

CHELTENHAM OPEN SINGLES COMPETITION RULES

1. A match will consist of 2 sets of 7 ends. A set will be deemed to be completed when it is not possible for one player to draw or win the set given the number of ends remaining. The player winning the toss at the start of the game shall have the choice of starting, or giving away the Jack in the 1st set, the loser of the toss will have the choice in the second set. In the event of a draw, a 1-end shootout will take place. If a 1-end shootout is required a new coin toss will take place, the winner of the toss will have the choice whether to keep the Jack or give it away.

2. The first stage of the competition will be played on a Round Robin basis. The field shall be split into 16-groups or 3; players in a group shall play each other once, with the non-playing bowler carrying out the marking duties. The 16 group winners will progress to a straight knock out open draw.

3. The winner of each group shall be decided by the following criteria in order of precedence:-

- Number of matches won
- Number of sets won
- Shot difference in sets 1&2
- Head to head match result
- Total shots scored in Sets1&2

4. 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.

5. In the event of the jack being hit off the rink it will be replaced on the 2m mark .When the predefined point is occupied, the jack will be repositioned at the nearest available position along the centre line. This will also apply in 1-end shoot out (i.e. No dead ends).

6. The jack, when hit into the ditch within the rink width, will remain in play and not be repositioned.

7. 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.

8. 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 5.

9. 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; the umpire's decision is final.

10. Play will be continuous - a player may visit the head only after delivery of their third bowl. In very exceptional and limited circumstances such as at a key point in the game, a request to visit the head may be made to the marker; the marker must allow the players to visit the head once a request has been made. At this stage both players are entitled to visit the head if they so desire, this must be together and without undue delay. After such an exceptional visit, both players must return to the mat at the same time, this rule is in place only to speed up proceedings and to keep the tournament running on time.

11. Any full set of 4 matching bowls from the same original set can be used and need not contain an in-date bowls stamp to be valid.

12. All players should report to the Tournament Organiser on arrival at the venue to book in.

13. There will be no grace period for late arrivals under any circumstances, if players arrive late and miss their start time they will be eliminated as a No Show.

14. Dress shall be whites below the waist or any Bowls England/Wales approved shorts any bowls shirt will be allowed. There will be no restrictions on sponsors logo sizes and/or locations on player's shirts or trousers/skirts.

15. Two trial ends (4 bowls in each direction) will be allowed prior to the start of each match.

16. In all cases where a dispute arises, and an umpire cannot rule, the Tournament Organiser's decision shall be final.