



The following rules will be used for the AB 55+ Summer Games Tournaments to be held in Medicine Hat, 2019.

A) Format of Play – Two Age Divisions

Division	Age Category	Number of Participants
Mixed Triples Team	55+	Three
Mixed Triples Team	70+	Three

If less than six teams register in each category, we will combine the teams into one event without age categories.

Any persons not present at the scheduled commencement of play and throughout the competition are in default and may be disqualified from the competition; a grace period of 15 minutes will be given in which the opponent is given one point per each five minutes of delay. A team may default one game only and after a second default will be deleted from the tournament and the results of that team will be removed from the standings.

Competitors are expected to complete all games in the competition regardless of their record.

The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

Substitutions are allowed with permission from the Umpire; once a substitute plays in a second game he/she will become a replacement player.

B) Eligibility

Any Alberta resident 55+ that is a member of the Alberta 55+ Association.

Any team that registers should have one experienced player OR a team is requested to receive some assistance learning the game from their local lawn bowling club before the tournament.

Inexperienced players that would like to participate can contact the host club and request being placed on a team with players from the host club.

Clubs that have coaches and opportunities to try and to learn lawn bowls are in Calgary, Edmonton, Lethbridge and Medicine Hat. For locations and contact information visit:

<https://bowlsalberta.com/about-our-sport/find-a-club/>

C) Tournament Set-Up

Teams will play a round robin or modified round robin tournament depending upon the number of registered teams.

If a round robin tournament cannot be completed within the game slots available a type of swiss tournament will be used. In this system teams are ranked at the completion of each game and then opponents determined based on the standings allowing highest placed teams to playoff while lower teams play off so that all teams participate in the most competitive opportunities. The top three ranked teams after six rounds of play will be declared the medalists.

Teams are ranked by the number of games won being given 2 points for a win and ties are broken by the highest net score in shots. In the event of a tie in a game, both teams will be awarded 1 point for the game and the net score for the game is zero.

For the final standings, where game points and net scores are equal, the aggregate shots scored by each team shall be divided into the aggregate shots scored against each team. The team with the highest result shall be declared the winner.

D) Awards

Gold (6) Mixed Triples 55+ Mixed Triples 70+

Silver (6) Mixed Triples 55+ Mixed Triples 70+

Bronze (6) Mixed Triples 55+ Mixed Triples 70+

E) Rule Source

Games shall be played under the rules of the game as defined by World Bowls, Laws of the Game version 3 will apply. The rule book can be found online:

www.worldbowls.com/laws-umpiring/laws-of-the-sport/

Rules books can be purchased at most local lawn bowling clubs or they can be ordered from Bowls Canada Boulingrin: www.bowlscanada.com.

F) Event Requirements

Equipment: the host club will provide the mats and jacks and have bowls available for the competitors. The players may use their own bowls according to the rules of the game. All players must have flat sole-less shoes so as not to damage the greens.

Facilities: The green width and length must comply with the rules of the game. The rinks, the 'hog' lines and a 'T' on each rink shall clearly be marked.

G) Officials

At minimum the following major officials for AB 55+ Summer Games:

One Tournament Director and two Umpires

The host committee will ensure that all major officials have the required qualifications as specified by Bowls Alberta. The host committee is also responsible for any other officials needed to host this event to ensure that an emergency committee of a minimum of four non-playing individuals are available. This committee would be responsible to deal with any major behavior infractions, weather conditions, or other unforeseen situations in which games cannot be completed.

H) Lawn Bowling Rules

A triples game consists of two contending teams of three players called Lead, Vice and Skip according to the order in which they play and who at each end shall play three bowls alternately, the leads first, followed by the vice and then the skips rolling last.

Each game consists of 8 ends of play preceded by two trial ends in which players may roll two bowls. Time limit for each game, including the trial ends, is 1.5 hours.

During the course of a game, if players are not familiar or are unsure of a rule regarding the play of the game, they shall ask an umpire. The umpire's ruling will stand.

Summary of the main rules of the Game

Starting the Game:

The Skips in a team game shall toss a coin to decide which side or team shall play first, the winner of the toss to have the option of decision.

In all ends subsequent to the first, the winner of the preceding score end shall play first.

At the beginning of the first end, and each subsequent new end, the player to play first shall place the mat lengthwise on the centerline of the rink, the back edge of the mat to be a minimum of 2 metres from the rear ditch and up to but not past the hog line. After the last bowl in each end has come to rest in play, or has become dead, the mat shall be removed from the green and placed on the bank.

A player shall take his stance on the mat and at the moment of delivering the jack or his/her bowl, shall have one (1) foot remaining entirely on or over the mat. Failure to observe this law constitutes a foot-faulting.

The player to play first shall deliver the jack. If the jack in its original course comes to rest at a distance of less than two metres from the front ditch, it shall be moved out and placed on the 'T'.

Should the jack in any end not be delivered from a proper stance on the mat, or if it ends its original course in the ditch or outside the side boundary of the rink or less than 23 metres in a straight line of play from the front edge of the mat, it shall be returned and the opposing player shall deliver the jack but the order of play for delivery of bowls will remain the same.

If both leads cannot successfully deliver a playable jack it shall be placed on the T line and the lead that plays first may place the mat anywhere between the 'T' line and the hog line.

Movement of Bowls:

A bowl, which in its original course on the green comes to rest within the boundaries of the rink and not less than 14 metres from the front edge of the mat, shall be accounted as a live bowl and shall be in play.

A bowl, which in its original course on the green, touches a jack, even though such bowl passes into the ditch within the boundaries of the rink, shall be accounted as a 'live' bowl and shall be called a toucher. (No bowl shall be counted a toucher by playing on to or by coming into contact with the jack while the jack is in the ditch.)

A toucher shall be clearly marked with a chalk mark by a member of the player's team unless chalking it may cause it to move or disturb the head. Then the bowl can be declared a toucher.

Movement of Touchers: a toucher will remain 'alive' if it rolls or is hit into the ditch.

Bowls are declared 'dead' and removed from the green if the bowl:

- Not being a toucher comes to rest in the ditch or rebounds on to the playing surface
- After completing its original course or after being moved as a result of play, it comes to rest wholly outside the boundaries of the playing surface of the rink. A bowl shall not be counted as outside any line unless it be entirely clear of it.

If players are unable to reach an agreement as to whether a bowl is dead, the matter shall be referred to the Umpire.

If a bowl while in motion or at rest on the green or a toucher in the ditch, is interfered with or displaced by one of the players, the opposing player shall have the option of:

- i) Restoring the bowl as near as possible to its original position
- ii) Letting it remain where it rests

A jack moved by a bowl in play into the front ditch within the boundaries of the rink shall be deemed to be 'live' and remain there for the duration of that end.

Should the jack be displaced by a moving bowl and moves wholly beyond the side boundaries of the rink, it shall be placed on the 'T' and play continues.

When the last delivered bowl per end has come to rest, the two Vices must agree as to the number of shots before moving any bowls, except in circumstances where a bowl has to be moved to allow the measuring of another bowl.

If there are any exceptional circumstances in measuring the bowls a Vice may request the assistance of the umpire. ie jack in the ditch, too close to use a measure/caliper

When the count is determined the result will be relayed through signals to the skips who will have the official score cards.

It should be noted that a skip may elect not to roll his last bowl without any penalty.

Foot Faults

Should a player infringe the law on foot-faulting; the umpire may, after having given a warning have the bowl stopped and declared dead. If the bowl has disturbed the head, the opponents shall have the option of either re-setting the head, leaving the head as altered or declaring the end dead.

Irregularities affecting the play

If a player mistakenly plays out of turn, the opposing skip can stop the bowl and return it to the player to play it in proper order. If the bowl played out of turn has come to a rest the opposing skip may leave it where it is or return it to the player. If the bowl delivered out of turn disturbs the head the opposing skip may remove the bowl and return the bowls to their original position preferable agreed upon by the other skip. Any major discrepancies should require the umpire's assistance and his/her decision will be final.

If a player mistakenly plays another players bowl instead of their own it should simple be replaced with a bowl belonging to that player.

Severe weather, by way of heat or a lightning storm may delay a game at the discretion of the umpire. If games are affected, then the emergency committee will make decisions on results and/or a modified schedule.

If a bowl or a head is disrupted by a bowl from a neighboring rink, the two skips or vice should agree upon putting bowls back in their original position.

In conclusion,

The game of lawn bowls is a game of etiquette and good sportsmanship.

Players shall:

- Begin and end every game with a handshake of all players!
- Shall refrain from disrupting players while they are in their delivery.
- Avoid straying onto neighboring rinks.
- Remain behind the mat or behind the head of bowls when it is not their turn to play.
- Recognize that 'possession of the rink' goes to the other team once you or your teammate's bowl stops; refrain from asking questions of bowls position or relaying a message to a teammate.