



CLUB CHAMPIONSHIPS

Two Wood Singles Rules of Play

1. A match with each player having two bowls will consist of two sets - each played over 8 ends. The winner of each set will be the player with the most shots at the completion of the 8th end. A set will be deemed to be completed (with advice from the marker or competition official if 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 better of two sets as described in rule 2 below. All rounds of the competition will be played over 2 sets plus a tie break if required, including the final.
2. The winner of each set shall receive 1 point, If the shots scored are tied after the last end of a set, the set will be drawn, scoring $\frac{1}{2}$ a point per player. If the match is tied at two drawn sets or one set each, a best of 3 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 3 ends.** If at the completion of the deciding 3rd end of the match tie-break, the scores are equal, a 4th 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 single bowls will be played to determine the winner. In any such fourth end, the jack, if hit off rink will be re-spotted as described in rule 7.
3. In all 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 or giving away the jack 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 both 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 or giving the jack away.
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 the rink it will be replaced at one of two predefined spots on the rink. The jack will be replaced on one of these spots prior to the next bowl being 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 the jack is 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 position along the line between the predefined points and the centre line of the rink, but not touching an obstructing bowl.

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 from the front edge of the mat 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, players may request the marker to measure or may call an umpire at their own discretion, an umpire's decision is final.
12. Players are not allowed to visit the head during the game.
13. All players should report to the Tournament Organiser on arrival at the venue to check in.
14. If a player is late for their scheduled start time, a decision will be made at the tournament organisers discretion.
15. Two trial ends (one in each direction) will be allowed prior to the start of each match. The TRIAL ends will be 2 bowls each.
16. In all cases where a dispute arises, and an umpire cannot rule, the Tournament Organiser's decision shall be final.
17. If required to do so, all players must, once eliminated from the competition, be prepared to mark the next match on the rink on which their final match was played.