

CHELTENHAM OPEN SINGLES COMPETITION RULES

1. A match will consist of 2 sets of 7 ends. In the event of a draw, the match tie break will be the best of 3 ends; cumulative shots during the tie break do not count. 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.
2. 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.
3. 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. In the third end of a match tie break (only) each player will be entitled to "kill" (or burn) the end once, with the end being 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 and in all other circumstance there will be no dead ends and the re-spot rule will apply.
4. The jack, when hit into the ditch within the rink width, will remain in play and not be repositioned.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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.
10. All players should report to the Tournament Organiser on arrival at the venue to book in.
11. 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.
12. Dress shall be whites or any approved bowls shorts or trousers below the waist; 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.
13. Two trial ends (4 bowls in each direction) will be allowed prior to the start of each match.

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

15. If required to do so by the host club, 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.