

**IRISH INDOOR BOWLING ASSOCIATION
(INSTITUTED 1961)**

CONSTITUTION

I. Title

The Organisation shall be called “The Irish Indoor Bowling Association”

II. Objects

The objects of the Association shall be to promote, foster and regulate the Short Mat Game of Indoor Bowling in Ireland, and also to hold tournaments and championship competitions.

III. Membership

Membership shall be open to operational clubs with equipment meeting the specifications laid down under the laws of the game and having not fewer than ten members and leagues of not less than five affiliated clubs willing to conform to the Constitution and Laws of the Irish Indoor Bowling Association. Application for membership accompanied by an entrance fee which shall be fixed at the Annual General Meeting should be forwarded to the Hon. Secretary and such application shall be dealt with by the Executive Council at its next meeting. The Association shall have power to elect as an Honorary Member any person whose position among bowlers or whose services in the interest of the game, are such as entitle that person to this distinction and who has been recommended by the Council for election. Each Honorary Member shall be entitled to attend General Meetings of the Association, but shall have no vote unless the Honorary Member is also the representative of a Club.

IV. Annual Subscription

The annual subscription for Clubs / Leagues shall be fixed at the Annual General Meeting. **In the event of a Club / League failing to pay the subscription on or before 1st November, such Club / League will forfeit all the rights and privileges of membership, and would not be eligible to play in licenced tournaments or any other competition under the auspices of the IIBA so long as its subscription remains unpaid.** If a Club / League fails to pay the annual subscriptions for more than two consecutive years then to rejoin the Association the Club / League must be re-affiliated.

V. Administration

- (a) The Office-bearers of the Association shall consist of President, Chairman, Hon. Secretary, Hon. Treasurer and Hon. Competition Secretary. No Office Bearer of the Association can also be a Zone Convener at the same time.
- (b) The affairs of the Association shall be conducted by an Executive Council consisting of the Office-bearers and one Convener from each Zone. The Executive Council shall have power to set up special committees at any time to deal with specific matters.
- (c) Twelve members form a quorum.
- (d) Each member of the Executive present at a Council Meeting shall have one vote. When necessary the Chairman shall have a casting vote at all meetings. In the event of a Convener not being able to attend due to a prolonged illness or absence, an officer of that zone may attend but must inform Hon. Secretary prior to meeting and will be entitled to vote on any issue.
- (e) The Office-bearers of the Association shall act as an Emergency Committee. All decisions of the Emergency Committee shall be reported to the next Executive Council Meeting.
- (f) The Executive Council shall have power to submit

notices of motion and to make recommendations to the Annual General Meeting.

- (g) The Hon. Secretary, after consultation with the Chairman, may call an Executive Council Meeting whenever circumstances warrant it.
- (h) The Clubs in Membership of the Association shall be divided into Zones by the Executive Council.
- (i) Each Zone must hold at least one meeting during the year at which the Zone Convener is chosen. The decision should be communicated to the Honorary Secretary of the Association not later than 31st May in each year.

VI. Annual or Special General Meetings

- (a) The Annual General Meeting at which the Office-bearers of the Association shall be elected, shall be held in the month of March or April in each year. All appointments will come into effect on the 1st May in each year.
- (b) Each Club in Membership shall be entitled to send two Representatives to the Annual General Meeting of any Special General Meeting and each Representative is entitled to a vote.
- (c) Notices of motion, for consideration at the Annual General Meeting, should be submitted by affiliated Clubs only to the Hon. Secretary, on or before the 31 January in each year.
- (d) Special General Meetings may be called by the Executive Council or on a request of at least ten affiliated Clubs. The notice calling such special meeting shall specify the purpose for which the said meeting has been called and no other business shall be transacted.
- (e) The only person entitled to vote at a General Meeting are Club representatives. When necessary the Chairman shall have a casting vote.

- (f) Ten day's written notice shall be given of all General Meetings.

VII. The Hon. Secretary & Hon. Treasurer

- (a) The Hon. Secretary shall keep a record of all business transacted at all meetings. At the Annual General Meeting he shall report on the proceedings since the previous annual meeting.
- (b) The Hon. Treasurer shall submit at the Annual General Meeting a financial statement, duly audited, for the year ending 31 December.
- (c) The books and accounts of the Hon. Treasurer shall be audited annually. The Auditor(s) shall be appointed at the Annual General Meeting.

VIII. Appeals

- (a) Disputes in regard to the Constitution shall be referred, in writing for interpretation to the Executive Council, whose decision will be final.
- (b) Notice of appeal must be given in writing to the Hon. Secretary within one week of the dispute, and such notice shall be accompanied by a full statement of the matter in dispute.

IX. Alteration to Constitution

No alteration of, or addition to, the Constitution of the Association shall be made, except at the Annual General Meeting or a Special General Meeting called for the purpose and unless passed by at least two-thirds of the representatives present at the meeting and entitled to vote.

X. Disciplinary Procedures

Officials, players and club members will be dealt with in accordance with the Association's Disciplinary Procedures. For so long as each club remains a member of

the Association its members will be bound by and subject to, the Disciplinary Procedures of the Association.

XI. Child Protection

The Association is fully committed to safeguarding the well being of its members. Every individual in its membership Clubs should, at all times, show respect and understanding for the rights, safety and welfare of others, and particularly young people, and conduct themselves in a way which reflects the principles of the IIBA and the guidelines set out in the Association's policy document Protecting Children and the Vulnerable and the Sports Council's Code of Ethics and Good Practice for Children's Sport.

XII. Doping Control Regulations

The Irish Indoor Bowling Association accept, abide by, and comply with the anti-doping rules and regulations of the Sports Council for Northern Ireland as laid out in The Control of Drug Abuse In Sport (or any subsequent publication) and the Irish Anti-Doping Rules. It will also follow the Procedural guidelines of prohibited substances as listed in the IOC Doping classes and Methods.

Doping control testing may be carried out at any time, each competitor is obliged, if requested by an authorised official to submit to a doping control test. Failure to submit to such a test will be taken as a positive result thereby instigating disciplinary action.

Where a doping offence has taken place disciplinary procedures will take place in three stages :-

- (a) Suspension
- (b) Hearing
- (c) Eligibility

A bowler shall be suspended from all competitions and matches under the control of the Association from the time that the Executive reports that there is evidence that a doping offence has taken place. Anyone found guilty of

a doping offence has the right of Appeal to the Executive Council and a hearing before the Emergency Committee before any decision on future eligibility is reached.

XIII. Indemnity

The Members of the Council, its Standing Committees and any ad hoc committee which may be appointed by the Council from time to time, shall be indemnified in full by the Association against all losses, claims, demands, proceedings, injury, expenses and costs which they may suffer or incur from time to time or for which they may become liable for, by reason of any contract entered into or act of thing done in good faith in accordance with the written instructions of the Council or a General Meeting of the Association. It shall be the duty of the Council to make provision for all such losses, claims, demands, proceedings, injury, expenses and costs to be met from any funds of the Association or such other means as it decides.

XIV. Powers of the Executive Council

The Executive Council shall have power to interpret the Constitution and deal with all matters not specifically provided for therein.

IRISH INDOOR BOWLING ASSOCIATION

LAWS OF THE

SHORT MAT INDOOR BOWLING GAME

The laws of the game are within the remit of the Executive Council to amend or add to as they see fit. All alterations which require two-thirds support from those present at that executive meeting must be passed by the Executive Council not later than 31 December of the current year so that Convenors may have the opportunity to inform their zones. Any amendments must then be made not later than the next May executive meeting.

It should be appreciated that no code of laws governing Indoor Bowling can cover every situation. Unusual incidents not specifically provided for in the laws can occur.

Please remember that the laws have been drafted in the hope that in the absence of any express rule, true sportsmanship and common sense will find an acceptable solution.

EQUALITY STATEMENT

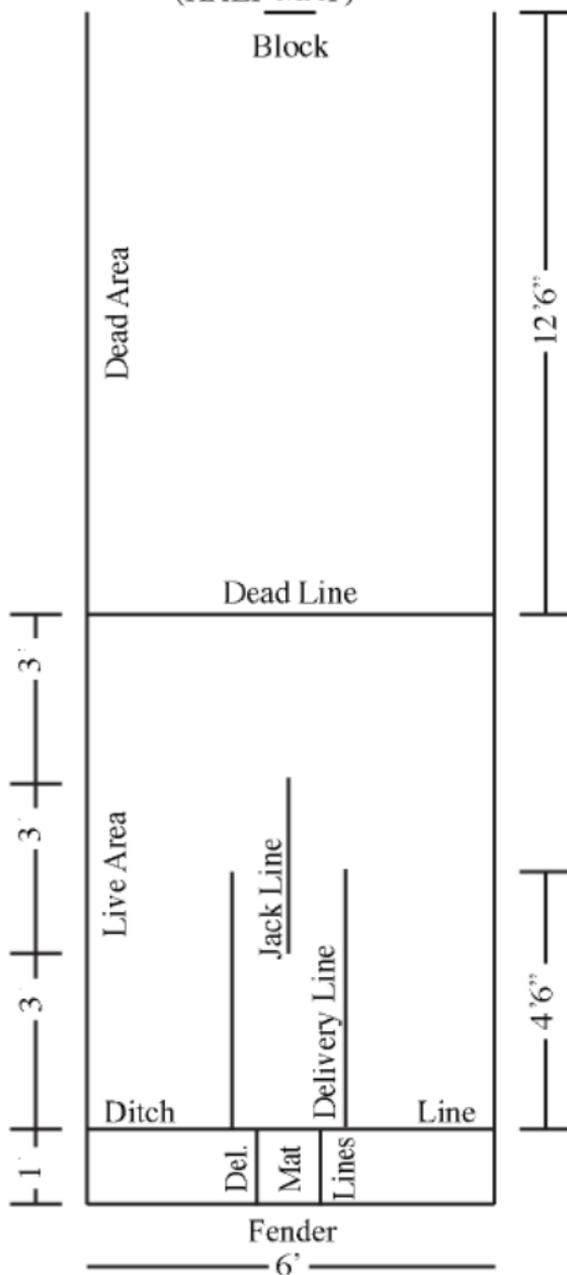
We the Irish Indoor Bowling Association aim to promote the sport of Short Mat Indoor Bowling for all people who live in Ireland and will be mindful of the need to carry out our functions in a manner which promotes equality of opportunity between:-

- Persons of different religious belief, political opinion, racial group, age, marital status or sexual orientation.
- Between men and women generally.
- Between persons with a disability and persons without.
- Between person with dependents and persons without.

PLAYERS WITH DISABILITIES

There are so many categories of disability that it would not be possible to formulate enough rules to cover all. Organisers and Umpires should permit variations to any rules in order to allow a disabled person to play on as equal terms as possible, provided such variations do not constitute an unfair advantage.

SPECIFICATION
(HALF MAT)



RINK MAT

Max Length45'
Min Length.....40'
Width6'

FENDER

Back
6' (Inside).....x 3" x 3"
Sides
12" (Inside).....x 3" x 3"
(All planed wood)

BLOCK

Length15"
Height.....3"
Max. Width.....1 $\frac{1}{2}$ "

DELIVERY MAT

Length24"
Width.....14"

DELIVERY LINES

From centre line.....13"
From ditch line4'6"

DELIVERY MAT LINES

From centre line.....7"
Length12"

DEADLINE

From ditch line9"

JACK LINE

From deadline.....3"
From ditch line3"

BLOCK LINE

Length15"

MARKINGS

White adhesive tape...1/2"

DEFINITIONS AND GLOSSARY

Backhand to the player is the left hand side of the block in the case of a right handed person and the right hand side of the block in the case of a left handed person.

Bias is the peculiar property of one side of a bowl which enables it to follow a curved course.

Block means the obstacle which is placed midway between each end of the rink mat on the block line.

Blocking means covering the lying shot or jack with a guarding bowl.

Bowl in Course means a bowl from the time of its delivery until it comes to rest.

Burned is the term applied to a bowl or jack which has been interfered with or displaced otherwise than by a bowl in play.

Controlling Body means the body having immediate control of the conditions under which a match is played. The order of precedence shall be:

- (a) The Irish Indoor Bowling Association;
- (b) Affiliated Leagues or Associations;
- (c) Affiliated Clubs

Dead Area means that section of the rink mat between the dead lines.

Delivery Lines mean the markings within which the player's feet are restricted to deliver the bowl.

Delivery Mat means the foot-mat upon which the stance is taken to deliver the bowl.

Drawing means delivering the bowl to reach its objective with the necessary green to allow the bias to take effect.

Driving means the additional impetus given to the bowl to prevent the bias taking effect.

End means the placing of the jack and the playing of all the players' bowls in the same direction on a rink mat.

Fender means the surround that encloses the ditch.

Forehand to the player is the right hand side of the block in the case of a right handed person and the left hand side of the block in the case of a left handed person.

Four means any four players, whose position in order of playing are called Lead, Second, Third and Skip.

Head means the jack and such bowls as have come to rest within the boundary of the rink mat and are not dead.

Jack High means that the nearest portion of the bowl referred to is the same distance from the dead line as the nearest portion of the jack.

Live Area means that section of the rink mat between the dead line and the ditch line, delineated by the edge of the half-inch marking tape.

Pair means any two players whose position in order of playing are called Lead and Skip.

Rink Mat means the whole rectangular playing area.

Skip means the player who, for the time being, is in charge of the head on behalf of the team.

Team means any agreed number of players.

Toucher is the term applied to a bowl which, in its original course on the rink mat, touches the live playable Jack either directly or by deflection off another or bowls.

Trailing means contacting the jack or bowl with sufficient weight to run it to an advantageous position.

Triple means any three players whose position in order of playing are called Lead, Second and Skip.

Wick is the term to a bowl which glances off another bowl or bowls.

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A. EQUIPMENT

1. The Rink Mat

- (a) Description: The rink mat shall consist of a green material with a bonded backing. The maximum length shall be forty-five feet and the minimum forty feet including ditches and the width shall be six feet. The floor surface should be level.
- (b) Markings: Rink mat lines shall be marked with 1/2 inch white adhesive tape.
- (c) Ditch and Dead Lines: Lines representing the ditch shall be marked across each end of the rink mat one foot from the fender and similar transverse lines shall be marked nine feet from each ditch line to represent the dead lines.
- (d) Jack Line: The jack line shall be three feet long and in the middle of the rink mat with one end three feet from the ditch line and the other three feet from the dead line.
- (e) Delivery Lines: Delivery lines shall be marked four feet six inches long starting at right angles from the ditch line and the distance on each side from the centre line of the rink mat shall be thirteen inches.
- (f) Delivery Mat Lines: Delivery mat lines shall be marked twelve inches long starting at right angles from the ditch line towards the fender and the distance on each side from the centre of the rink mat shall be seven inches.
- (g) Block Line: The block line shall be fifteen inches long and centred across the rink mat.

2. Delivery Mat

The delivery mat shall be twenty-four inches long and fourteen inches wide.

3. The Ditch and Fender

The width of the ditch shall be twelve inches. It shall be enclosed at the back and both sides with a wooden fender three inches high (planed wood) which must be anchored to the rink mat. The fender must not be covered with any material and bevelled edges are not permissible.

4. The Block

The overall dimensions of the block shall be fifteen inches long, three inches high and one and a half inches maximum width. It shall be placed on the block line.

5. The Bowls

Bowls shall be made of wood or composition and shall bear an individual and distinguishing mark. Bowls shall not exceed 5 1/4 inches or be less than 4 9/16 inches diameter and shall not exceed 3 1/2 lbs. in weight. Loading of bowls is strictly prohibited.

6. The Jack

The jack shall be round and yellow or other colour approved by the Executive Council, with a diameter of not less than 2 15/32 inches and not more than 2 5/8 inches, and not less than 30 ounces nor more than 32 ounces in weight.

7. Footwear

Bowling shoes shall be worn by players, umpires and markers while on the rink mat.

B. CONDITIONS OF THE GAME

8. General Form and Duration

A game of bowls shall be played on one rink mat or on several rink mats. It shall consist of a specified number of shots or ends. Ends should be played in turn from opposite directions except as described in Laws 21, 24, 25 and 28.

9. Play Arrangements

- (a) A game shall be played on one rink mat as:
 - (1) a singles game by two players, each player playing two, three or four bowls singly and alternately.
 - (2) a pairs game by four players, each player playing two, three or four bowls singly, alternately and in turn.
 - (3) a triples game by six players, each player playing two or three bowls singly, alternately and in turn.
 - (4) a fours game by eight players, each player playing two bowls singly, alternately and in turn.
- (b) A team game shall be played by two sides, each composed of an equal number of players.

10. Awards

All prizes shall be in kind i.e. no monetary prize may be given or retained. It is not permissible for an award to be made which might be redeemable for cash. Contravention of this rule by a Club or player(s), who are affiliated to the IIBA, in any competition, licensed or otherwise, will result in the organising club and offending player(s) being suspended from the IIBA.

11. Starting the Game

- (a) The playing of trial ends shall be at the discretion of the controlling body.
- (b) Tossing for play: In all games the winner of the toss decides who shall play first. In all ends subsequent to the first the winner of the preceding scoring end shall play first. In the event of a tied-end (no score) or a dead-end, the first to play in that end shall again play first. In the case of an extra-end to decide a game the players shall toss again, the winner to decide who shall play first. In the case of more than one extra-end being required the players shall toss at the beginning of each additional end but in the case of an extra-end being declared dead no further toss is required for that end.

- (c) **Placing the Delivery Mat:** At the beginning of an end the player to play first shall place the delivery mat within the delivery mat lines with the shorter side in contact with the inside of the fender. After play has commenced at any end the delivery mat shall not be moved from its position. If it is moved accidentally it must be replaced in its proper position. The delivery mat at the start of a game must be placed at the end agreed and in event of tied end must be placed at the opposite end to that which has just been completed.
- (d) **Placing the Jack:** The player first in singles or the Skip whose side is in possession of the jack shall have the jack placed anywhere along the jack line.

12. Stance on the Delivery Mat

A player at the moment of delivering the bowl shall have one foot remaining entirely within the confines of the delivery mat. The foot may be either in contact with or directly above the delivery mat, the other foot inside the delivery lines (or extension of these lines backwards or forwards) and no part of the body (other than the delivery hand) shall be in contact with the delivery lines or with the mat outside the delivery lines. Failure to observe this law constitutes foot-faulting.

13. Foot-Faulting

Should a player foot-fault, the umpire or marker shall cause the bowl to be stopped and removed clear of the rink mat.

14. Fender Displaced

Should the fender become displaced it must be replaced by the marker or if there is none, by a member of the opposing side. If the jack or any bowls have been affected they should be restored as near as possible to their former positions.

C. THE BOWLS

15. A Live Bowl is ...

- (a) a bowl which in its original course comes to rest within the live area.

- (b) a bowl which in its original course breaks the ditch line, but does not interfere with any toucher or the jack in the ditch or touch the fender, but comes to rest in the live area.
- (c) a bowl which in its original course on the rink mat touches the live jack which is playable and finishes in the live area or ditch.

16. Definition of a Toucher

- (a) a bowl which in its original course on the rink mat touches the live jack which is playable, either directly or by deflection off another bowl or bowls, even though such bowl settles in the ditch. Such a bowl shall be called a toucher except when Law 37 applies. If, after having come to rest, a bowl falls over and touches the jack before the next succeeding bowl is delivered, or in the case of the last bowl in an end it falls and touches the jack within the period of half a minute invoked under law 33(a), such a bowl shall also be a toucher.
(*Note: Position of toucher in ditch should be marked by chalk.*)
- (b) a toucher should be clearly marked with chalk by a member of the player's side before the delivery of the succeeding bowl. If a bowl is not so marked before the succeeding bowl comes to rest it ceases to be a toucher. If in the opinion of either Skip, or opponent in singles a toucher or wrongly chalked bowl comes to rest in such a position that chalking or erasing the mark is likely to move the bowl or alter the head, the bowl shall not be marked or have its mark erased but shall be indicated as a toucher or non-toucher as the case may be. Toucher marks should be removed before a bowl is played subsequently.
- (c) a toucher finishing in the ditch must be marked as such except when Law 37 applies.

17. Action of Touchers

Touchers may act on the jack or on touchers in the ditch.

18. Touchers Rebounding

Touchers rebounding from the fender, or from the jack or touchers in the ditch, on to the live area shall remain in play where they rest.

19. Dead Bowl

A bowl is dead and must be removed from the rink mat if:

- (a) delivered from a foot-fault position.
- (b) it strikes the block or passes over it.
(*Note: Bowls delivered under (a) & (b) above should be stopped, where possible. If not possible then any bowl or jack which as a result is driven over the fender will incur penalties under Laws 20 or 26 as appropriate. These penalties also apply to bowls or jack driven over fender as in section (f).*)
- (c) it does not travel beyond the dead area
- (d) when it comes to rest any portion of it intersects any part of the dead line.
- (e) when it comes to rest any portion of it intersects any part of the ditch line unless it is a toucher.
- (f) being a non-toucher it finishes in the ditch, touches or rebounds from the fender, strikes the jack or toucher in the ditch.
- (g) any portion of it comes into direct contact with the floor or any non-playing surface; a toucher may, however, come into contact with the fender.
- (h) Law 37 applies.

20. Bowl Driven over Fender

If a bowl be delivered with such force as to pass over the fender or to drive another bowl over the fender the opposing skip shall have the option of:

- (1) claiming 3 shots and counting the end as an end played; or

- (2) claiming the shots lying after bowl has gone over fender and counting the end as end played; or
- (3) completing the end; or
- (4) counting the end as a Dead End and playing the end anew.
(*Note: If the jack is also driven over the fender Law 26 only will apply*).

21. Bowl Displacement

- (a) Displacement by Non-Toucher: A head disturbed by a bowl delivered from a foot-fault position or by a bowl which strikes the block, or any toucher in the ditch disturbed by a non-toucher or any bowl displaced by a non-toucher rebounding from the fender shall be restored as near as possible to its original position by the opposing Skip, and the end completed. If the opposing skip deems it impossible to restore the head, he shall have the option of playing the end anew in the same direction. (*Note: Law 20 overrides this*).
- (b) Displacement by Participating Player: If a bowl at rest on the rink mat or if a toucher in the ditch be interfered with or displaced by one of the players, the opposing Skip shall restore the bowl as near as possible to its original position. If the Opposing skip deems it impossible to restore the head, he shall have the option of playing the end anew in the same direction. If a bowl in motion be interfered with, it shall be replayed.
- (c) Displacement by Non-Player: If a bowl while in motion or at rest on the rink mat or if a toucher in the ditch, be interfered with or displaced by an individual not playing or by a bowl or jack from another rink mat or by any object the two Skips shall come to an agreement regarding its position. Should the two Skips fail to agree, the end shall be played anew in the same direction.
- (d) Displacement by Marker or Umpire: If a bowl is moved as it is being marked or measured by the marker

or umpire it shall be restored as near as possible to its original position by the marker or umpire subject to the agreement of both Skips. Where the Skips cannot agree the end shall be played anew in the same direction except where a shot or shots have already been awarded to a Skip who then has the option of accepting this as the score for the end.

- (e) Toucher in the Ditch: A toucher in the ditch shall remain live and shall not be moved except by the direct contact of another toucher or by the jack.

D. THE JACK

22. A Live Jack

A jack is live and may be played by a live bowl if the jack is within the live area or if any portion of it is within the live area when it is intersecting the ditch line.

23. A Jack in the Ditch

A jack driven into the ditch shall remain live and shall not be moved except by the direct contact of a toucher. Law 26, however, overrides this.

(*Note:* Position of jack in ditch should be marked by chalk).

24. A Dead Jack

A jack is dead if ...

- (a) any portion of it comes into direct contact with the floor or any non-playing surface other than the fender.
- (b) it is driven by a bowl in play beyond the boundaries of the rink mat, that is, off the side, or should it rebound over the dead line. (*Note:* If the bowl however, passes over the fender law 20(1) or (4) will apply).
- (c) after rebounding it comes to rest either in the dead area or with any portion of it intersecting any part of the dead line.

25. Dead End

When the jack is dead the end shall not normally be counted a played end, even though all the bowls have been played. The end shall be played anew and in the same direction.

26. Jack Driven over Fender

If a jack, whether playable or in ditch, is driven over the fender by a player the opposing Skip shall have the option of:

- (1) claiming 3 shots and counting the end as an end played; or
- (2) counting the end as a dead and playing the end anew.

27. A Rebounding Jack

Should the jack be driven against the fender and rebound on to the live area or should it rebound from a toucher in the ditch on to the live area or after being played into the ditch it be moved by a toucher so as to find its way on to the live area, it shall be played to in the same manner as if it had never left the live area.

28. Jack Displacement

- (a) Displacement by a non-toucher: A jack disturbed by a bowl which is delivered from a foot-fault position or which strikes the block or a jack displaced by a non-toucher rebounding from the fender or a jack in the ditch disturbed by a non-toucher shall be restored as near as possible to its original position by the opposing Skip and the end completed. (*Note: Law 26 overrides this*).
- (b) Displacement by a participating player: If a jack while in motion or at rest on the rink mat be interfered with or displaced by one of the players, the opposing Skip shall restore the jack as near as possible to its original position. If the opposing skip deems it impossible to restore the head, he shall have the option of playing the end anew in the same direction.

- (c) Displacement by non-player: If a jack, while in motion or at rest on the rink mat, be interfered with or displaced by an individual not playing or by a bowl or jack from another rink mat or by any object the Skips shall come to an agreement regarding its position. Should the Skips fail to agree the end shall be played anew in the same direction.
- (d) Displacement by marker or umpire: If a jack is moved as it is being measured by the marker or umpire it shall be restored as near as possible to its original position by the marker or umpire subject to the agreement of both Skips. Where the Skips cannot agree the end shall be played anew in the same direction except where a shot or shots have already been awarded to a Skip who then has the option of accepting this as the score for the end.

E. GENERAL CONDITIONS OF PLAY

29. Order of Play

No one shall play until his opponent's bowl has come to rest. Players must not interchange positions under penalty of disqualification except where a substitution is made.

30. Possession of the Rink Mat

Possession of the rink mat shall belong to the side whose bowl is being played. The players in possession of the rink mat shall not be interfered with, annoyed, or have their attention distracted in any way by their opponents. As soon as each bowl has come to rest, possession of the rink mat shall be passed to the other side, time being allowed for marking a toucher.

31. Position of Players

- (a) Subject to (b) below players in possession of the mat may confer on the mat. Otherwise, players not in the act of playing or controlling play must remain behind the fender at the head end or the delivery end.
- (b) Leads in pairs and triples and leads and seconds in

fours must remain at the delivery end and behind the dead line. They must not move to the head end until all their bowls have been delivered. Players must be warned by the Umpire, or if none on duty, by the Opposing Skip as soon as they cross the nearest deadline and on the second offence the opposing Skip can have the bowl stopped and removed from the rink mat or have the end re-played from the same direction. In league games, if no umpire present, the opposing skip will warn on the first offence.

32. Players and their Duties

- (a) The Skip: The Skip shall have sole charge and his instructions shall be obeyed by his players. With the opposing Skip he shall decide all disputed points and when both agree their decisions shall be final. If both skips cannot agree, the point in dispute shall be referred to and considered by an umpire whose decision shall be final.
- (b) The Third: The Third may have deputed to him the duty of measuring any and all disputed shots.
- (c) The Second: The Second shall keep a record of all shots scored for and against his team and shall at all times retain possession of the score card whilst play is in progress. He shall ensure that the names of all players are entered on the score card, shall compare his record of the game with that of the opposing Second as each end is declared and at the close of the game shall hand his score card to his Skip.
- (d) The Lead: The Lead shall place the delivery mat and shall ensure that the jack is properly centred before playing his first bowl.

33. Result of End

- (a) The Shot: A shot or shots shall be adjudged by the bowl or bowls nearer to the jack than any bowl played by the opposing player or players. When the last bowl has come to rest half a minute shall elapse, if either

- team so requires, before the shots are counted. Neither jack nor bowls shall be moved until each Skip has agreed as to the number of shots, except where a bowl has to be moved to allow measuring of another bowl.
- (b) **Measuring conditions:** No measuring shall be allowed until the end has completed. All measurements shall be made to the nearest point of each object. If a bowl requiring to be measured is resting on another bowl which prevents its measurement, the best available means shall be taken to secure it in its position, whereupon the other bowl shall be removed. The same course shall be followed where more than two bowls are involved, or where in the course of measuring, a single bowl is in danger of falling or otherwise changing its position. The measurement shall be made with a flexible measure or callipers.
 - (c) **Tied End - No Shot:** When at the conclusion of play in any end the nearest bowl of each team is touching the jack, or is deemed to be equidistant from the jack, there shall be no score recorded and the end shall be counted a played end.
 - (d) **Last bowl in an end –** nothing in these laws shall be deemed to make it mandatory for the last player to play their last bowl in any end, but they should make their intentions known to the opposing side before commencement of the determination of the result of the end. Once they have declared, that bowl may not be played.

34. Game Decisions

The winner is the player or team with the highest number of shots or points at the end of the game. If where the agreed number of ends has been played the scores are equal, an extra end or ends shall be played until a decision has been reached. The captains in a match or Leads in other games shall toss and the winner shall have the right to decide who shall play first. In the case of more than one extra-end

being required the players shall toss at the beginning of each additional end but in the case of an extra-end being declared dead no further toss is required for that end. Any dead ends already incurred are carried into the extra end/ends.

35. Defaults by Players

- (a) Absentee Players: In a single fours game unless all four players appear and are ready for play before the end of the specified waiting period then that four shall forfeit the match. If one or more players are absent in a team game the game shall proceed. In the defaulting fours, the number of bowls shall be made up by the Lead and Second players playing three bowls each, but one quarter of the total shots scored by each fours playing three players shall be deducted from their score at the end of the game. Fractions shall be taken into account.
- (b) Playing out of turn: When a player has played before his turn, the opposing Skip shall have the right to stop the bowl and it shall be played in its proper turn. If the bowl has come to rest without disturbing the head it shall be returned and played in its proper turn but where the bowl so played has moved or displaced the jack or bowls, the opposing Skip shall replace the head as near as possible to its original position and the bowl shall be played in its proper turn. If the opposing skip deems it impossible to restore the head he shall have the option of playing the end in the same direction.
- (c) Playing the wrong bowl: A bowl played by mistake shall be replaced by the player's own bowl.
- (d) Changing bowls: A player shall not be allowed to change his bowls during the course of a game unless they are objected to as not complying with Law A5 or when a bowl has been so damaged as to render it unfit for play.

36. Influences Affecting Play

- (a) **Game Stoppages:** When a game of any kind is stopped either by mutual arrangements or any other valid reason, it shall be resumed with the scores as they were when the game was stopped. An end commenced, but not completed, shall be declared null. If in a resumed game any one of the original players in any fours is not available one substitute shall be permitted. Players, however, shall not be transferred from one four to another.
- (b) **Leaving the rink mat:** If during a game a player has to leave the rink mat owing to illness or other reasonable cause, their place shall be filled by a substitute if both Skips agree such substitution is necessary. In a Team Game or the National or Ladies Championships, such substitute must be a member of the same Club to which the Team, Pair, Triple or Four belong. In a Licensed Tournament, the substitution must be in accordance with Law 43(k) and (l). No player shall be allowed to delay play by leaving the rink mat unless with the consent of his opponent, and then only for a period not exceeding ten minutes. Contravention of this law shall entitle the opposition to claim the game or match.
- (c) **Objects on the rink mat:** Under no circumstances shall any extraneous objects to assist a player be placed on the rink mat, or on the fender, or on the jack, or on the bowl, or elsewhere.

37. Bowl touching the jack and coming to rest in the ditch

In singles, pairs, triples and fours, if any of the first two bowls **on any end** delivered by the lead shall touch the jack and come to rest completely in the ditch, they shall be declared dead and removed from the mat. If either bowl so delivered comes to rest intersecting the ditch line it shall be marked as a toucher.

38. Domestic Arrangements

Leagues, in making their domestic arrangements, shall draw up such regulations as are deemed necessary. Such regulations should be submitted to the Irish Indoor Bowling Association for approval.

39. Regulating Singles, Pairs and Triples Games

The foregoing laws, where applicable, shall apply to singles, pairs and triple games.

40. Spectators

Persons not engaged in the game shall be situated clear of and beyond the limits of the rink mat. They shall neither by word nor act, disturb or advise the players.

F. DUTIES OF UMPIRE AND MARKER

41. Duties of Umpire

An umpire shall be appointed by the Secretary of the Association, League Secretary, or by the Club or Tournament Committee. His duties shall be as follows:

- (a) he shall enforce the Laws of the Short Mat Indoor Bowling Game.
- (b) he shall measure any shot or shots in dispute.
- (c) he shall decide as to whether or not the jack and/or bowls are in play.

His decision in all matters shall be final and binding.

42. Duties of Marker

- (a) The Marker shall control the game in accordance with the Laws of the Short Mat Indoor Bowling Game.
- (b) He shall centre and place the jack to the required length in singles ties only. In pairs triples or fours matches this is the duty of the Skips.
- (c) In singles games he shall answer affirmatively or negatively a player's enquiry as to whether a bowl is jack high. If requested he may indicate the distance of any bowl from the jack or any other bowl, indicate

which bowl he thinks is the shot or the relative position of any other bowl. In pairs, triples and fours this is left to the Skips.

- (d) The marker shall remove all non-touchers from the ditch, and all dead bowls from the rink mat. In singles matches he shall chalk all touchers.
- (e) He must not move either jack or bowls until each side has agreed to the number of shots.
- (f) In all matches the marker shall enter the score at each end on a score-card, and shall tell the players, when requested by them, the state of the game. He shall notify the players before they commence the last end.
- (g) In the case of any dispute the marker must call the umpire immediately.
- (h) At the conclusion of a game, the marker shall see that the score card containing the names of the players is signed by the losing player or Skip and returned to the controller immediately.

G. OFFICIAL TOURNAMENTS

43. Rules and Regulations

Clubs, Leagues or Zones running tournaments (except those confined to Club members) must obtain a licence. Application for licence, accompanied by the fee of £25 / €30 should be made by the Secretary to the Zone Convener who is responsible for issuing licences. A licence will only be granted where a minimum entry is reached. The minimum entries applicable are Singles 72, Pairs 48, Triples 36 and Fours 24.

- (a) All entry forms must state: “This tournament is licensed by the I.I.B.A. under Licence Number _____”.
- (b) The licence must be displayed prominently in the tournament hall.
- (c) Licensed Tournaments run by Clubs or Leagues must be open to all bona fide members of all Clubs affiliated to the Irish Indoor Bowling Association.

- (d) Licenced Tournaments run by a Zone must be open to all bona fide members of all Clubs within the Zone affiliated to the Irish Indoor Bowling Association.
- (e) If a player fails to appear within 15 minutes of the time appointed the opposition shall be declared the winner.
- (f) A copy of the current I.I.B.A. Laws must be available and produced to a competitor on request.
- (g) Games must be played under I.I.B.A. Laws.
- (h) A copy of the draw must be shown if requested.
- (i) Betting or gambling in connection with any game shall not be permitted within the tournament hall.
- (j) No monetary stake shall be played for. All prizes shall be in kind and no cash prize shall be retained. (See Law 10).
- (k) A player who has taken part in a tournament or who has been disqualified under (e) above may neither reenter nor act as substitute in the same tournament.
- (l) One substitute only is allowed in pairs, triples or fours provided the remainder of the original players participate. If a substitute is used on the day of play, the original player cannot be reinstated on that day. The substitute cannot act as the skip.
- (m) Two dead ends are allowed by each side and are replayed. If the third dead end is the last end or extra end(s) the offending side will be penalised by the award of three shots and the end(s) shall be replayed. In the next end the opponents will play first as in Law 11(b). Dead ends already incurred by a side are carried into any extra end/ends.
- (n) In pairs, triples or fours tournaments, players are not allowed to interchange positions except with the introduction of a substitute.
- (o) The organisers shall warn and/or disqualify any person for dangerous bowling or for conduct likely to bring the game into disrepute. All official disputes arising from contravention of any of the above rules will be dealt with by the Executive Council as in Section VIII or X of the Constitution.

TOURNAMENT LICENCES

1. All Zones, Leagues or Clubs running competitions or tournaments except those Club competitions confined to Club members and recognised by the I.I.B.A. must obtain a licence from the Zone Convenor, who is responsible for issuing licences. A licence will only be granted where a minimum entry is reached. The minimum entries applicable are Singles 72, Pairs 48, Triples 36 and Fours 24.

2. All entry forms must state 'This tournament is licensed by the I.I.B.A. under Licence Number . . .'

Recommendations:

- (1) Players who intend to play a forcing or firing shot must give a verbal warning to ensure the safety of other players, markers, umpires and spectators.
- (2) Entry fees should be forwarded with entries before tournaments commence and should, in any case, be paid whether players participate or not.
- (3) Organisers should ensure that play each night finishes no later than midnight.

44. National, Ladies' and Junior Championships Rules and Conditions

Law 43(e) to (o) inclusive shall apply.

- (a) The Championships will be under the control of the Executive Council of the Irish Indoor Bowling Association.
- (b) The Championships are open to all bona fide members of the affiliated Clubs.
- (c) Pairs, triples and fours must consist of members from the same Club. The players named on the entry form shall constitute the original players.
In the Ladies Triples, for a 1 year trial period, if a club only has 2 ladies they can join up with another lady from another club who must lead. Both clubs will need to be identified on the entry form.
- (d) Entry to the Championships can only be made from one zone and, from one Club within that zone — See Law 45 (f).
- (e) Members of Clubs in arrears with the annual subscription are not entitled to participate.
- (f) If a player fails to appear within 15 minutes of the time appointed, the opposition shall be declared the winner.
- (g) The National Championships consist of singles, pairs, triples and fours, the Ladies' Championships of singles, pairs and triples, and the Junior Championship of singles.

- (h) Singles:
 - (1) Matches consist of 10 ends and, where necessary, an extra end (s), 4 bowls each player.
 - (2) No substitutions are allowed.
- (i) Pairs:
 - (1) Matches consist of 10 ends and, where necessary, an extra end (s), 2 bowls each player.
 - (2) A substitute is allowed provided one of the original players participate. The original player may be reinstated but if a substitute is used on the day of play, the original player cannot be reinstated on that day. No player can play in more than one pair. The substitute cannot act as the skip.
- (j) Triples:
 - (1) Matches consist of 9 ends and, where necessary, an extra end (s), 2 bowls each player.
 - (2) Two trial ends are played up to and including the zone final when the matches are played on a home or away basis. In the later stages trial ends are at the discretion of the Competition Controller.
 - (3) A substitute is allowed provided two of the original players participate. The original player may be reinstated but if a substitute is used on the day of play, the original player cannot be reinstated on that day. No player can play in more than one triple. The substitute cannot act as the skip.
- (k) Fours:
 - (1) Matches consist of 9 ends and, where necessary, an extra end (s), 2 bowls each player.
 - (2) Two trial ends are played up to and including the zone final when the matches are played on a home or away basis. In the later stages trial ends are at the discretion of the Competition Controller.
 - (3) A substitute is allowed provided three of the original players participate. The original player may be reinstated but if a substitute is used on

the day of play, the original player cannot be reinstated on that day. The substitute cannot act as the skip.

- (4) No player can play in more than one four.
- (l) Suitable footwear must be worn.
- (m) In the later stages of all competitions trial ends and additional ends may be played at the discretion of the Competition Committee.

45. Rules for Men's Inter-Zone and Ladies' Inter-Zone Knock-Out Competitions

- (a) The Competitions are open to all zones of the I.I.B.A. and are restricted to one team from each zone for each competition, and shall be played under I.I.B.A. laws.
- (b) The Perpetual Challenge Trophies will be held for one year by the winning teams.
- (c) The Competitions will be administered by the Competitions Committee.
- (d) The draws will be made by the Executive Committee. The round will be decided on the basis of one home or away match. Matches must be played within the stipulated time limits and failure to meet the dates may result in disqualification of the offending team. The offender will be determined by the Competitions Committee after hearing the evidence.
- (e) In order that all matches will be conducted harmoniously, play will be supervised by a qualified umpire, neutral zone convener or other appointed person. This person will act as umpire on behalf of the Competitions Committee and return the score cards, duly signed by the respective zone conveners, to the Competition Secretary by the required date. (*Note: It is recommended that preferably three or a minimum of two persons be appointed to umpire games.*)
- (f) Each team will consist of 6 rinks of 4 players drawn from members of affiliated Clubs in the zone. Players

can only represent the zone from which they have already entered or intend to enter the National, Ladies and Junior Championships — See Law 44 (c) and (d). No player can play for more than one zone in one year in any one Competition.

- (g) From July 2019, to qualify for selection in a new Zone, the player concerned must play, or be eligible to play nationals, juniors, over 55s in their “new” zone for a complete period of two bowling seasons, before being considered for selection to play Inter Zone bowls for their “new” zone. (Note: a bowling season runs from 1st July to 30th June).
- (h) Each match will consist of 6 games. Each rink will play an opposing rink, opposition to be decided by lot.
- (i) Each game will consist of 10 ends with 2 trial ends and, where necessary, an extra end(s).
- (j) The match is decided on the basis of aggregate shots, the team with the higher aggregate score going through to the next round.
- (k) If there is a tie after all rinks have played 10 ends then the last rink to finish plays an extra end(s) to decide the match. Any dead ends already incurred by the rink are carried into the extra end(s).
- (l) Two dead ends are allowed by each rink and are replayed. If the third dead end is the last end or extra end(s) the offending side will be penalised by the award of three shots and the end(s) shall be replayed. In the next end the opponents will play first as in Law 11(b).
- (m) When a game is stopped for any valid reason it is resumed with the scores as they were when the game was stopped.
- (n) Suitable footwear must be worn.
- (o) The organisers shall warn and/or disqualify any person for dangerous bowling or for conduct likely to bring the game into disrepute.

- (p) The Manager of the team, or in his or her absence, his or her delegated deputy, may give advice from beyond the limits of the rink mat.

46. Rules for Men's and Ladies' Shield Competitions

Zones knocked out in their first game of the Men's and Ladies' Inter Zone Competitions will enter a respective Shield Competition. The rules for this will be as in 45(a) - (o).

47. Rules for Junior Inter Zone Competition

- (a) The Competition is open to players born on or after 1st September 2001 from all Zones of the IIBA and shall be played under IIBA laws.
- (b) The Competition will be administered by the Competitions' Committee.
- (c) The Competition will be played in a central venue allocated by the Competitions' Committee.
- (d) The Perpetual Challenge Trophies will be held for one year by the winning teams.
- (e) Draws will be made by the Executive Committee.
- (f) Each team will consist of 2 rinks of 4 players drawn from members of affiliated Clubs in the Zone or from affiliated Clubs in Zones combining as in Law 47(a).
- (g) Each match will consist of 2 games. Each rink will play an opposing rink, opposition to be decided by lot.
- (h) The match is decided on the basis of aggregate shots. The team with the higher aggregate score will be awarded 2 points plus 1 point for each winning rink. In a drawn match 1 point will be awarded to each team

plus 1 point for each winning rink. Where rinks finish level each rink will be awarded 0.5 of a point.

- (i) Law 45(e) and (h) with (j) - (p) inclusive shall apply.

48. Champion of Champions Competitions

The Competitions consist of Singles, Pairs, Triples and Fours and are open to all outright winners of Licensed Tournaments, Champion of Champions, National Championships, Ladies Championships, the Junior Championships and Over 55 Pairs in the above categories held during the previous season. Each winner may only enter one Competition.

49. Club Championship

- (a) The Championship will be played on a knock out basis with a Plate Competition for clubs defeated in the first round.
- (b) Each Team will consist of 3 rinks of 4 players nominated by a Zone. Reserve players must be listed and the Competitions Committee must be made aware of any alteration to the original team before play begins.
- (c) Players can represent the club from which they entered or are eligible to enter the National, Ladies, Junior or Over 55 Pairs in the previous season or players who have played 75% of league games but do not enter their Nationals' through that club be allowed to represent that club in the Club Competition. Clubs breaching rules will be disqualified from the competition for one season or as deemed appropriate by Executive Council.
- (d) Teams must be verified and signed by the Zone Convener before the entry can be accepted.
- (e) A closing date for receipt of entries will be set and no entry will be accepted after the date specified.
- (f) Entry fees must accompany entries before they will be accepted.
- (g) Dress code will be grey and white or grey with club top.

- (h) Each Zone will be allowed a minimum of two entries with remaining places available being allocated at the discretion of the Competitions Committee.
- (i) The club winning the Championship in the previous year will have an automatic right to defend the Championship.
- (j) Zones are responsible for the team being entered and should publish guidelines to ensure that clubs are made aware of how an entry can be made.
- (k) If a Team fails to appear within 15 minutes of the time appointed to play, the opposition shall be declared the winner subject to the ruling of the Competitions Committee.

50. Misconduct

Those who verbally and / or physically abuse an Official, umpire, fellow player or spectator or those who are guilty of using inappropriate language not directed at anyone in particular, shall be reported to the IIBA Disciplinary Committee. The Committee shall investigate and decide upon the appropriate action to be taken. Such abuse or inappropriate language shall be reported by an Officer, Zone Convenor, Umpire, player or spectator and must be done so in writing.

51. Appeals

- (a) Should any dispute arise as to the meaning or interpretation of any of the Association's Championships and Competition Rules or Laws of the Short Mat Indoor Bowling Game, or upon any points not covered by them, any one of the parties to said dispute may appeal to the Association. Such appeal shall be accompanied by a deposit of £5.00 (€8) which may be forfeited or returned as the Executive Council may determine after considering and disposing of the appeal.

- (b) Appeals or references shall only be accepted from affiliated Clubs.
- (c) All disputes referred to the Association shall be determined by the Executive Council.
- (d) Notice of appeal must be given in writing to the Hon. Secretary within one week of the dispute, and such notice shall be accompanied by a full statement of the matter in dispute.
- (e) The Hon. Secretary shall thereupon call a meeting of the Competition Committee to consider the appeal, and at such meeting parties may be heard on each side, provided such course be deemed necessary or expedient by the Committee.
- (f) The Competition Committee shall make a full report with its recommendation to the Executive Council. As soon as the Executive Council has reached a decision, the Hon. Secretary shall notify all parties concerned and such decision shall be final.