

OAK BAY LAWN BOWLING CLUB

LOCAL SHORT MAT RULES AND CONDITIONS OF PLAY

1. The [Canadian Short Mat Bowls Association's Rules](#) which are exactly the same as the **WSMBA** govern short mat play at OBLBC. Some modifications have been made to suit local requirements as laid out in Sections 10 through 13 below.
2. **Eligibility.** All short mat members and full members of OBLBC are eligible to play the short mat game at the club for no additional fee.

Players may enroll in either the A or the B pairs league and either the C or the D singles league. Entries will be taken in the order received. If there are more than the maximum of 12 for a league, they will be split into two sections for scheduling purposes.

Players may enroll in the daily draw games as many times as they wish, but no more than twice a week during the initial two weeks of the Fall or Winter Sessions.

3. Game Format/Length

- a. **A or B Pairs league prior to starting the game may determine the type of game. Ex. Scotch pairs, Australian pairs or skips/leads play the same position for 14 ends. If both teams cannot agree on a format then they must play the default scotch pairs.**
- b. **A and B Pairs** league games shall be 14 ends unless required to terminate earlier by the "two-hour rule." Players will change positions after the seventh end. A win will be recorded with 3 points, a tie with 1 point each, and none for a loss. Team standings will be determined on the basis of points alone.
- c. **C Singles** games shall be 18 ends, with 3 points for a win, 1 point each for a tie, and no points for a loss.
- d. **Singles** games shall be two 9-end sets with 1 point for each set win, 0.5 points each for a set tie, and no points for a set loss.
- e. **Daily Draws** are non-competitive, two-hour, daily games with any number of players up to six per mat. Players determine the format, roles and player rotation on the day.

4. **Session Winners.** Overall points shall determine a session winner. 3 points for a win 1 point for a tie zero points for a loss. In the event of a tie the organizer will go to shots for minus shots against. If still a tie and if possible will go to ends won.
5. **Time Limit Rule.** All games shall be played within the allotted time limit. No new end will be started after the time limit is up, except that an end begun within the time limit should be completed, even if that takes the game beyond the games time limit. If 2 jacks are being used on one carpet, measuring of the end must be agreed upon and completed prior to setting the second jack. The end has started once the mat and the jack has been placed in their correct positions on the carpet. If the bell goes off prior to the mat and jack being placed the

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LOCAL SHORT MAT RULES AND CONDITIONS OF PLAY

end will not be played and the game is over. THE **30 SECOND RULE** AS PER THE WSMBA (7.21B) must be called by either SKIP immediately when the last bowl of the end comes to rest. No one can walk on the mat for that time.

6. **Burned Ends.** Burned ends are **NOT replayed**. The jack is placed on the delivery line red dot on the side where it left the rink mat. If the dot is partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot on the delivery line, without touching the bowl (or bowls, if there are more on the same delivery line) between that dot and the corresponding red dot at the opposite end of the mat.
7. **No Shows (late arrival).** When a player fails to arrive within **10 minutes** of the scheduled start time, that player forfeits the game.
8. **Substitutes.** A substitute is allowed in pairs games, but not singles games. Any substitute shall be of equal or lower rating than the player being replaced, and must play lead. The substitute must come from the other pairs league, if any, or be a player not playing in pairs in the current session. The result in a game with a substitute is as valid as a game without substitutes.
9. **Singles Player or Pairs Team Wishing to Reschedule a Game.**
If a singles player or pairs team wishes to reschedule a game, the player(s) requesting the change of date/time shall first attempt to reschedule the game. If the opponent cannot accommodate a change of date/time in a pairs game, the requesting party has the right to nominate a substitute as per Local Rule 8 above. If no substitute is available and no rescheduled time can be found, the player(s) requesting the change shall be held to have lost the game. In the event both agree not to play a scheduled game, the team/player first declaring their unavailability or suggesting a mutual cancellation of their game shall be determined to be the loser and shall have a loss posted to their record, while their opponent shall be credited with a win. In the interest of sportsmanship, all players are expected to make every reasonable effort to accommodate a request for a change in the date/time of a scheduled game.
10. **Rink Mat.** The rink mat should be **straightened before** the start of a **game**, and at **the mid-point of the game**, if it has shifted out of alignment during play. Please take care of the rink mat by walking on it only when absolutely necessary.

OAK BAY LAWN BOWLING CLUB

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11. **Mat Placement.** Place the mat so that the short end is against the properly-positioned fender. If the fender has been moved, place the mat so that it is bisected by the ditch line.
12. **Fenders.** The fenders used to mark the back of the ditch normally stay in position throughout the game. **If the fender is moved** during play it must be **put back to the correct position** as soon as misplaced and before measuring. At the option of the players, the fender at the delivery end may be removed for the duration of the end.
13. **Visits to the head.** Only the skip may visit the head, but only after delivering the second bowl during a single's, pair's or triple game using 3 or 4 bowls. If only 2 bowls are being played in any game format the skip may visit the head after delivery of the first bowl.