measure is taking place, the jack or a wood (which is considered to be within the count) is displaced the following will apply. Unless this is the last end of a game, and no shot has been previously conceded in which case refer to rule 8.4.

(i) If, before the score has been agreed, a wood falls naturally without any physical interference, it shall remain and be counted in its new position.

(ii) If, before any shots have been conceded a wood, which is required to be measured, is accidentally moved by a measurer whilst measure is taking place the end shall be replayed.

(iii) If the jack is moved at any time whilst a measure is taking place, measuring will cease. Any shots previously conceded/measured prior to the jack being moved will count as scoring, and the end will count as an end played.

(iv) If a wood is accidentally moved by a measurer at any time whilst a measure is taking place, all shots previously conceded/measured prior to the wood being moved will count as scoring and the end will count as an end played. E.g measured/conceded 2 woods - ok - 3rd wood ok - then a wood that has been considered to be within the count is moved, that wood will be removed from the head but will not count and providing that wood is not the opponents nearest wood the measure may continue - 4th wood ok - the next shot is the opponents wood - then 4 shots shall be awarded and measuring will cease.

## **9. DELIVERY**

**9.1** The forward motion on which a wood is released must pass between or through the 457mm (18in) delivery space, which is demarcated by the guidelines and the blocks.

**9.2** All woods must be released within the demarcated delivery area. Should a bowler after being warned by the opposing skip or a referee continue to infringe this rule then the wood shall be declared dead, stopped and removed from the carpet.

**9.3** If during delivery of a wood either block is touched in any way then the wood shall be declared dead. If, however, the block is touched after the wood has been released this would not be classed as a foul. Delivery of a wood shall be considered as being from the point of presenting the wood, in the hand, to the carpet until it is released from the hand. A player may however, put their wood down on the carpet, to either get a better grip or to go and check the end, then that wood shall not be classed as a dead wood.

**9.4** Disabled bowlers must be allowed to adopt a comfortable stance and method when delivering their woods although they should not be allowed to gain an unfair advantage.

## **10. SPECTATORS**

**10.1** Persons not taking part in a game shall be situated clear of and beyond the limits of play. They may support a team but only in a way that will not offend

nor disturb their opponents.

**10.2** Direct coaching of a player whilst a game is in progress is forbidden. The opposing skip shall bring any offence to the notice of the independent referee who will assess the situation and may ask the offender to leave the playing area.

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*updated 20/06/12*

In addition to the playing rules the ECBA has a number of policies which can be viewed [here](#).