

## Spalding Open Singles - Rules and playing conditions

1. A match with each player having four bowls, will consist of two sets, each played over 7 ends. The winner of each set will be the player with the most shots at the completion of the 7<sup>th</sup> end. A set will be decided, with advice from the marker as may be required, if at any point it becomes impossible for one player to draw or win the set given the number of ends remaining. The winner of the match being the best of two sets.
2. If the shots scored are tied after the last end of a set, the set will be drawn (scored  $\frac{1}{2}$  -  $\frac{1}{2}$ ). If the match is tied at two drawn sets or one set each, a best of three ends tie-break will be played to determine the winner. This will be the winner of each end and NOT the total number of shots won in the three ends. If at the end of the deciding third end of the match tie-break, the scores are equal, a fourth end will be played with each player delivering a single bowl to determine the winner. If opposing bowls are equal distance from the jack, they will be removed and further singles bowls will be played to determine the winner. During the fourth end, the jack, if hit off rink will be re-spotted as describes in rule 7.
3. In all other cases a “no score” end will count as an end.
4. Play will be in both directions. The player winning the toss shall have the choice of starting or giving away the jack in the first set. The loser of the toss shall have the choice of starting in the second set. The winner of an end will start the next end in the same set.
5. In the match tie-break, the player winning the toss shall choose whether to take the jack or give it away in either the first & third ends (assuming a third end is required) or to take or give away the jack in the second end. In the event of a fourth end being required the player winning a “new” toss shall have the choice of starting.
6. The player to start will select where to place the mat along the centre line of the rink and deliver the jack. A full length jack will be at the **2m T** mark, from the **2m mat line**.
7. In the event of the jack being hit off rink, it will be replaced at one of two predefined points on the rink which are 2 metres from the ditch and 1.5 metres to the left or right on the “T” mark, before the next bowl is delivered or the end decided. If the jack is hit off the rink to the right it will be positioned on the right hand predefined point. If hit off to the left, it will be positioned on the left hand predefined point. When the predefined point is occupied, the jack will be repositioned at the nearest available line of the rink, but not touching and obstructing bowl.  
In the third end of a match tie break (only), each player will be entitled to “kill” (or “burn”) the end once, with the end being replayed. (Players must clearly declare to the marker their intention to kill the end, prior to the delivery of each bowl). Unless such a prior declaration is made, and in all other circumstances, there will be no dead ends and the re-spot rule (no.7) will apply.
8. The jack, when hit into the ditch within the rink width, will remain in play and not be repositioned.

9. Any bowl leaving the confines of the rink (except on delivery) and not a live toucher in the ditch, will be deemed to be dead and immediately removed.
10. A live rebounding jack within the confines of the rink but less than the minimum of 20m, will be repositioned at the appropriate predefined point as described at rule 7.
11. Measurements between the jack, including a repositioned jack, and the live bowls will be carried out in the normal manner.
12. Play will be continuous – a player may visit the head only after delivery of their third bowl. In very exceptional & limited circumstances, such as at a key point in the game, a request to visit the head may be made to the marker. At this stage both players are entitled to visit the head but this must be together and without undue delay. After such an exceptional visit, both players must return to the mat at the same time. In order to speed up proceedings, an umpire will be called by the marker in the event of a measure being requested by one or both players.
13. All bowls must be stamped with the new official World Bowls Official Stamp (oval or rugby ball shaped) which came in to effect on 1<sup>st</sup> April 2002. No other bowls stamp is valid.
14. Coloured stickers will be supplied by Spalding IBC. The “Home” or first drawn player will have red stickers and the “Away” player will have white stickers. These will be issued upon arrival and subsequently before each round as required.
15. All players should report to the Tournament Desk to advise of their arrival and obtain appropriate stickers.
16. Dress shall be WHITES below the waist but coloured club or county as well as white shirts will be allowed.
17. Two trial ends (one each way) will be allowed prior to the start of each match. Play starts at the scoreboard end.
18. In all cases where a dispute arises, and an umpire cannot rule, the tournament organiser’s decision shall be final.