

## Lawn Bowling Rules

### Team Participants

- 4 Bowlers per Game (any gender)
- Unlimited alternates between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub). See Eligibility/E-Sub rules [here](#)

### Event Format

- Four person teams: teams can register up to six players per day, but only four players can play in any one game.
- Maximum of 6 ends per game. A bell will sound at 53 minutes, if 5 or fewer ends have been completed at that time, the end in progress only is to be completed. The end is in progress only if the jack has been delivered.

### Rules

- Specific rules of play are Bowls Canada Boulingrin (BCB) Laws of Bowls 5th Edition, 2015.
- For the safety of competitors and spectators, only the four competing team members are allowed on the greens during a match.
- All players must wear flat soled shoes such as walking and running shoes without HEELS (no boots or dress shoes with any kind of heel are allowed on the green).
- The lofting of a bowl is not allowed because it puts divots on the green surface, and does not result in a good outcome. Bowls must be ROLLED down the green, not thrown or lofted from any height.
- Coaching during competition is not allowed. Violations will result in disqualification from the match.

### Basic elements of the game

- Games consist of a series of ends playing from one end of the green to the other and back again.
- Players alternate rolling bowls with their opponents, with each position rolling two bowls.
- At the beginning of each end, the jack is rolled down the green, and once it comes to a stop is then centred on the rink to begin play.
- Delivery of the jack in the first end will be determined by a coin toss. Delivery of the jack in subsequent ends will be by the lead player of the team that scored in the previous end. The team that scored also rolls first in the next end.

- If the jack is improperly delivered (rolled out of bounds), then the other team's lead rolls the jack. If the jack is improperly delivered by both leads, it should then be placed at the distance that the first team to deliver wishes.
- If during play, the jack is hit out of bounds (sideways), the jack is to be placed two meters from the ditch on the center line.
- If the jack is hit into the ditch by a bowl, the jack stays where it lands, and scoring is determined by the bowls that come closest without landing in the ditch. Bowls that land in the ditch are out of bounds.
- Lawn bowling is a complex sport requiring knowledge of delivery and aiming techniques. If your team has never played, we strongly recommend at least one practice session. These can be booked with the host facility.

[Click Here](#) for an overview of Lawn Bowling from Commonwealth Lawn Bowling Club.

### Scoring

- A point is scored for every bowl that one team has closer to the jack than their opponents' nearest bowl. Often only one or two points are scored in an end.
- Only one team scores per end.
- The skip of each team is to hand in their scorecard after EACH game.
- Teams get 2 points for a win and 1 for a tie

### Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- Top teams in each division will be awarded CHALLENGE points as follows:
  - 1st place - 10 points
  - 2nd place - 8 points
  - 3rd place - 6 points
  - 4th place - 4 points
  - 5th - 8th place - 1 point
- A maximum of 6 gold, silver and bronze medals will be awarded per division

### TEAM CANCELLATION / NO SHOW PENALTY

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A GAME:

A company missing two (2) games hroughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE game, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team.