

LAWS OF BOWLS – UMPIRES CORNER

IRREGULARITIES DURING PLAY

29.1 PLAYING OUT OF TURN

29.1.1 If a player plays out of turn, the opposing skip can stop the bowl and return it to the player to play it in the proper order.

29.1.2 If the bowl has come to rest and has not disturbed the head, the opposing skip must choose whether to:

29.1.2.1 leave the head as it is and have their team play two bowls one after the other to get back to the proper order of play; or

29.1.2.2 return the bowl and get back to the proper order of play.

29.1.3 If the bowl has disturbed the head, the opposing skip must choose whether to:

29.1.3.1 leave the disturbed head as it is and have their team play two bowls one after the other to get back to the proper order of play;

29.1.3.2 replace the head in its former position, return the bowl and go back to the proper order of play; or

29.1.3.3 declare the end dead.

29.1.4 If a bowl has been played by each team or player in Singles before the players discover that one of them has played out of turn, play in that end must continue in that order.

WHAT DOES THIS MEAN?

Once two bowls have been played you must continue in that order not play 2 bowls to get back in order.

56.5 RE-SPOTTING THE JACK

56.5.4 If any of the spots mentioned in laws 56.5.2 and 56.5.3 are partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

WHAT DOES THIS MEAN? In matches with no dead ends you may be required to use the re-spot positions, if a bowl covers the spot, place the jack in front of the bowl with a tiny gap.