



World Bowls Tour

Laws of the Sport of Professional Bowls

**Applicable to Professional Bowls Association and
World Bowls Tour Events**

2018 Edition

WORLD BOWLS TOUR

LAWS OF THE SPORT OF PROFESSIONAL BOWLS

It should be appreciated that no code of Laws governing a sport has yet achieved such perfection as to cope with every situation. This code of Laws governing the Sport of Bowls within the events run by the Professional Bowls Association and World Bowls Tour is no exception. Unusual incidents not definitively provided for in the Laws frequently occur. It is well therefore to remember that the Laws have been framed in the belief that true sportsmanship will prevail: that in the absence of any express Law common sense will find a way to complete a happy solution to a knotty problem.

It is the responsibility of all players, markers and umpires to refrain at all times from committing any act, which is liable to cause damage to the green and its surrounds. The references in these Laws to he, him or his do not imply male exclusivity but apply equally to both genders.

The rules and amended Laws referred to within this document apply wholly to the Professional Bowls Association and World Bowls Tour events and should not be applied at any other organisations events or games.

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WORLD BOWLS TOUR
LAWS OF THE SPORT OF PROFESSIONAL BOWLS

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DEFINITIONS

Controlling Body

The body having immediate control of the conditions under which the game is played. The Controlling Body must be the World Bowls Tour and the Professional Bowls Association.

Player in possession of the mat

The player who is about to or is in the process of delivering a bowl.

Delivery

When the jack or bowl is intentionally released in the process of play.

Displaced

As applied to a jack or a bowl, means moved by an agency that is not sanctioned by these Laws.

End

The delivery of the jack and the playing of all the required bowls of all the opponents in the same direction on a rink and the determination of the number of shots scored.

Former Position

The location of a live jack or bowl at rest, immediately prior to being displaced.

Head

The jack, and any bowls that have come to rest within the boundary of the rink and are not dead.

Jack or bowl in its original course

A jack or bowl from the time of its delivery until it comes to rest, regardless of how many times in the case of a bowl it may be deflected before it comes to rest or becomes dead.

Jack or bowl in motion

A jack or bowl which is moving as a result of play after it has been at rest as part of the head.

Mat line

The edge of the mat which is nearest to the front ditch. All necessary measurements to jack or bowls must be taken from the centre of the mat line.

Neutral

Any jack, bowl or other object not being used on the rink or not belonging to any player thereon, a person who is not a player on the rink or a dead bowl not removed from the rink.

Pace of Rink

The number of seconds taken by a bowl from the time of its delivery to the moment it comes to rest, approximately 27 metres from the mat line.

Jack High

The nearest portion of the bowl referred to is in line with and at the same distance from the mat line as the nearest portion of the Jack.

Set

A pre-determined number of shots or ends, forming part of the game.

A set of bowls

Four bowls, all of a matched set, which are of the same manufacture, and of the same size, weight, colour, bias, serial number and engraving. In all games each player must play with the appropriate number of bowls from the same set.

SECTION 1 - THE RINK, DITCH and BANKS

1 THE RINK

- (i) The rink must be a rectangle and have a suitable level playing surface.
- (ii) It must be provided with suitable boundaries in the form of a ditch and bank.
- (iii) The dimensions of the rink will be determined by the venue, the set building contractor and the Controlling Body.

2 THE DITCH

- (i) The rink must have a ditch located at each end containing a suitable infill which will help prevent bowls and jack from running along the ditch. The ditch should be free from obstacles and not injurious to jack or bowls.
- (ii) The ditch must be not less than 200mm or more than 380mm wide and it must be not less than 50mm or more than 200mm deep.

3 THE BANK

- (i) The bank must be upright and not less than 230mm above the level of the green.
- (ii) The surface of the face of the bank must be non-injurious to jack or bowls. A deflecting strip must be fixed to the bank to help prevent bowls and jack rebounding onto the rink.
- (iii) Branding or advertising may be affixed to the face of the bank as determined by the Controlling Body.

4 LAYOUT OF THE RINK

- (i) The rink of play must be not less than 4.8 metres or more than 5.8 metres wide.
- (ii) The centre of the rink must be clearly indicated on the front and rear banks, by a yellow disc with a vertical black line marked down the centre. For PBA Qualifiers held in Bowling Clubs, these rink centres may be of a different nature as used by those clubs
- (iii) The four corners of the rink must be indicated by markers, affixed to the face and top of the bank. These markers must be of a material, which cannot cause damage to bowls or jack. The markers must be not more than 25mm in width, and the centre of the marker must be clearly marked by a thin black line.
- (iv) A marker in the form of a "T" must be affixed to the carpet with the short leg of the "T" being parallel to and 3 metres from the edge of the ditch, the junction indicating the centre line of the rink.
- (v) The centre line of the rink must be indicated by dots placed at 1 metre intervals from each "T". An additional spot must be placed on the centre line 26 metres from each ditch.
- (vi) Re-spots must be placed at both ends and on both sides of the rink. Each spot must be placed half way between the outside boundary of the rink and the centre line and 2.7 metres from the edge of the ditch.

SEE APPENDIX A FOR RINK LAYOUT

SECTION 2 – EQUIPMENT

5 MAT

The mat must be 600mm long and 360mm wide.

6 JACK

- (i) The jack must be spherical, and yellow in colour unless otherwise specified by WBT
- (ii) The jack must be not less than 63mm or more than 67mm in diameter and not less than 382g or more than 453g in weight.

7 BOWLS

- (i) All bowls must be stamped with a valid World Bowls Official Stamp, which came into effect on 1st April 2002. No other bowls stamp is valid.
- (ii) More than one set of bowls may be used during Trial Ends. The Player must inform the match official prior to the start of play which set will be used during the game.

7.1 Objection to bowls

- (i) A challenge may only be lodged by any opposing player and/or by the official umpire and/or the Controlling Body during the trial ends before the start of the game.
- (ii) The challenge must be based on the grounds that the bowls do not comply with the requirements of Law 7(i).
- (iii) The umpire for that game must make an immediate adjudication on the challenge. The players must accept the umpire's decision
- (iv) If the decision is that the bowls are not compliant with the requirements of Law 7(i) the Tournament Director must be immediately notified and the player will be given 10 minutes to replace the set with a compliant set.

8 CLOTHING

- (i) The clothing and advertising requirements for each competition will be decided by the controlling body
- (ii) All players will receive documentation prior to each PBA or WBT event outlining all key facts appertaining to clothing and advertising requirements.
- (iii) Players will not be permitted to wear anything outside of the official clothing or footwear specified in the documentation.
- (iv) Any player not wishing to adhere to the dress code given for any event must receive the permission of the Tournament Director at the event for any such change. Where permission has not been granted then the player may be removed from play.

SECTION 3 -THE GAME

9 STARTING THE GAME

9.1 Commencing the Game

- (i) Players must be available and ready to commence at any time during the programmed session time.
- (ii) Players in the first game of each session must be at the venue 30 minutes before the scheduled start of play.

9.2 Trial ends

- (i) Before start of play, not more than one trial end each way must be played. Additional ends may be played if time permits.
- (ii) Practice will be allocated on a daily basis with priority being given to players playing that day.
- (iii) Players may practice up to the time scheduled for the start of the game if the practice is booked with the controlling body

9.3 Tossing for opening play

- (i) Before the start of play the Umpire must toss a coin.
- (ii) The player winning the toss must have the choice of taking the mat and jack in the first end of the first set, or allowing his opponent to have the mat and jack.
- (iii) The loser of the toss must have the same choice in the first end of the second set.

9.4 The start of play

The start of any event must be the delivery of the first jack in the first scheduled game at the relevant specific titled event. This does not include any preceding trial ends. The start of play in any game must be the delivery of the jack by the first to play in the first end.

9.5 Play in subsequent ends

In all ends, apart from the first of each set and each end of the Match Tie Break, the winner of the preceding scoring end must play first.

10 PLACING THE MAT

At the beginning of each end the player to play first must place the centre line of the mat lengthwise on the centre line of the rink, the mat line to be not less than 3 metres from the rear ditch and not less than 26 metres from the front ditch.

10.1 The mat and its replacement

After play has commenced in any end, the mat must not be moved from its original position except in the following circumstances:

- (i) If the mat is displaced during the progress of an end it must be replaced as near as practicable to its original position.
- (ii) If the mat is out of alignment with the centre line it must be straightened on that line.
- (iii) After the jack has been delivered but before the first bowl has been delivered, should the distance of the mat line from either the front or rear ditch not conform to the requirements of Law 10; the jack should be returned for delivery by the opposing player from a properly positioned mat.

- (iv) Should the mat be picked up by a player, before the end has been completed, the opposing player must have the right of replacing the mat to its original position.
- (v) After the last bowl in each end has come to rest in play, or has sooner become dead, the mat must be lifted and placed wholly beyond the side boundary of the rink.

10.2 The mat and jack in all ends

- (i) Should the jack be improperly delivered under Law 13, the opposing player may then move the mat in the line of play, subject to Law 10 and deliver the jack, ensuring that it is centred, but must not play first.
- (ii) No one must be permitted to challenge the legality of the original position of the mat after the first to play has delivered the first bowl.

11 STANCE ON THE MAT

A player, at the moment of delivering the jack or a bowl, must have all or part of one foot on or above the mat. Failure to observe this law constitutes foot-faulting.

12 FOOT-FAULTING

- (i) If, in the opinion of the umpire, a player is deemed to gain advantage by infringing the conditions of Law 11, the Umpire must have the bowl stopped and declared dead. The umpire will refer the foot fault to the controlling body at the completion of the game. The controlling body will decide on the penalty to be imposed on the player.
- (ii) If the bowl has disturbed the head, the opponent must have the option of:
 - (a) resetting the head, or
 - (b) leaving the head as altered

13 DELIVERING THE JACK

- (i) Before the jack is delivered the mat must be correctly placed in accordance with Law 10. The player to play first must deliver the jack and ensure that it is properly centred.
- (ii) If the jack in its original course comes to rest at a distance of less than 3 metres from the front ditch, it must be moved out to a mark at that distance and centred with the nearest portion of the jack to the mat line being 3 metres from the edge of the front ditch.
- (iii) If the jack during its original course is obstructed or deflected by a neutral object or neutral person or by a marker, opponent, or member of the opposing team, it must be redelivered by the same player.
- (iv) If the jack is obstructed or deflected by a member of its own team, it must be redelivered by the lead of the opposing team, who under these circumstances is entitled to reset the mat.
- (v) No one must be permitted to challenge the legality of the original position of the jack after the first to play has delivered the first bowl.

14 IMPROPER DELIVERY OF THE JACK

- (i) Should the jack in any end be improperly delivered, because it comes to rest in the ditch or wholly outside the boundary of the rink, or it comes to rest less than 23 metres in a straight line of play from the mat line, it must be returned and the opposing player must deliver the jack, ensuring that it is centred, but must not play first.

- (ii) Should the jack be improperly delivered once by each player in any end, it must not be delivered again in that end, but it must be centred so that the front of the jack is a distance of 3 metres from the front ditch, and the mat placed at the option of the first to play.
- (iii) The jack must be returned if it is improperly delivered, but the right of the player first delivering the jack in that end to play the first bowl in that end, must not be affected.

15 SETS PLAY

15.1 Scoring

- (i) A Singles game will be between two players each playing with four bowls.
- (ii) A Pairs game will be between two teams of two players each playing with two or three bowls
- (iii) All games will consist of 2 sets
- (iv) All sets must be to a given number of ends as determined by the Controlling Body
- (v) The winner of each set will be the player or team with the most shots at the completion of the final end of the set

15.2 Knockout Play

- (vi) During knockout play, the winner of the game will be the best of two sets, decided by a Match Tie Break if required.
- (vii) A set will be decided, with advice from the marker as required, if at any point in becomes impossible for one player or team to draw or win the set in the number of ends remaining.
- (viii) If the shot scores are tied at the completion of the last end of the set, then the set will be tied and the players will score ½ set each.
- (ix) If the game is tied at two tied sets or one set each then a Match Tie-Break will be played to determine the winner.

15.3 Sectional Play

- (x) During sectional play, the winner of the game will be two sets only with all ends to be played.
- (xi) No tie break is played.

15.4 Match Tie-Break

- (i) Before the start of play in a tie breaker the Marker must toss a coin
- (ii) The player winning the toss must have the choice of taking the mat and jack, or giving it to his opponent, in the first and third end of the tie break, the loser of the toss will have the same options in the second end of the match tie break.
- (iii) The winner of the Match Tie-Break will be determined by the number of ends won and not the total number of shots scored in the three ends
- (iv) In the third end of the Match Tie-Break only, each player will be entitled to kill the end once, and have the end 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 Law 27 will apply.
- (v) If at the end of the deciding third end of the Match Tie-Break the scores are equal a fourth end will be played
 - (a) Before the start of the fourth end, the marker will again toss a coin.
 - (b) The winner of the toss must have the choice of taking the mat and jack, or giving it to his opponent.

- (c) Each player will deliver a single bowl to determine the winner
- (d) If opposing bowls are equidistant from the jack or are both dead, they will be removed and two further bowls will be delivered. This will continue until a winner is determined.
- (e) If the jack is hit off the rink during the fourth end it will be re-spotted as described in Law 27

15.5 Shot Clock

- (i) A Shot Clock may be used to time players in the delivery of their bowls. The Shot Clock will be placed at either end of the rink in clearly visible place to the players, officials, arena audience and, where applicable, the TV cameras
- (ii) The match officials will have sole control of the shot clock during play
- (iii) At commencement of a game, a set and an end, the Shot Clock will be set at 30 seconds.
- (iv) When the first bowl on the first end comes to rest the Shot Clock will start.
- (v) The Shot Clock will be stopped when the succeeding player delivers their next bowl and will restart when that bowl comes to rest. This will continue until the completion of the end except under the following circumstances:
 - (a) Where a player does NOT deliver their bowl within the prescribed time a distinct audio signal will sound and the bowl being delivered will be declared dead.
 - (b) A player calls a timeout
- (vi) If the audio signal sounds, the shot clock operator will immediately and clearly declare to the on-rink match official if the bowl is live or dead. If declared dead, the Match officials will, where possible, stop the bowl in motion and remove it from the rink. In the event that the bowl is unable to be stopped and the dead bowl disturbs the head then the match officials will replace any displaced bowls as near as possible to their former position.
- (vii) Each player will be allowed to call a pre-determined number of time outs in each game. Each player will be given an additional time out should a Match Tie Break be played. Any unused time outs from the game will carry forward to the Match Tie Break.
- (viii) A Time Out may be called at any time during the game prior to the elapsed time being sounded. A time out cannot be called after the signal has sounded.
- (ix) A player must visually and verbally signal to the match officials that they wish to call a time out. Once called, the clock will reset to 60 seconds and will continue to run. Players must play their next bowl within that allotted time
- (x) A player may call time outs consecutively but each is counted as an individual timeout.
- (xi) A player cannot add remaining time from one time out to another neither may a player carry any unused timeouts to a new game.
- (xii) Match officials may halt a game at any stage where it is necessary for operational reasons, but not in order to assist any player in the normal course of a game. To recommence the match official will audibly call "Time Please" and the shot clock will restart at the time it was halted

SECTION 4 – MOVEMENT OF BOWLS

16 LIVE BOWL

A bowl which, in its original course on the rink, comes to rest within the boundaries of the rink, and not less than 14 metres, measured in a direct line from the centre of the mat line, must be accounted as a live bowl and must be in play.

17 TOUCHERS

- (i) A bowl, which in its original course on the rink touches the jack, even though such a bowl passes into the ditch within the boundaries of the rink, must be counted as a live bowl and must be called a toucher.
- (ii) If, after having come to rest a bowl falls over and touches the jack before the next succeeding bowl is delivered, or if in the case of the last bowl of an end it falls and touches the jack within the period of 30 seconds, invoked under Law 35, such a bowl must also be a toucher.
- (iii) No bowl must be accounted a toucher by playing on to, or by coming into contact with, the jack while the jack is in the ditch.
- (iv) If a toucher in the ditch cannot be seen from the mat its position must be marked by a corresponding coloured indicator about 50mm in diameter fixed to the face of the bank and immediately in line with the place where the toucher rests.

18 MARKING A TOUCHER

- (i) A toucher must be clearly marked with chalk by the Marker.
- (ii) Care must be taken to remove the toucher marks from all bowls before they are played, but should a player fail to do so, and should the bowl not become a toucher in the End in play, the marker must immediately indicate the bowl as a non-toucher.
- (iii) If, in the opinion of the Marker, a toucher comes to rest in such a position that the act of making a chalk mark is likely to move the bowl or to alter the head, the bowl must be indicated as a toucher. The bowl should be marked as soon as it is possible to do so.

19 MOVEMENT OF TOUCHERS

A toucher in play in the ditch may be moved by the impact of a jack in play or of another toucher in play.

20 DEAD BOWL

- (i) Without limiting the application of any other of these Laws, a bowl must be accounted dead and removed from the rink if:
 - (a) not being a toucher it comes to rest in the ditch or rebounds on to the playing surface of the rink after contact with the bank or with the jack or a toucher in the ditch, or
 - (b) after completing its original course, or after being moved as a result of play, it passes wholly outside the confines of the rink, or comes to rest at a distance of less than 14 metres, measured in a direct line from the centre of the mat line, or
 - (c) in its original course, passes beyond a side boundary of the rink on a bias which would prevent its re-entering the rink.
- (ii) A bowl is not rendered dead by a player carrying it whilst inspecting the head.

- (iii) Skips or opponents in Singles must immediately agree on the question as to whether or not a bowl is dead.
- (iv) If they cannot reach agreement, the umpire must make a decision.
- (v) The Skips must remove a dead bowl at rest, from the rink, immediately they agree or the umpire declares the bowl is dead. A dead bowl not removed from the rink must be regarded as a neutral object.

21 DAMAGED BOWL

In the event of a Bowl being damaged, the umpire must decide if a replacement set of bowls is necessary and, if so, the following action will be taken:

- (i) If a bowl is damaged within the confines of the rink the set of bowls will be replaced and the end will be replayed
- (ii) If a bowl is damaged outside the confines of the rink the end will be completed and the set of bowls replaced
- (iii) If a replacement set of bowls is required, one trial end may be permitted for each player.

22 REBOUNTING BOWL

Only touchers rebounding from the face of the bank to the ditch or the rink must remain in play.

23 BOWL DISPLACEMENT

23.1 Displacement by a rebounding non-toucher

- (i) **of a bowl in its original course**
a bowl displaced by a non-toucher rebounding from the bank must be restored as near as possible to its former position by a member of the opposing team with advice from the marker in singles if required.
- (ii) **of a bowl in motion**
If a bowl in motion is displaced by a rebounding non-toucher, then a member of the opposing team, with advice from the marker in singles if required, must place the displaced bowl where they believe it would have come to rest.
- (iii) **of a bowl at rest**
If a bowl at rest or a toucher in the ditch is displaced by a rebounding non-toucher then the bowl or toucher must be restored to its former position by a member of the opposing team with advice from the marker in singles if required.

23.2 Displacement by a participating player

- (i) **of a bowl in its original course**
 - (a) If a bowl in its original course is displaced by a player from its own team, it must be declared dead, and any part of the head that has been disturbed after displacement must be replaced by the opposing player.
 - (b) If a bowl in its original course, which has not disturbed the head, is displaced by an opposing player, it must be replayed.
 - (c) If a bowl in its original course has disturbed the head after it is displaced by an opponent, the player that played the bowl must replace the head and have the bowl replayed.
 - (d) If a bowl in its original course has disturbed the head before it is displaced by a participating player, such disturbance must be valid. The opposing player must replace any part of the head moved as a result of the bowl being displaced and replace the bowl where the player believes it would have come to rest or let it remain where it rests.

(ii) **of a bowl in motion**

If a bowl in motion as a result of play is displaced by a player, then the opposing player must place the bowl where the player believes it would have come to rest and replace any part of the head that has been disturbed after the bowl had been displaced.

(iii) **of a bowl at rest**

If a bowl at rest or a toucher in the ditch is displaced by a player, the opposing player must restore the bowl or toucher as near as possible to its former position.

23.3 Displacement by a neutral object or a neutral person

(other than as provided in Law 23.4 hereof):

(i) **of the bowl in its original course**

(a) If a bowl in its original course is displaced within the boundaries of the rink of play by a neutral object or neutral person, without having disturbed the head, it must be replayed.

(b) If such a bowl is displaced and it has disturbed the head, the opponents must reach agreement on the replacement of the head and the displaced bowl must be replayed.

(c) These provisions must also apply to a bowl in its original course displaced outside the boundaries of the rink of play, provided such bowl was running on a bias which would have enabled it to re-enter the rink.

(ii) **of a bowl in motion**

If a bowl in motion is displaced, the opponents, must come to an agreement as to where the bowl would have come to rest and the replacement of any part of the head disturbed by the displaced bowl.

(iii) **of a bowl at rest**

If a bowl at rest is displaced, the opponents must come to an agreement as to the position of the bowl and of the replacement of any part of the head disturbed by the displaced bowl.

23.4 Inadvertent displacement

If a Bowl is displaced by the umpire at the time of measuring the displaced Bowl must be replaced as near as possible to its former position by the umpire of which he must be the sole judge.

23.5 Displacement by dead bowl

If a toucher in the ditch is displaced by a dead bowl from the rink of play, it must be restored to its former position by the opposing player or by the marker.

24 LINE BOWLS

A bowl must not be accounted as outside the line unless it is entirely clear of it. This must be ascertained by use of a string, mirror or other approved optical device.

SECTION 5 - MOVEMENT OF THE JACK

25 A LIVE JACK IN THE DITCH

- (i) A jack moved by a bowl in play into the front ditch, within the boundaries of the rink, must be deemed to be live.
- (ii) The jack in the ditch may be moved by the impact of a toucher in play.
- (iii) Should a jack in the ditch be displaced by a non-toucher entering the ditch, the jack must be restored to its former position by the opposing player or by the marker.
- (iv) A jack in the ditch must be marked by a yellow indicator about 50mm in diameter placed on the face of the bank and immediately in line with the place where the jack rests.

26 DEAD JACK

Should the jack be driven by a bowl in play so that:

- (i) it passes beyond the face of the bank,
- (ii) it passes wholly beyond the boundary of the rink i.e. over the bank or boundary,
- (iii) it rebounds to a distance of less than 20 metres in a direct line from the centre of the mat line,

the jack must be accounted dead and, before the next bowl is delivered or the end decided, must be placed on a re-spot, as described in Law 27

27 JACK RE-SPOT

- (i) If the jack leaves the confines of the rink or rebounds on the right hand side then it will be placed on the right hand re-spot.
- (ii) If the jack leaves the confines of the rink or rebounds on the left hand side then it will be placed on the left hand re-spot.
- (iii) If the re-spot is obstructed by a bowl, the jack will be re-positioned as close as possible to the covered spot, between and in line with that spot and the corresponding spot on the opposite side of the rink, without touching a bowl.

28 PLAYING TO A BOUNDARY JACK

The jack, if driven to the side boundary of the rink and not wholly beyond its limits, may be played to on either hand and, if necessary, a bowl may pass outside the limits of the rink. A bowl so played, which comes to rest within the boundaries of the rink, must not be accounted dead.

29 DAMAGED JACK

In the event of a jack being damaged such that the damage may affect the movement of the jack or may have affected its final resting place, the umpire must decide if another jack is necessary and, if so, the following action will be taken:

- (i) If the damage to the jack occurs within the confines of the rink, the umpire must provide a replacement jack and the end must be replayed.
- (ii) If the jack is damaged outside the confines of the rink the jack will be replaced and re-spotted as in Law 27#
- (iii) Such damage must include, but is not restricted to, being chipped, or split into two or more pieces, and must be determined by the match officials who's decision will be final.

30 REBOUNTING JACK

If the jack is driven against the face of the bank and rebounds on to the rink, or after being played into the ditch it is moved by a toucher so as to find its way on to the rink, it must be played to in the same manner as if it had never left the rink.

31 JACK DISPLACEMENT

31.1 Jack displacement by a participating player:

(i) of a jack in its original course

- (a) If the jack in its original course is displaced by a player from its own team, it must be re-delivered by the opposing player, who must be entitled to reset the mat subject to Law 10, but must not play first.
- (b) If a jack in its original course is displaced by an opposing player it must be re-delivered by the same player.

(ii) of a jack in motion

If a jack in motion is displaced by a player, the opposing player has the option of:

- (a) placing the jack where he believed it would have come to rest and play the end to a finish, or
- (b) allowing it to remain where it rests and playing the end to a finish, or
- (c) having the jack placed on the re-spot on the side of the rink that the displacement occurred.

(iii) of a jack at rest

If a jack at rest on the green or in the ditch is displaced by a player, the opposing player must restore the jack as near as possible to its former position.

31.2 Jack displacement by a non-player or neutral object

(i) of a jack in its original course

If a jack in its original course is displaced by a non-player or neutral object, it must be re-delivered by the same player.

(ii) of a jack in motion

If a jack in motion is displaced by a non-player or neutral object, the opposing players must place the jack where they think it would have come to rest. Failing agreement, the jack must be placed on the re-spot on the side of the rink where the displacement occurred.

(iii) of a jack at rest

If a jack at rest on the rink or in the ditch is displaced by a non-player or neutral object, it must be replaced to its former position, by agreement between the players. Failing agreement, the jack must be placed on the re-spot on the side of the rink where the displacement occurred.

31.3 Accidental displacement

If a jack is displaced by the umpire at the time of measuring the displaced jack must be replaced as near as possible to its former position by the umpire of which he must be the sole judge.

31.4 Jack displacement by a non-toucher

- (i) A jack displaced in the rink of play by a non-toucher rebounding from the bank must be restored to its former position by the opposing player or by the marker.
- (ii) Should a jack, after having been played into the ditch, be displaced by a non-toucher, it must be restored to its marked position by the opposing player or by the marker.

SECTION 6 – PLAY, PLAYERS AND THEIR DUTIES

32 ORDER OF PLAY

32.1 Singles Play

A singles game must be played between two contending players, playing four bowls from the same set of bowls singly and alternately.

32.2 Pairs Play

- (i) A Pairs game must be played by two contending teams, each of two players, who must play singly and in turn two or three bowls each from a set of bowls.
- (ii) The order of play between the lead and skip may be changed by either pair after the completion of each Set.
- (iii) The decision to change must be notified to the match official prior to the start of the following Set or Match Tie Break, and once notified cannot be reversed until the end of the next Set.

33 POSSESSION OF THE RINK

- (i) Possession of the rink must belong to the player whose bowl is being played.
- (ii) Players of each team not in the act of playing or controlling play must stand behind the jack and away from the head or behind the mat.
- (iii) As soon as the bowl is delivered, the Skip or player directing the head, if in front of the jack must retire behind it.
- (iv) The player in possession of the rink must not be interfered with, annoyed, or have their attention distracted in any way by their opponents.
- (v) As soon as each bowl has come to rest, possession of the rink must be transferred to the other player, time being allowed for marking a toucher.
- (vi) If in the opinion of the Umpire or Marker or following complaint from an opponent, a player infringes the above conditions of rink possession the umpire must, after having given a warning, have the bowl last played declared dead. If the bowl has disturbed the head, the opponent must have the option of:
 - (a) resetting the head, or
 - (b) leaving the head as altered.

34 VISITING THE HEAD

34.1 Singles Play

- (i) If the Shot Clock is in use, then a player may visit the head at any time within the constraints of Law 15.4
- (ii) If the Shot Clock is not in use, a player may visit the head only after delivery of their third bowl.
 - (a) In exceptional and limited circumstances, such as at a key point in the game, a request to visit the head earlier in the end may be made to the marker. The marker may use their discretion to allow or refuse the player to visit.
 - (b) Both players will be entitled to visit the head after a request has been allowed, but this must be together and without undue delay.
 - (c) After this exceptional visit both players must return to the mat at the same time.
 - (d) No other visits to the head may be permitted.
 - (e) If, after a refusal from the marker, the player visits the head, the fault will be referred to the controlling body at the end of the game and they will decide on the penalty to be imposed.

34.2 Pairs Play

- (i) The leads must not visit the head, or the skips leave the head during the delivery of the first four or six bowls.
- (ii) The change over between both the leads and the skips must be at the same time and without delay.
- (iii) In exceptional and limited circumstances, such as at a key point in the game, skips may make a request to the marker to visit the head after they have both delivered their first bowl if two bowls are used per player, or second bowl if three bowls are used per player. The marker may use their discretion to allow or refuse the player to visit.
- (iv) Both skips will be allowed to visit the head after a request has been allowed, but this must be together and without undue delay.
- (v) Following this visit they must both return to the mat at the same time and each deliver their final bowl.
- (vi) No other visits to the head will be permitted
- (vii) If, after a refusal from the marker, the player visits the head, the fault will be referred to the controlling body at the end of the game and they will decide on the penalty to be imposed.

SECTION 7 – RESULT OF END

35 THE SHOT

- (i) A shot or shots must be adjudged by the bowl or bowls nearer to the jack than any other bowl played by the opposing player or players.
- (ii) When the last bowl has come to rest and if any bowls likely to affect the outcome of the end are leaning, the shot clock will be restarted. If either player desires, 30 seconds must elapse before the measuring process is started. The player must clearly indicate to the marker their desire to allow 30 seconds to elapse.
- (iii) Prior to measuring, all bowls, which are in danger of falling, must be wedged by the Umpire or Marker. If the bowls are not secured and fall prior to or during measurement, the bowls must remain in the new position and the shot determination continued. All shots previously agreed must count.
- (iv) Neither jack nor bowls must be moved until the opponents have agreed the number of shots, except in circumstances where a bowl has to be moved to allow the measuring of another bowl.

36 MEASURING CONDITIONS TO BE OBSERVED

- (i) No measuring must be allowed until all the required bowls in that end have been played or if the last player declares that they will not play the last bowl of the end.
- (ii) All measurements must be made to the nearest point of each object.
- (iii) If a bowl requiring to be measured is resting on another bowl, which prevents its measurement, the best available means must be taken to secure its position, whereupon the other bowl must be removed.
- (iv) The same course must 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.
- (v) When it is necessary to measure to a bowl or jack in the ditch, and another bowl or jack on the green, whenever possible, the measurement must be made with a flexible or string measure.

37 TIE - NO SHOT

- (i) When, at the conclusion of play in any end the nearest bowl of each opponent is touching the jack, or is deemed to be equidistant from the jack, or no live bowls remain, there must be no score recorded.
- (ii) The end must be declared tied and must be counted as a played end.
- (iii) After a tied end situation, the provisions of Law 9.5 must apply or in the case of the first end of the set the provisions of Law 9.3(iii) must apply.

38 PLAYING THE LAST BOWL

- (i) Nothing in these Laws must be deemed to make it mandatory for the last player to play the last bowl in any end, but,
 - (a) the last player must declare to the opponent the intention to refrain from playing it before the commencement of determining the result of the end and,
 - (b) such a declaration must be irrevocable.

SECTION 8 - PLAY IRREGULARITIES

39 ABSENTEE PLAYERS

39.1 In a singles game

A player who does not arrive to play a singles game within 15 minutes of the start time will forfeit the game to the opposing player.

39.2 In a Pairs game

A player who does not arrive to play a pairs game within 15 minutes of the start time may be replaced by a substitute. The governing body will decide on the eligibility of the substitute. If an eligible substitute cannot be found the game will be forfeited to the opponents.

40 IRREGULARITIES DURING PLAY

40.1 Playing out of turn

- (i) When a player has played before his turn, the opposing player or marker must have the right to stop the bowl and it must be returned, to be played in the proper sequence.
- (ii) If the bowl so played has come to rest and remains live or is dead and has not disturbed the head, the opposing player must have the following options:
 - (a) allow the bowl to remain where it came to rest, and have two bowls played in succession, to restore the proper sequence of play, or
 - (b) return the bowl so played, and restore the proper sequence of play.
- (iii) In the event of the bowl so played having disturbed the head, the opposing player must have the following options:
 - (c) allow the disturbed head to remain, and have two bowls played in succession, to restore the proper sequence of play, or
 - (d) replace the head to its former position, return the bowl so played, and restore the proper sequence of play.

40.2 Playing the wrong bowl

A bowl played by mistake must be replaced by the player's own bowl.

40.3 Changing bowls

A player must not be allowed to change his set of bowls during the course of the game, or in a resumed game, unless a bowl has been so damaged in the course of play as, in the opinion of the umpire, to render the bowl or bowls unfit for play and in accordance with Law 21.

40.4 Omitting to play

- (i) If the result of an end has been agreed upon, or the head has been touched in the agreed process of determining the result, then a player who forfeits or has omitted to play a bowl, must forfeit the right to play it.
- (ii) A player who has neglected to play a bowl in the proper sequence must forfeit the right to play such bowl, if a bowl has been played by each team before such mistake was discovered.

41 GAME STOPPAGES

- (i) When a game of any kind is stopped, either by mutual arrangement, by the Controlling Body or by the umpire, after appeal to him for any valid reason, it must be resumed with the scores as they were when the game stopped.

- (ii) Where such stoppages are required, and the time taken to resolve is greater than 10 minutes then, with agreement with both players, the match officials may allow the continuance of the game with a further trial end.
- (iii) An end commenced, but not completed, must be declared dead and replayed.
- (iv) If in a resumed pairs game, one of the original players is not available, one substitute must be permitted as determined by the Controlling Body.

SECTION 9 – INFLUENCES AFFECTING PLAY

42 LEAVING THE GREEN

- (i) If during the course of a pairs game a player has to leave the green owing to illness, or other reasonable cause, his position must be filled by a substitute, if in the opinion of the Controlling Body, such substitution is necessary.
- (ii) If, during the course of a singles game, a player has to leave the green owing to illness, or reasonable cause, the provision of Law 41 must be observed.
- (iii) No player must be allowed to delay the play by leaving the rink or team, unless with the consent of his opponent, and then for only a period not exceeding 10 minutes.
- (iv) Contravention of this Law must entitle the opponent, or opposing team, to claim the game. The Controlling Body will be consulted in the event that this needs to be applied.

43 OBJECTS ON THE GREEN

Under no circumstances, other than is provided in Laws 4, 17 and 25 must any extraneous object to assist the player be placed on the green, or on the bank, or on the jack, or on the bowl or elsewhere.

44 UNFORESEEN INCIDENTS

If during the course of play, the position of the jack or bowls is disturbed by any neutral object, the opponents should agree to the replacement of the jack or bowls with advice from the marker if required.

45 DELIBERATE NON-SPORTING ACTION

- (i) If an opponent, the umpire or the Controlling Body decides that a player has deliberately committed an act designed to give them or their team an unfair advantage the offending player will be given a warning by the match official. If such acts continue following the warning the offending player will forfeit the game.
- (ii) Such acts will include, but are not limited to, those detailed in Law 33 (Rink Possession)

SECTION 10 – DUTIES OF OFFICIALS

46 DUTIES OF THE MARKER

- (i) In the absence of the umpire, the marker must control the game in accordance with the WBT Laws of the Sport of Bowls.
- (ii) In the absence of the umpire, the marker must, before play commences, examine all bowls for the imprint of the World Bowls Stamp, such imprint to be clearly visible and must ensure that the correct bowls stickers are attached.
- (iii) The marker must centre the jack and must place a full length jack 3 metres from the ditch in compliance with Law 13
- (iv) The marker must stand at one side of the rink, and to the rear of the jack ensuring that where applicable they do not obstruct television or video cameras being used to broadcast the event.
- (v) The marker must answer any questions relating to the existing state of the head while the player is in possession of the rink and, when requested, clearly indicate the shot if possible.
- (vi) The marker may announce to spectators the shots held if possible either verbally or using shot indicators.
- (vii) The marker must mark all touchers immediately they come to rest.
- (viii) With the agreement of both opponents the marker will remove all dead bowls from the green and the ditch.
- (ix) The marker must mark the position of the jack and touchers which are in the ditch
- (x) The marker must not move, or cause to be moved, either jack or bowls until each player has agreed to the number of shots.
- (xi) The marker must remove the mat from the previous end as necessary
- (xii) The marker may be allocated additional duties as determined by the Controlling Body.

47 DUTIES OF THE UMPIRE

- (i) The umpire must control the game in accordance with the WBT Laws of the Sport of Bowls.
- (ii) Before play commences the umpire must examine all bowls for the imprint of the World Bowls Stamp, such imprint to be clearly visible and must ensure that the correct bowls stickers are attached.
- (iii) The umpire must measure any shot or shots in dispute. The umpire's decision will be final.
- (iv) The umpire must ensure that the jack is not less than 23 metres from the mat line, after it has been centred and must decide all questions as to the distance of the mat from the ditch and the jack from the mat line
- (v) The umpire must decide whether or not jack and/or bowls are in play.
- (vi) The umpire must measure all doubtful shots when requested by either player.
- (vii) The umpire must enter the score at each end on the official scorecard.
- (viii) When the game is finished, the umpire must see that the scorecard, containing the names of the players, is signed by the losing player and the time of the conclusion of the game is recorded on the card, and is disposed of according to the requirements of the controlling body.
- (ix) The umpire must enforce the WBT Laws of the Sport of Bowls.
- (x) The umpire's decision must be final in respect of any breach of a law except that, upon questions relating to the meaning or interpretation of any law, there must be a right of appeal to the Controlling Body.

- (xi) The umpire may be allocated additional duties as determined by the Controlling Body.

48 SPECTATORS

- (i) Persons not engaged in the game must be situated clear of and beyond the limits of the rink of play. They must neither by word nor act disturb or advise the players.
- (ii) If the umpire is of the opinion that a breach of this law has occurred, the umpire must request the spectator to stop this action. If the spectator fails to stop, the umpire must request the Controlling Body to take immediate action to have the spectator stop.

49 CODE OF CONDUCT

In all other circumstances the WBT Laws of the Sport & WBT / PBA Code of Conduct / Ethics & Tournament Conditions will apply to all participants, who will also be responsible for their guests present at the event.

49.1 WBT & PBA Code of Conduct and Betting

Competitors and Officials are reminded that their participation in the event will be governed by both WBT & PBA Code of Conduct/Ethics which also specifically includes the preclusion of any participating Player or Official gambling or betting on game results in any PBA or WBT Tournament. If any Player or Official is found to be breaking this rule they will immediately be suspended from the event and further disciplinary action may be brought by the PBA and also WBT. They are further reminded that they have a responsibility for the conduct of any personal guests present at the event.

49.1 UK Bribery Act 2010

Competitors & Officials are reminded that any sponsors or WBT free tickets, complimentary meals or any other form of freely given item are specifically for the use of the person to whom they have been given and are not open for resale or dispensing to any other person other than direct guests of that person.

49.3 Drugs & Alcohol

Under no circumstance will players be allowed onto the rink or in the arena if they are considered to be under the influence of either Drugs or Alcohol. During practice, players will be asked to leave until such time as they are considered fit. In the event of this occurring during the course of any event and they are due to play a game then that game will be awarded to their opponent. The Tournament Directors decision will be final.

49.4 UK Tax Laws

WBT is bound by UK Tax laws to deduct tax at standard rate (22%) from all overseas players prizes over £8,000. A certificate will be issued by which may assist the individual player to retrieve the tax paid when settling their own local tax liability.

WBT Procedures for Withdrawals and Replacements

Any event will be deemed to have started after delivery of the first jack in the first end of the first scheduled game of an individual Titled event (excluding trial ends).

Individual events are:

World Open Singles, World Mixed Pairs, World Pairs, Ladies World Matchplay & the Under 25's World Championships.

The Preliminary rounds of the World Indoor Championships are considered as part of the full events for the treatment of Withdrawals and Replacements.

World Professional Open Indoor Singles

Withdrawals of players from singles events post draw and prior to the start of the individual event

1 Withdrawal of a Qualifier (Amateur or PBA member)

The runner-up from the respective qualifier event will be offered first choice of replacement into the vacated slot in the draw. Where the runner-up is not able to take this place for any reason then it will automatically be offered to the next ranked player who is available to accept the placement from the current European PBA Ranking List who is not already in the draw.

If the withdrawal is from overseas and the runner-up is not able to attend then the respective country may nominate a player to fill the position, if this is unable to be completed in time then the position will be filled by the next available player from the current European PBA Ranking list.

2 Withdrawal of a European Masters 'Tourcard Winner' Player

In the Ranking WBT Tournaments the runner-up from the respective 'Tourcard' Final section will be offered first choice of replacement into the vacated slot in the draw if they are not already in the event in their own right.

Where no immediate runner-up is able to take this place then it will automatically be offered to the next ranked player who is available to accept the placement from the current European PBA Ranking List and who is not already in the draw. The player will go into the vacated position within the draw with no further change.

3 Withdrawal of a Wildcard Player

The WBT with Sponsor will nominate a wildcard replacement and that replacement will go straight into the vacated position within the draw without further change. If no such nomination is available then the next available ranked player from the current WBT Ranking list will be asked to attend and will go into the vacated slot.

4 Withdrawal of a Seeded Player

4.1 Pre-Draw

The position will automatically be offered to the next ranked player who is available to accept the placement from the current WBT Ranking List who is not already in the draw. The replacement player will go into the draw that reflects their seeded rank.

4.2 Post Draw Prior to Start of the Event

The position will automatically be offered to the next ranked player who is available to accept the placement from the current WBT Ranking List that is not already in the draw. The replacement player will go straight into the vacated position within the draw without any further change.

5 Withdrawal at any Stage During the Event

The opponent will be awarded a bye to the next round. This may mean games may have to be moved to comply with any scheduled game needs for Broadcast or Net Streaming requirements where the 'bye' falls into live schedules.

To reflect the commercial demands, particularly at Potters Leisure Resort, the other players at the Event will participate in a "replacement " game / fun evening or such other activity as will be determined by the Tournament Management at that Event.

Emergency

Where a player is unable to meet a scheduled game date / time due to exceptional circumstances outside their direct control consideration will be given by the WBT Tournament Management to reschedule the game. The opponent will not unreasonably withhold their acceptance to a rescheduled date and / or time.

Should it not be possible to reschedule the game for any reason and the "emergency" cannot be resolved , then the situation will be treated in the same way as a withdrawal. The final decision by the WBT Event Tournament Management will have due regard to the game schedules, the needs of the sponsor, broadcaster, net streaming together with the opponents needs.

Where a player fails to turn up for their scheduled game with no prior notification to tournament officials then that game will become a 'bye'. Should any player not be able to furnish an exceptional reason for this failure they will take no further part in that tournament and will forfeit any monies, points or other winnings accrued within that relevant tournament.

The above covers all Singles Events.

World Professional Indoor Pairs

1 Field Make up

The World Indoor Pairs in its current shortened format will consist of a field of 12 pairs made up from the following pairings:

The previous year's Champions get an automatic invite back.

From the WBT Ranking list the first 8 in the top 16 select their partners from the remaining top 16 on the Ranking List. Where a selected partner comes from within the top 8 then the next on the Ranking list has the choice.

The PBA run professional qualifiers with one allocated pairs space for each of the following: England, Scotland & Wales

Overseas PBA branches run pairs qualifiers with one pair per participating country invited to the World Championships venue in a preliminary round for one remaining space.

Ireland may run a qualifier and this pairing attend the World Championships and play in the preliminary round.

2 Top 16 'Anomalies'

It is possible to have anomalies to the above entry field where in the case of the top 16 it is possible for one or both of the Defending Champions to have dropped out of the top 16. Where this may happen then the field 'choice' is restricted automatically by the number of non Top 16 Defending Champions; thus if one of the Defending Champions is non T'16 the field is restricted to the Top 15 and if both should become non T'16 then the field is restricted to the Top 14.

Withdrawal of players from pairs events post draw and prior to the start of the individual event

1 Withdrawal of a Top 16 Pairs Player

The remaining player will be paired with the next available player in strict rotation off the current WBT Ranking List.

2 Withdrawal of a Top 16 Pair

The next two available players in strict rotation from the current WBT Ranking will be asked to form a pair specifically for the event.

3 Withdrawal of a Qualifier Pairs Player

The remaining player has the right to ask any PBA member who has not played in the qualifiers to attend as his/her partner. In the event that no such partner can be found then the next available player from the PBA Ranking list will be asked to partner the player.

4 Withdrawal of a Qualifier Pair (Scotland & Wales)

The position will automatically be offered the runner up pair from the qualifier from which the withdrawn pair came. Should the runner ups not be available and there is enough time available (at least 4 weeks prior to the event minimum) then the remaining two semi finalist will be invited to play off for the place. Should this not be possible then the preliminary round will provide two winning pairs.

5 Withdrawal of a Qualifier Pair (England)

The position will automatically be offered the runner up pair from the qualifier from which the withdrawn pair came. Should the runner ups not be available and there is enough time available (at least 4 weeks prior to the event minimum) then the remaining two semi finalist will be invited to play off for the place.

Should this not be possible then the remaining pairs qualifiers will play off at the venue in the normal manner.

Withdrawal of players from pairs events after the event has started.

1 Withdrawal of a Pairs Player

The remaining pairs player may have a substitute from the field of singles players that is available to participate already at the venue that has not already played in or qualified for the pairs event with agreement from the Tournament Director.

2 Withdrawal of a Pair

Should the withdrawal occur in the preliminaries where game points are awarded in the round robin stages then the remaining pair will be awarded a bye with full points as if the game had been played and won.

In the main knockout event the opponents will be awarded a bye for that game.

Ladies World Indoor Professional Matchplay & Mixed Pairs

The PBA Executive retain the right to allow non-members entry as an 'amateur' entry.

If any Lady in the field, including the WIBC entrant are not members of the PBA at the time of the start of the World Indoor Championships by right of paying their full subscription for that year as laid down by the PBA then they would be classed as amateur status and not be applicable to any WBT prize monies that would be available for that competition. Provided that they have paid their full subscription prior to the start of the event they would be entitled to exactly the same financial rewards as PBA members.

The Ladies World Indoor Professional Matchplay (LWIPM) players will be:

1. The reigning Ladies World Indoor Professional Matchplay Champion.
2. The non-European Overseas Qualifier or WBT overseas invitation if no overseas qualifiers have taken place
(if there is no overseas lady player available then the previous year's runner-up is invited. If the runner up cannot attend, then the first available lady from the current European PBA ranking list is invited to attend.)
3. The WIBC Ladies Champion (classed as amateur unless already a PBA member)
4. The top 3 available Ladies from the PBA European Ranking List
(as at 1st November in the year immediately prior to the current World Championships)
5. Two qualifiers from the PBA qualifying events.

All Ladies that qualify for the Ladies World Indoor Professional Matchplay Singles are also eligible for the World Indoor Professional Mixed Pairs Matchplay. However, there are times when this is not possible as the Mixed Pairs is made up from the top 8 players in the WBT Ranking List paired in an open draw with the defending Champions being given an automatic space.

1. As a rule, all 8 Ladies are eligible for the drawn World Indoor Mixed Pairs
2. There may be occasions when the defending Champion of the Ladies Matchplay will differ to the defending Champion of the Indoor Mixed Pairs. When this occurs, the Mixed Pairs defending Champion does NOT go through automatically into the Ladies Matchplay and the WIBC Singles Champion does NOT go through automatically into the pairs.
3. In the Mixed Pairs only, the Defending Champions remain partnered, all other pairs are drawn with the remaining players from the current WBT Top 8 Seeded Players at the event.
4. If the Ladies Matchplay defending Champion is not available then the first available lady in ranking order from the current European PBA Ranking list is invited.
5. If the defending Mixed Pairs Ladies Champion is unavailable (*if different to the Ladies Matchplay Champion*) then the following occurs:
 - a. Prior to the Draw, the Ladies Matchplay champion is allocated that position and the WIBC Champion goes into the draw.

- b. After the Draw, a straight replacement with the relevant player as per the guidelines above with WIBC Champion being offered first.
6. If neither the Overseas Player or Ladies Matchplay Runner up is not available then the first available in ranking order from the current European PBA Ranking list is invited to attend.
7. If the WIBC Champion is not able to attend then the WIBC runner up is invited to attend and should the runner up not be able to take up the invitation then the first available Lady from the current European PBA Ranking list in ranking order is invited to attend.
8. If either the WIBC Champion or the runner up are already in the tournament through other qualification then the first available lady in ranking order from the current European PBA Ranking list is invited to attend.
9. If any of the top three European PBA ranked ladies cannot either attend or are already in the tournament then the ladies replacement is sought from the current European PBA rankings in ranking order until one can attend.
10. If either of the ladies qualifiers from the open qualifiers cannot attend then the runner up from the relevant qualifier is invited to attend. If that runner up is not available then the runner up from the other qualifier is invited to attend, should neither runner up be available then the first available lady in ranking order from the current European PBA ranking list is invited.
11. If there is a need for a last minute replacement whilst at the Tournament and prior to the event starting and there is no time for the channels as set out above then the Tournament Director has the right to seek an immediate replacement from any lady that is a member of the PBA .
12. Where the automatic placing, invites and replacement are stipulated to come from the European PBA Ranking List then this list is the list in force as of the PBA year end immediately prior to the World Championships in question.
13. Amateur status means that the player will not be eligible for any ranking points, PBA or WBT prize monies within that tournament. Any such amateur classed player will be given every opportunity prior to the start of any such event to join the PBA and therefore enjoy the full benefits of the Association.

Under 25 Professional World Indoor Singles

1 Field Make up

There will be 4 players from within the ranks of the Professional Bowls Association to the last four places at the World Indoor Championships. Currently this will be made up from the following:

Defending Champion

2 from PBA European Under 25's Qualifiers

1 from Overseas as an invite – until such time as PBA Overseas are able to organise and run their own qualifier.

2 Anomalies

Where the defending Champion is unable to attend to defend their Title then the place will be offered to the first available Under 25 on the PBA European Ranking list as of the end of the qualifier season immediately prior to the World Indoor Championships.

Withdrawal of a player prior to the start of the event.

1 Withdrawal of a Qualifier Player

The place will be offered to the runner up from the qualifiers that the original player came from. In the case that the runner-up cannot attend then the place will be offered to the first available Under 25 on the European PBA Ranking list in force immediately prior to the World Indoor Championships.

2 Withdrawal of an Overseas Invited Player

The place will be offered in the first instance to further invites from overseas. In the case that none can attend then the place will be offered to the first available Under 25 on the European PBA Ranking list in force immediately prior to the World Indoor Championships unless there is already an U25 in the field already at the Championships.

Withdrawal of a player after the event has started.

1 Withdrawal of a Player

The remaining player will be given a bye and such award as is due as if they had completed and won that game

Where necessary in order to reflect the commercial demands, particularly at Potters Leisure Resort, the other players at the Event will participate in a "replacement " game / fun evening or such other activity as will be determined by the Tournament Management at that Event.

APPENDIX A – PORTABLE RINK LAYOUT

