

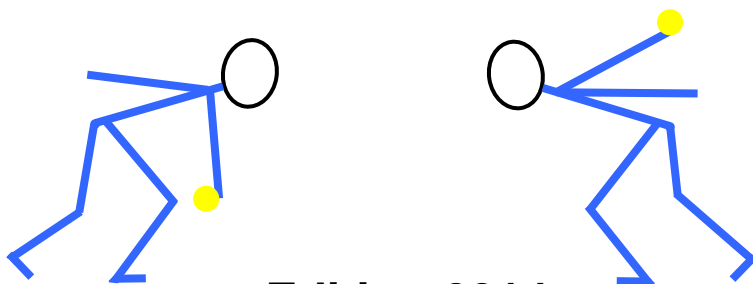


FÉDÉRATION INTERNATIONALE DE BOULES

Member of the Confédération Mondiale des Sports de Boules

Recognised by the I.O.C.

International Technical Regulations



Edition 2014



International Technical Regulations

Edition 2014

Commission du Règlement Technique International

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In case of disputation the French text is the reference text

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PART 1

NOMENCLATURE

DEFINITION OF TERMS USED

BIBERON - Indicates bowl and jack together when in contact with each other. [Particular case: see Art. 57]

BOWL - Metallic or synthetic sphere of the diameter, weight and degree of hardness prescribed by the I.T.R.

BOWL-HOLDER - This is a support which can hold one or more bowls.

BOWL OR JACK ANNULLED - Object which due to a Referee's decision or through the enforcing of an I.T.R. regulation cannot be played or is removed from the game for the duration of the game being played.

BOWL OR JACK MOVED OR DISPLACED - Bowl or jack which no longer corresponds to its position marks.

COURT - Terrain on which the game is being played. [see Figures 2 to 5]

DELIVERY - Term which indicates both the bowling or the throwing of the bowl.

END - It is one interval of play of the game. It begins when the jack leaves for the first time the hand of the player designated for the throw. It ends when the teams agree on the number of scoring points, or when the jack is out of play for either a regular or an irregular, but accepted, throw.

EQUIDISTANCE - This occurs when the two bowls closest to the jack are at the same distance from the jack and belong to the two teams competing.

JACK - Wooden sphere whose spécification are laid down by the I.T.R. (See Art.2)

LINE - This term indicates all the lines which border the court and subdivide it into various zones.

MAT - It indicates the length (or lengths) of fabric used for throwing competitions.

NOMENCLATURE

MEASURE - Metallic rod used for marking the position of the jack and of the bowls and for marking the lines of the throw as well as the lines of the court. [see Art. 3]

OBJECT- This term indicates both the jack and the bowl.

POINT OF LANDING - When the bowl is delivered, either by bowling or throwing, and makes contact with the ground, it leaves a mark or impression which is called the point of landing' or 'point of impact' or 'point of contact'.

POOL - This term indicates a formula of competition in which 3, 4 or 5 teams are assembled, of which only 2 or 3 teams will qualify for the next round.

REGULATIONS IN FORCE -

During a competition several regulations are in force. In addition to those of the I.T.R. there must be :

1. Official Regulations of Championships, Tournaments and other Matches organised by the F.I.B.;

1. Official Regulations of Championships and all other competitions organised by National Federations.

STATIONARY (CARREAU, FERMA)

- This term is used of a thrown bowl which, after having touched an object, does not leave the area of the game.

THROW MARK - Curved mark drawn with the measure that is made in front of the object declared and in front of those objects which may validly be struck by the bowl thrown. (see Figures 9 to 18)

TO BOWL (OR TO APPROACH) -

To try to play a bowl and to keep it on court, in a chosen area, generally as close as possible to the jack.

TO HOLD THE POINT - This means to have one of one's own bowls situated closer to the jack than the closest bowl of the opponent.

TO PLAY - This term means both to bowl and to throw.

TO THROW - This means to attempt, by throwing the bowl with a curved trajectory, to hit one or more objects.

UNIFORM OF THE TEAMS - This is set by the F.I.B. for International Competitions and by each affiliated Federation for competitions organized by the latter. The Referee and the public must at all times be able to distinguish the players belonging to each team.

PART 2

CHAPTER 1

MATERIALS - AREA OF THE GAME

Art. 1 - The Bowls

A. Specifications of the Bowls

The bowls used must rigorously follow the protocol set out by the F.I.B, which is included in the Regulations relating to the approval and conformity check of the bowls.

They must be exclusively made of metal or metal alloy, but their chemical composition has to be homogeneous (a very small variation is tolerated for the plug).

They can be completely hollow or filled. In the latter case the bowls must be filled with a substance or homogeneous mixture of inert substances. They must not contain any liquids, nor any compositions which could become unstable (gas) and could be dangerous.

The filling of the bowls must be statically balanced and that balance must be maintained after the bowls have been used.

They must :

- be spherical, with a tolerance of ± 0.1 mm;
- be balanced, with a tolerance not above 1.1% of the weight of the bowl;
- have the hardness within the values of 20 and 30 on the Rockwell scale with the weight of 150 kg, with a lower tolerance for the plugs (minimum 17 on the Rockwell scale);
- have a diameter between 90 mm. and 110 mm;
- have a weight between 900 gr. and 1200 gr.

Precision :

To be coloured, a bowl can be composed of another material on its surface.

The proportion of this other material mustn't exceed 27% of the bowl's surface. It mustn't alter its hardness.

These inlays mustn't either come off or plunge into the bowl.

This material must be part of the filling of the bowl.

Excluded from the above rules on hardness of bowls are the target bowls and obstacle bowls used in throw competitions and in training schools.

Children (14 and Under) and women players can use smaller and lighter bowls. Each National Federation will select what it considers to be the most suitable for its own territory.

For International Competitions in these categories :

- Minimum diameter : 88 mm.
- Minimum weight : 800 gr.

B. Checking of the Bowls

Approval by the F.I.B. of the bowls used in competitions is compulsory. This is stated in the protocol which is included in the F.I.B. regulations relating to the approval and conformity control of bowls.

At International Competitions checks will be carried out using a checking apparatus approved by the Laboratoire National d'Essais in Paris; the use of unauthorised bowls will be sanctioned according to F.I.B. disciplinary provisions.

National Federations may set up, for those competitions held under their control, a procedure which will allow the Referee, assisted by a member of the organising body of the competition, to remove those bowls declared to be unauthorised after a checking of bowls has been carried out using the checking apparatus similar to the one outlined in the preceding paragraph, and can then take the appropriate disciplinary measures.

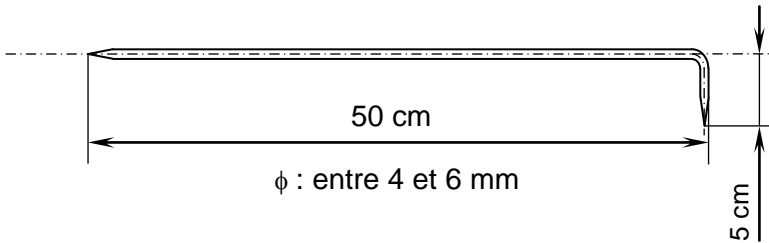
Art. 2 - Specifications of the Jack

The jack, measuring between 35 and 37 mm. in diameter must and weighting 25 ± 2 g, must be of wood, with no iron, not painted or uniformly painted, smooth and with no lead.

Exception: in the precision throw the target jack must be white and the obstacle jack must be red.

Art. 3 - Specifications of the Measure

Figure 1 : The Measure



The measure can be foldable or collapsible, with any accessories, but the dimensions of Figure 1 must be strictly observed.

Art. 4 - Specifications of the Court

The match is played on an area of rectangular shape called the court, the dimensions of which are:

Maximum length:

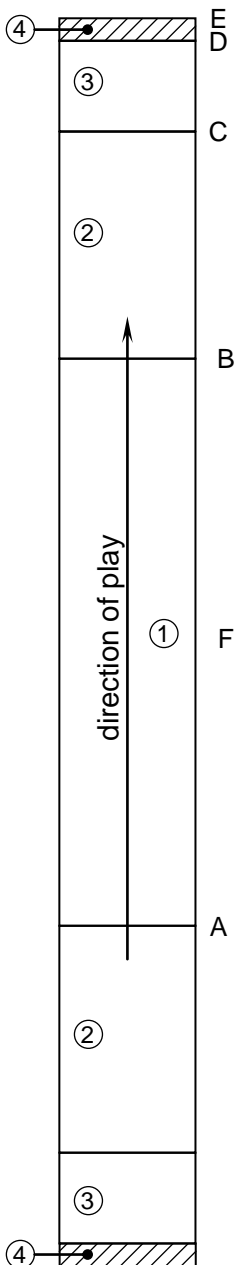
- Seniors, Under 18, Women: 27.50 m.
 - Under 14: 26.50 m.
- (tolerance of +/- 5 cm.)

Maximum width: 4.00 m.

Minimum width: 2.50 m.

The end line has to be marked with a border at least 20 cm. high.

Except where specific permission to deviate from the rules is given by the F.I.B., the minimum width of 3 metres rule must be adhered to at official international competitions.

**Figure 2 : THE COURT****Nomenclature of the court**

- A : foot line
- B : first line
- C : 2nd line or maximum line
- D : 3rd line or back line
- E : 4^{ème} line or end line
- F : side line

Areas of the court

- 1 : centre rectangle
- 2 : valid rectangle for the jack throw
- 3 : added rectangle
- 4 : back area, end zone
- 2 + 3 : game area
- 2 + 3 + 4 : 7.5 m rectangle or throw area

Drawing the lines of the court

This must be done with the measure.

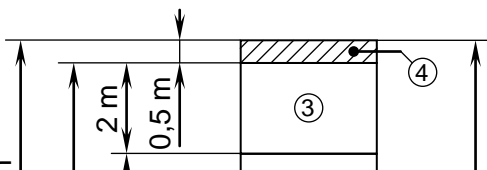
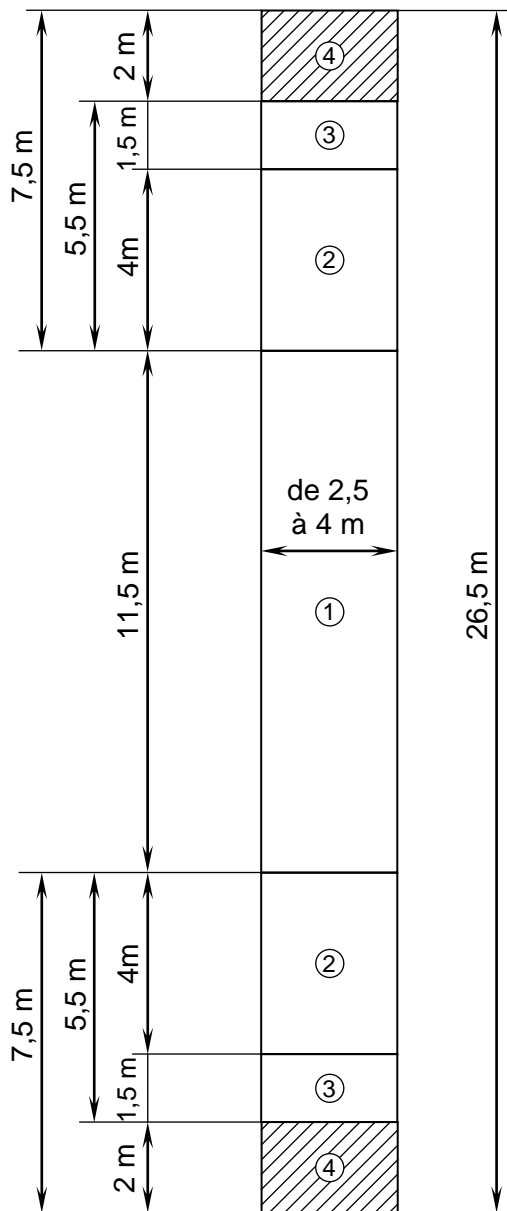
Figure 3 : Dimensions of the court for Seniors and Under 18

Figure 4 : Dimensions of the court for Women

Diagram of a rectangular plot divided into four sections (1, 2, 3, 4) with dimensions in meters. The total width is 27,5 m and the total height is 7,5 m. Section 1 is a central rectangle with a width of 12,5 m and a height of 2,5 m to 4 m. Section 2 is a rectangle with a width of 3,5 m and a height of 1,5 m. Section 3 is a rectangle with a width of 1,5 m and a height of 2,5 m. Section 4 is a shaded rectangle with a width of 2,5 m and a height of 1,5 m.

Figure 5 : Dimensions of the court for Under 14

CHAPTER II

THE GAME

Art. 5 - Aim of the Game

The aim of the game is to place one's bowls as near as possible to a target which is called the jack. The opponent, in his turn, attempts to place his bowls nearer to this jack or to remove the bowls that prevent him doing so.

Art. 6 - Method of Playing

At the beginning of the game the team, which has won the jack, throws it and then plays its first bowl. Subsequently, the team which does not hold the point, must play until it regains the point by bowling or throwing.

If, after the bowling or throwing by a player, there are no bowls left in the court, the opponent team will play. When a team has delivered all its bowls, the other team plays on and attempts to score further points by bowling or throwing, if necessary, at the bowls in its way. It can also throw at the jack.

If the jack is out of play (regular or irregular - accepted throw) while in the court there are still bowls belonging to both teams, the game will be played again in the same direction. In this case the jack is thrown by the team that had originally thrown it. In all other cases the game will start again in the opposite direction..

Art. 7 - Scoring

When the bowls have all been played, one team scores a point for each of its bowls that are nearer the jack than the

nearest bowl of the opposing team. A team may accept the points conceded by the opponent without playing all its bowls.

If the jack is out of play (regular or irregular - accepted delivery) and the bowls in the court belong to only one team, this team scores one point for each bowl not yet played.

The jack will be thrown by the team that scored.

If neither team scores, the jack will be thrown by the team that had originally thrown it.

Art. 8 - Points to be made and duration of the Match

Programmes and announcements for a competition must indicate the number of points required to win a match and, when appropriate, the maximum duration of the match. The number of points must not be less than 7 and not more than 13. The maximum duration of each match may not exceed 4 hours. In all cases the times allotted to matches must allow the competition to finish at a normal hour. However, if it becomes absolutely necessary, the number of points and the duration can be reduced by the Organising Committee in agreement with the Referee. The number of points will never be less than 7 and the duration never less than one hour.

Art. 9 - The Winning Team

If at the end of a End, there is still time and the expected score was not achieved, one must be glad leads.

The team which wins the match is the one which:

A. First reaches the specified score within the maximum time allowed, when such time has been specified.

B. At the end of the specified time (the game being played is terminated) has the highest score.

En cas d'égalité à l'issue de cette mène, le gain de la partie est attribué par l'épreuve de point, suivant les modalités prévues au paragraphe **D**.

If a tie situation occurs at the end of the maximum specified time, and if the regulation of the competition does not provide for a tie, a Supplementary End is played with a jack which cannot be annulled nor taken out of play, according to the procedures specified in Paragraph **C**.

If after the Supplementary End scores are still equal, the winner will be decided by a bowling test, following the procedures laid down in Paragraph **D**.

C. Supplementary End with Jack which cannot be annulled nor taken out of play

Rule: When the jack goes out of play following a thrown delivery (designated or non-designated jack), or following a bowled delivery, or their consequences, it must be replaced in its original position, no matter what the circumstances.

Special Case: a bowl occupies the position of the jack (either totally or partially):

1. The jack is placed in its original position;
2. The occupying bowl is placed in contact with the jack, exactly along a line joining the original marking points of the bowl and of the jack;
3. If the occupying bowl is the bowl which has been played, it will be placed still in contact with the jack, in front of it and on the side from which it has been played. This bowl will never be placed in an out of play position;
4. If one the bowls of the match prevents the authorized positioning of the occupying bowl, this latter one will be placed in contact with the jack in the nearest possible positions as described in 2 and 3, but without shifting any of the bowls of the game;
5. If more than one bowl stops the jack from being placed in its original position, the same procedure applies.

D. Bowling Test - Rules

1. The jack remains at its original position;
2. All the bowls are removed from the court;
3. The team that had delivered the jack bowls a bowl;
4. The Referee sees to marking its position, measures its distance from the jack, then removes it from the court. In all cases the jack must be invariably replaced in its original position prior to measurements being taken;
5. The other team has its turn at bowling and the Referee proceeds to repeat the measuring operations.

The team that has bowled closest to the jack is declared to be the winner. In case of a tie the test is repeated.

CHAPTER III

RIGHTS AND DUTIES OF PLAYERS

1. Teams - Playing Equipment - Marking - Displacement - Measure

Art. 10 - Team Formation

The game is played:

- Singles (one against one) with four bowls to each player;
- Doubles (two against two) with two or three bowls to each player;
- Triples (three against three) with two bowls to each player;
- Fours (four against four) with two bowls to each player.

Team Formation

The formation of a team must remain the same throughout the competition. Any infringement registered during the match involves the immediate elimination of the team at fault. If the irregularity is detected at the end of the match, the team at fault will be disqualified if it has won. It will lose all rights to the prizes or compensation.

Each team will have its own Captain (elected player) who shall be the only person permitted to speak on behalf of the team.

Art. 11- Playing Equipment

The players must appear on the court provided with bowls, jack and measure conforming to the rules. The jack used

during the whole match will be the one belonging to the team which won the draw.

Art. 12

A. Marking the Lines

The lines must be marked so as to be always adequately visible. Their visibility must be maintained by the team about to play. The players must not erase intentionally the whole or part of a line (except when it is necessary to erase a line in order to mark a throw mark correctly).

Following the valid delivery of the jack, it is prohibited to touch up the Maximum Line (second line).

B. Marking the Lines

Lines marked according to the rules and more or less straight are valid.

C. Re-marking erased Lines

If the lines are no longer visible, the original markings must be re-drawn. If it is necessary to determine whether or not an object is valid in a position where the line is no longer visible, this will be decided by joining the two sections of the line that are still visible on either side of the object in question by means of a cord stretched in a straight line set up so that the external border be the continuation of the external border of the two truncated lines.

If doubt should arise due to the line being re-drawn badly (incompletely or not at all), the Referee's decision will always be against the team that has last played since it had the responsibility of re-drawing the lines.

D. Use of the Measure

All lines, marks and throw marks may only be drawn with the measure. All other systems are forbidden.

The measure is used to determine points and to estimate distances.

E. Throw marks made irregularly

All throw marks made with a measure that does not conform to the Regulations (or badly marked) are valid unless a protest is made before the throw.

F. Judging distances between objects

The same applies to judging distances of objects placed at more or less than 0.50 metre from the declared object, where such judgment, made by either team, has not been challenged, before the throw.

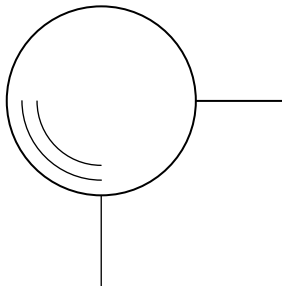
However, a team always has the right to check the measure

Art. 13 - Marking Objects

Bowls

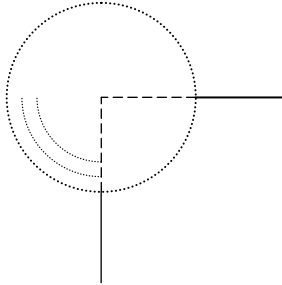
Each team must mark its bowls with two strokes at a 90 degrees angle without any visible orientation lines. If the marking does not comply with regulations, when doubt arises due to removal or displacement, then the decision taken will be against the team responsible for the marking.

Figure 6
Marking objects



To find the exact position of an object, extend the strokes until they intersect.

Figure 7
Find the initial centre for measuring



Jack

The jack is marked by the team which has bowled it or placed it in position, and, if it is moved, by the team which holds the point.

Art. 14

A. Replacement of objects irregularly displaced by a throw or bowl

This will be carried out by the opponent, but objects which have not been marked or have been incorrectly marked may in no case be replaced by the team responsible for their mark.

B. Displaced objects and erased markings

If, in the case of an irregular throw or bowled delivery, one or more of the objects moved and remaining on the court is or are removed from their new position by an opponent, his team can no longer accept the delivery.

In the same way, the team cannot ask for their return to position, if one of its players has cancelled the marks of an object or objects that have been displaced.

C. Intentional Displacement

If the displacement is intentional but in good faith, without any intention of gaining advantage, the player at fault will be issued with a warning.

If the displacement is intentional and in bad faith, with intention of gaining advantage, the player at fault will be expelled.

In both cases the Referee will take the appropriate steps to ensure that the opposing team does not suffer any disadvantages.

Art. 15 - Who measures and How

The team which believes it has taken the point must measure. The opponents have the right to check. The Referee decides any disagreement. One or more bowls may be removed temporarily in order to carry out a measurement.

Art. 16 - Objects displaced during measuring

If the team which is measuring displaces one of the objects being measured the point is awarded to the opponents. However, if it worsens the position by displacing the object, it continues to hold the point providing the position of its bowls still justifies this. The objects that were moved are placed in their original position.

Art. 17 - When a measurement may be made

Measurement can be made at any time, except when the Referee decides otherwise. Acceptance of an incorrect declaration or an incorrect measurement made by the teammates or opponents, does not cancel the right to make a fresh measurement.

Bowls played remain where they are.

Art. 18 - Loss of the right to measure

A team that has played incorrectly cannot demand a new measurement if one or more of the objects in question has been replaced after an irregular delivery, or a displacement or levelling.

Art. 19 - Checking measurements

A team may always demand that its opponents check and confirm the position and measurement of the various distances. If opponents refuse or neglect to verify the statements that they have been requested to check, they lose, in case of removal or displacement, all rights to a fresh measurement.

Art. 20 - Objects moved (or displaced) before the agreement

If, at the moment of measuring and before agreement has been reached between the two teams or before the Referee has reached a decision, one of the objects in question is moved, the Referee, if there are any doubts, will judge as equidistance. The game will be re-started as laid down in Article 21.

Art. 21 - Bowls equidistant from the jack

If it is not possible to determine which team holds the point because the two bowls are equidistant from the jack, the team which created the equidistance plays again.

If the equidistance is not modified in any way, the other team plays, and so on, until there is no longer any equidistance.

If, at the termination of the end, equidistance remains, the end is void; neither team will score and play is re-started in the opposite direction.

Art. 22 - Bowl of another player played in error

After the first mistake, the opponent will make the substitution respecting the distance in relation to the jack. If the mistake is repeated it is considered to be an irregular delivery and the opponent may apply the Advantage Rule.

Play the bowl of a partner is not considered an error, so it should be, in this case, no change of bowl.

Art. 23 - Changing of a bowl for another available

It is forbidden, on the court, to change a bowl played with another available. The two bowls will be annulled.

The team is also forbidden to change a bowl in the middle of a match unless the bowl is broken, or it is considered, by the Referee, to be unusable.

Art. 24 - Position of the bowls

A. Unplayed bowls

Unplayed bowls must be separated, according to teams, and, if bowl containers are supplied, it is compulsory to place the bowls therein, otherwise bowls must be placed in the back area. After giving a warning the Referee will annul the bowls incorrectly placed.

B. Bowls already played which have gone out of play or been annulled

Bowls already played which have gone out of play, or are lost, or have been annulled, must be placed in the back area of the court at the end where the jack is, or, if bowl containers are provided, it is compulsory to place the bowls therein. All players have the right to put them there or have them put.

Art. 25 - Incorrect indication of the number of bowls left to play

When players are asked by their opponents, they must indicate the number of bowls they still have left to play. If they give an incorrect indication the Referee will apply the penalties laid down in Article 31.

Art. 26 - Extra bowl played

If a player has unintentionally played an extra bowl, he will be given an admonishment (yellow card). The bowl and its consequences will be annulled.

The team which has intentionally played an extra bowl, if there has been complicity between the player and his teammates, will be disqualified.

2 - Position of Players***Art. 27******A. Position of a player during the delivery and their obligation to play***

When a player enters the rectangle of 7.50 metre opposite the one where the jack is, he cannot leave it before he has delivered a bowl. In case of infringement, his bowl will be annulled.

During the delivery a player must not place his foot, from the departure of its travel and to let go of his bowl, on or beyond the lines of the 7.50 metre rectangle. He may, however, during the throw, place his foot on the "foot line". The Referee will indicate fouls with a whistle or by some other signal, and the opposing team will apply the Advantage Rule.

B. Position of the other Players

In all cases the players must stand beyond the first line and must not disturb the player in action.

At the moment of a throw all players must stand along the side lines, if possible off the court, but always in a line. The team-mates of the thrower will stand in a line on the same side of the court and must not indicate in any way the objects or the cross lines once that the player has started his run up.

Art. 28 - Éloignement du cadre

Players who desire to leave the court must ask the Referee's permission. He may grant it only once to each player in any one match. The player requesting permission must not have any bowls to deliver in the end. After giving a warning the Referee will take the appropriate measures.

3 - The Terrain

Art. 29 - To whom the Terrain belongs

It belongs to the team which has to play. Before throwing the jack, it may remove obstacles, re-mark lines, smooth or level the terrain of the court, providing it does not form mounds or depression, but it may not add any obstacles, indication or reference mark, nor turn over the terrain.

After the jack is thrown, the terrain maynot be touched except to re-mark lines (except the 2nd line or Maximum Line) and remove chance obstacles.

However the two teams may erase points of landing, measuring marks, marks and throw marks of objects.

When the object is in motion nothing may be touched on the terrain.

Art. 30 - When the Terrain may be levelled

If the court is uneven, and solely at the referee's discretion, the players may be permitted to level the terrain, where normal play would be impossible.

CHAPTER IV

REFEREES AND PENALTIES

Art. 31

A. Decisions of the Referees

The Referee's decision is final. Second Referee's decision is not allowed.

B. Penalties applicable to players

According to his judgement of the gravity of an infringement of the rules, the Referee may apply one of the following penalties:

1. Warning to the players, the team or teams at fault;
2. Admonishment of the players or teams;
3. Annulment of one or more bowls;
4. Annulment of the right to the second delivery of the jack;
5. Concession of a supplementary delivery of the jack to the opponent;
6. Annulment of the end in progress;
7. Award to the team which has been fouled the right to re-play the bowl⁽¹⁾;
8. Stop the match temporarily;
9. Temporary exclusion of the guilty player or players;

1. When the Regulations or the Referee permits a player to re-play his bowl, his team may throw or bowl. Any player of the team may re-play providing that he still has at least one of his bowls still to play in that end.

10. Final exclusion of one or more players;

11. Declare the match lost by one or more teams;
12. Grant points to the opposing team;
13. Reduce the number of points laid down by the program of the competition.

When the infringement is made consciously or when it is repeated, the Referee will take this into account and the penalties applied may be more than one at the same time.

C. Penalties applicable to Team managers

1. Admonishment;
2. Temporary removal from the terrain;
3. Expulsion;
4. Annulment of one or more bowls of his team;
5. Granting of points to the opposing team;
6. Declaring the match lost to his team;
7. Disqualification of his team.

D. Application of Sanctions

Referees will signal fouls by use of a whistle or some other means. They will declare the appropriate penalties and see that they are at once obeyed.

The Referee, having determined the gravity of the infringement - according to the list in this Article - will signal his intention to apply penalties against the guilty player by using:

- white card for a warning;
- yellow card for an admonishment,
- red card for immediate expulsion.

Two yellow cards, displayed during the same competition, will be automatically followed by a red card.

E. Retroactive effect of penalties

The penalties cannot be applied retroactively (in the case of the guilty team being excluded) to the results obtained by a team. The team can always continue the competition with the players who have not been penalised.

However, the player or team penalised by the application of penalties 10 and 11 above, will lose all rights to the award of individual or team prizes they have already gained. Such prizes will be handed over to the appropriate Federal Organisation

F. Serious infringements

In addition to the infringements set out in the text of the Regulations, all members or the team (players and team-managers), are subject to be penalised for the following infringements:

1. Bad behaviour, offensive gestures and words, incorrect attitudes and dress, bad language and bad faith;
2. Irregularly formed teams;
3. Teams not making a proper effort;
4. Teams drawing out a match on purpose in order to tire or influence their opponents, especially with reference to the maximum time allowed to play;
5. Players stopping or displacing an object on purpose;
6. Players stopping an object close to a line but not yet out of play;
7. Players who place an obstacle in the path of an object;
8. Players who refuse to accept the Referee's decision;
9. Players who come to agreements among themselves, not in accordance with the various Regulations in

force (and particularly over timetables, the number of points for a match, etc.);

10. Cheating, in particular bowls that have been tampered with, with a filling not in accordance with Art.1. This infringement must be immediately brought to the attention of the Disciplinary Commission of the F.I.B., in writing;

11. Non-production of the Federal Membership Card, or the production of a false or falsified Card;

12. Players who protest to their opponents over infringements instead of appealing to the Referee;

13. Players who leave the court without the permission of the Referee.

CHAPTER V

THE BOWL AND THE THROW GENERALS RULES

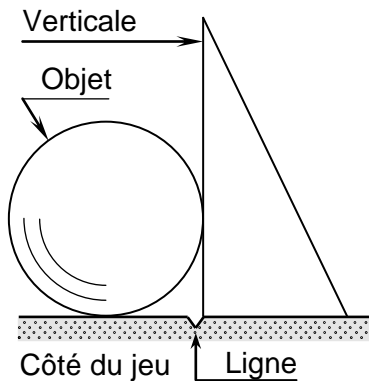
Art. 32 - Objets Objects out of play

A. Object out of play: when stationary

An object is out of play if its central circumference passes beyond the outer limit of the side line or back line. The jack is also out of play if its central circumference passes the outer limit of the first line.

This may be checked by using a set square.

Figure 8 : Checking an object out of play: stationary



B. Object out of play : when moving

An object is out of play if its centre falls perpendicularly upon or passes beyond the axis of the side line or the back line. The jack is out of play even if, running back on to the first line, its centre falls perpendicularly on the axis of the line or

passes beyond it or if it touches an obstacle overhanging the court.

C. Object which strikes an object out of play or annulled

A moving object which strikes an object out of play or annulled is out of play.

D. Object which touches an object on a neighbouring court

The bowl or jack which strikes an object, whether or not stationary, situated in a neighbouring court, is out of play.

All effects resulting from an object which is gone out of play are annulled.

Art. 33 - Object which returns to the court after having been out of play

Stationary objects struck by a bowl which returns to the court after having been out of play, must be replaced in their original position.

All players will always have the right to try and prevent objects out of play returning to the court.

If a bowled bowl, having moved objects, goes out of play, the opponents may apply the Advantage Rule to the objects struck before the bowl goes out of play.

Art. 34 - Validity of the delivery of the jack

The delivery is valid when the jack comes to rest within the 1st and 2nd lines of the valid rectangle opposite the one from which it was thrown.

The delivery must be made within 20 seconds from the termination of the end. If it is not delivered within the set time, the opposing team will place it.

Second delivery

If the first delivery is not regular, the team throwing the jack has the right to a second delivery unless some infringement has been signalled by the Referee.

If the second attempt is also irregular, the opposing team may place the jack in the valid rectangle, as it wishes.

Jack stopped or deviated by a player

The opponent puts it, at its option, in the rectangle of validity.

Art. 35 - Advantage Rule

All irregular contacts are left to the discretion of the opposing team. The opposing team may:

a. Accept the new situation of the game and decide whether to accept or annul the irregular bowl.

b. Demand a general restoration together with the compulsory annulment of the irregular bowl.

Exception : In the case of a non-designated jack, refer to Art. 45.2

Art. 36 - Fouls by the opposing team

The team which has played can accept the consequences of the game or can replace the moved objects and take back its bowl.

A bilateral foul occurs when there is a foul on the part of the team which has just played as well as on the part of the other team. In this case the played bowl is annulled and all objects are compulsorily restored.

Art. 37 - Objects stopped or deviated by a player

Whichever object or objects are stopped or deviated, the opposing team may apply the Advantage Rule.

If this is accepted, the object or objects which were stopped or deviated may be left in the new position or may be annulled.

If the team demanding the restoration is the team which has played, it must take back the bowl.

Art. 38 - Bugged objects

Bugged objects can be restored to their normal level in their original positions, at any time by either team, provided that it is not necessary, in order to do this, to permanently remove another object.

Art. 39 - Time allowed for playing a bowl

Every bowl must be played within a maximum time of 45 seconds which starts from the time when:

1. The jack is correctly placed in the court;
2. It has been decided which team shall play;
3. The Referee has taken his decision;
4. The required replacements have been made.

In case of infringement the referee will immediately annul the bowl.

CHAPTER VI

THE THROW

Art. 40 - Designated Object

The team who wishes to throw must clearly designate the object at which he is aiming. This object can never be a bowl of his own team.

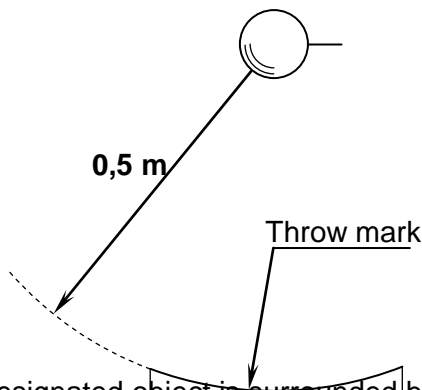
Art. 41 - Designation which is imprecise or not made

In this case the player is considered to have designated the opponents' bowl nearest to the jack.

Art. 42 - Drawing the throw lines

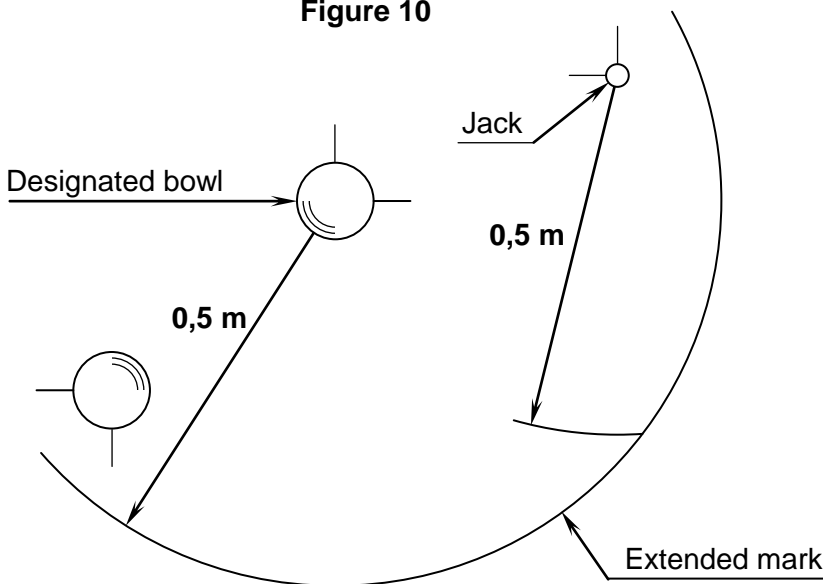
A mark will be drawn by the opponents 0.5 metres in front of the designated object. This mark must be curved and from 20 to 30 centimetres in length.

Figure 9



A throw mark must be drawn in front of all the objects situated at less than 0.5 m. from the designated object, providing that such mark is within a circle concentric to the external perimeter of the designated object and placed 0.5 m. away from the object.

Figure 10



If one or more bowls are in the way, they may be temporarily removed.

Every mark which is not challenged before the throw is valid for checking the point of landing

Marks badly drawn

The opponent of the thrower must always check that the marks are clearly drawn. He is responsible for this.

If the Referee is unable to determine them precisely, or if they have not been drawn, his decision, in case of doubt, will be in favour of the thrower.

Erasure of the throw mark or of the point of landing or of the marks

In all cases of dispute, the throw mark must be left untouched, not re-drawn, not blown upon, until the Referee arrives. When a player erases or alters the point of landing, the throw mark or the other marks before agreement is reached between the teams or before the Referee's examination, the decision taken will go against him.

Art. 43 - Regular throw

A throw is regular when all three following conditions are simultaneously observed:

- 1. The point of landing is not more than 0.5 metres from the designated object;**
- 2. The point of landing is not more than 0.5 metres from the object first struck;**
- 3. The object first struck is not more than 0.5 metres from the designated object. This distance is to be measured from the maximum diameter of the objects in question.**

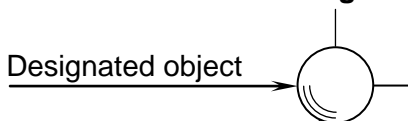
Consequently, if the three above conditions have been fulfilled, the throw is regular.

The throw is also regular when the bowl, without having made previous contact with the ground, strikes an object positioned at not more than 0.5 metres from the designated object.⁽²⁾

Both teams must accept all the consequences of a regular throw.

2. This does not apply to objects positioned at more than 0.5 metres from the designated object, nor does it apply to objects which can touch it but are positioned at more than 0.5 metres from the designated object. "Grouping" does not exist.

Figure 11



The outer edge of the throw mark must not at any point be modified or erased by the impression left on the ground by the thrown ball at its point of landing. There will be only one impression which, depending on the state of the ground, will be more or less clear.

Figure 12 : Mark on the terrain

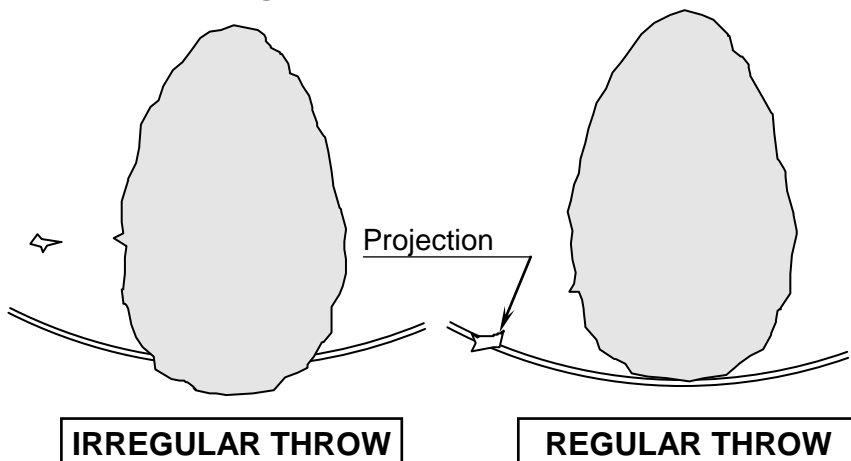
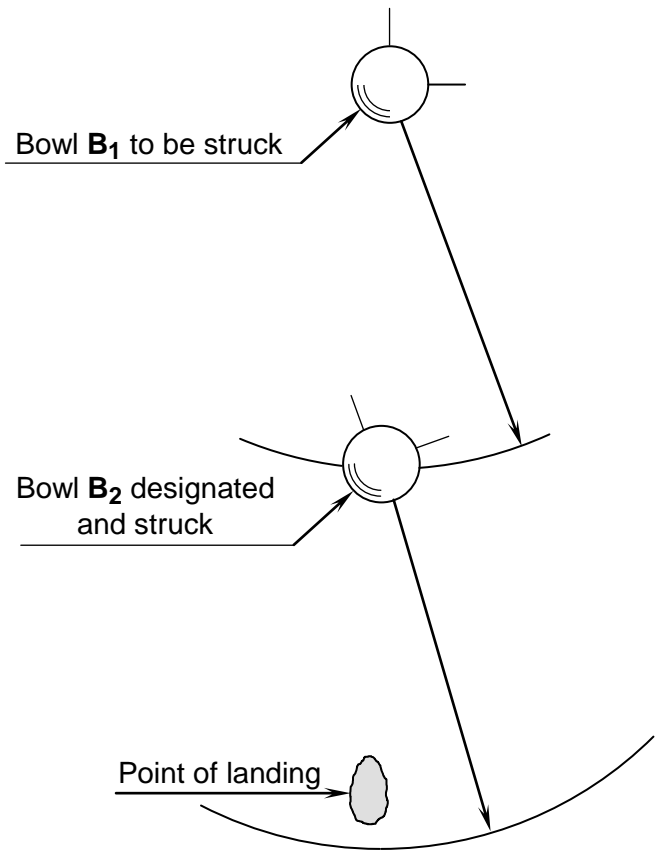


Figure 13

Team **A** makes the throw



REGULAR THROW

Figure 14

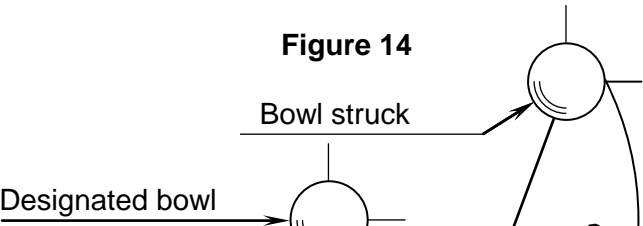
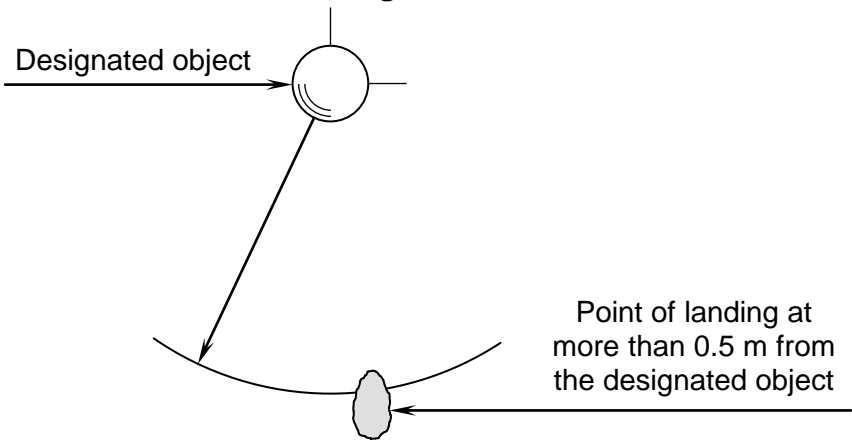


Figure 15



IRREGULAR THROW

Figure 16

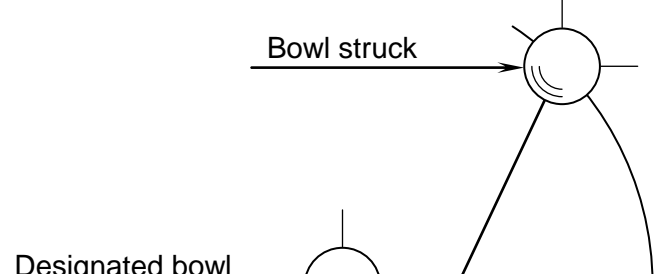
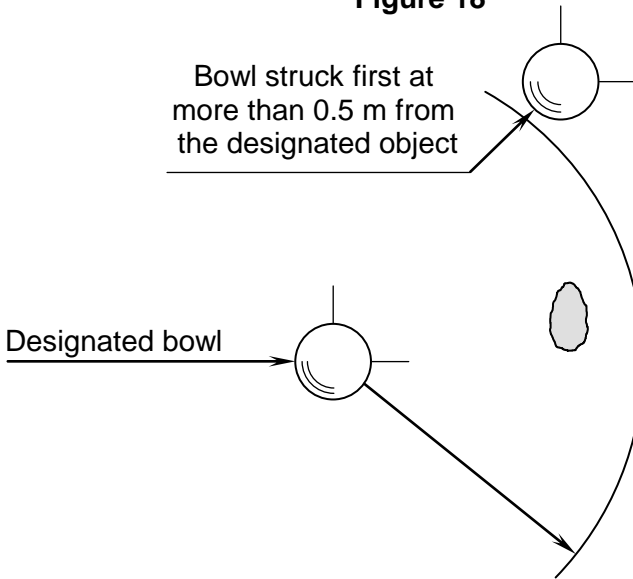
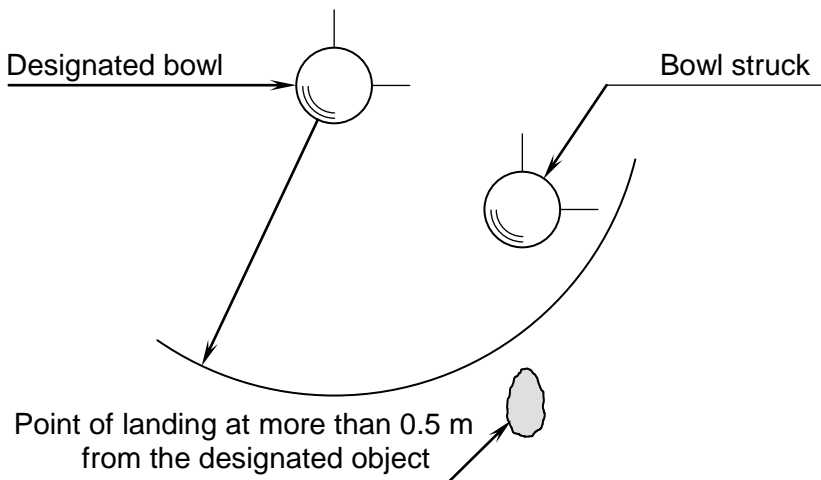
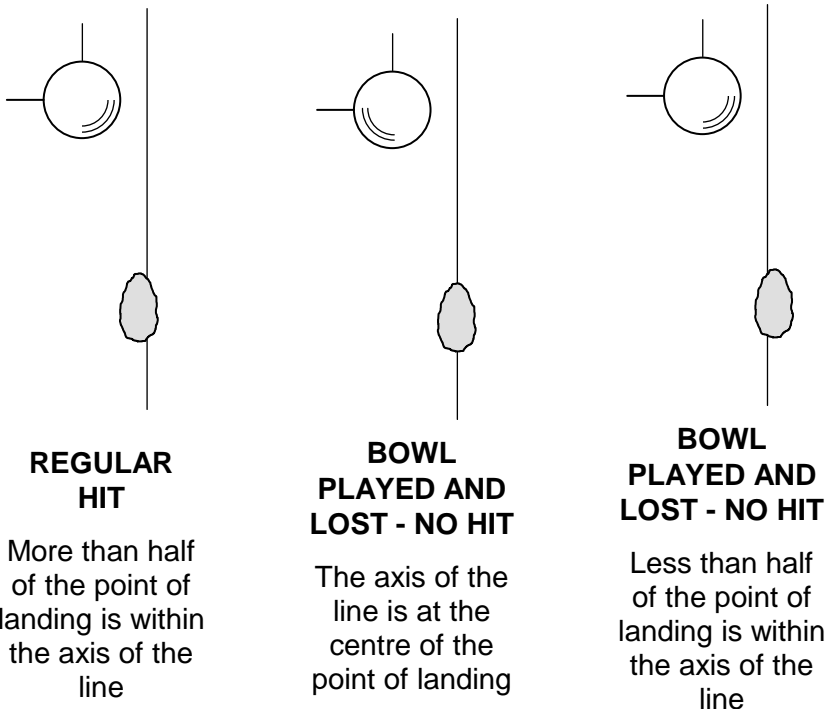


Figure 18**IRREGULAR THROW****Figure 17****IRREGULAR THROW**

Art. 44 - Throw along the side line

If the throw bowl is out of play before or at the moment of impact with its target, the throw is void and all moved objects must be restored to their original position by the opponent.

Figure 19 : Throw or bowled delivery along or near the side line



Art. 45) Throw at the jack

1. Throw at designated jack

If, during an end, the two teams still have one or more bowls to play, the jack may be designated only once by each team. This does not apply when the bowls still to be played belong to one team.

2. Throw with non-designated jack

In all cases - regular or irregular delivery, approved or not approved - the jack which has been moved or is out of play, must be restored to its original position.

In the case that the jack is restored to its original position, and a bowl partially or totally occupies that position, the procedures laid down in Art. 9 - Special Case - will come into force.

Art. 46 - Objects moved without being touched

When a throw is or irregular-approved, if an object is moved without being touched (through the ground shaking or gravel or sand being thrown), the delivery is valid as are all its consequences. An object is considered to have been moved if its position no longer coincides with its last marks, or it can be shown that its respective distances from other objects and from the throw marks have varied.

If all conditions relative to the regularity of the throw have been fulfilled, the movement of an object must be considered valid even if it is placed on the thrower's side of the point of landing.

Art. 47 - Object from another court which modifies the game

An object coming from another court may, at the moment of the throw, modify the position of the objects.

It is the responsibility of the thrower not to begin his run-up until the bowls in the neighbouring court are stopped. He may always request the objects in the neighbouring court to be removed momentarily.

The Referee, in order not to disadvantage either team, will decide on the regularity of the throw or the replacement in

their original positions of all objects displaced, and the thrower's bowl is returned to him.

Art. 48 - Displacement which is accidental or without apparent cause at the moment of the throw

If the object is moved accidentally by an opponent of the thrower, the thrower will have the right to accept the throw or to replace everything in the original position. In this last case he may take back his own bowl.

If the object is moved accidentally by a team-mate, the player's opponent will be able to apply the Advantage Rule.

If the object is moved without any apparent cause, the throw is considered to be regular.

Art. 49 - Bowl which remains on the court without having struck anything

A thrown bowl which has not touched or moved any object and remains on the court, is annulled.

CHAPTER VII

THE BOWLED DELIVERY

Art. 50 - Conditions of a regular bowled delivery

A bowled delivery is regular when:

1. Does not go out of play;
2. Does not stop in the centre rectangle, reaches to at least 2 metres from the first line;
3. Does not displace, in any direction, directly or indirectly, any object for more than 0.50 metre. (see Figure 20).

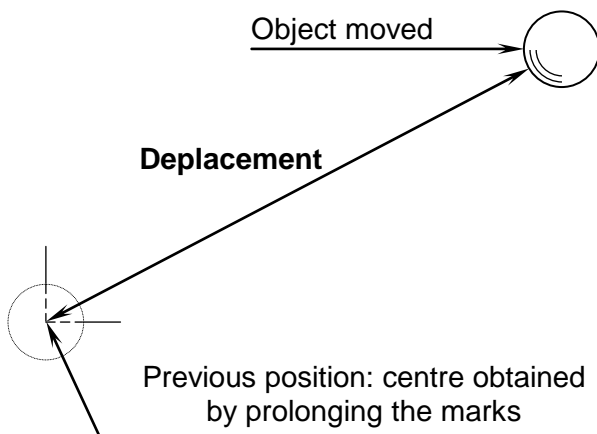
These three conditions must all be satisfied at the same time.

A bowl which is placed momentarily on the terrain, beyond the foot line at the moment preceding the bowled delivery, is considered not to have been played and, therefore, is not defined as an irregular delivery.

Art. 51 - Mesure des distances

Les distances se mesurent en ligne droite, en partant du point obtenu par la réunion des deux marques de l'objet déplacé, au bord extérieur de cet objet.

Figure 20 : Measuring the displacement of an object



The distance covered respectively by moved objects are not to be added together.

Art. 52 - Distance travelled outside the court

The distance travelled outside the court is not calculated. Measurement is limited to the point (outer edge) where the object has crossed the line or has gone out of play without crossing it.

Art. 53 - Bowls played when objects are still in motion

It is forbidden to play a bowl when objects on the court are still in motion. The Referee will indicate the foul; the opponent will apply the Advantage Rule.

CHAPTER VIII

THROWING GAMES

ART. 54 - PRECISION THROW

A. Seniors et Under 18

1. Court

The Court to be used is the same as provided for in Article 4 and Figures 2 and 3.

2. Targets

They are placed in the positions indicated in the diagram (see attached figure), and numbered from 1 to 11.

3. Materials used

- a. Bowls used by the thrower: total of four bowls.
- b. Target Bowls: (Targets no. 1, 3, 5, 6, 7, 8, 9, 10). They have a 100 mm diameter and 800 ± 10 g weight. They are white and of synthetic material.
- c. Target Jack: (Targets no. 2, 4 and 11). It has a 36 mm diameter and 25 ± 2 g weight. It is white.
- d. Obstacle Bowls: (Targets no. 3, 4, 5, 6, 8, 9, 10). They have a 95 mm diameter and 660 ± 10 g weight. They are red/amaranth and of synthetic material.
- e. Obstacle Jack: (Target no. 7) It has a 36 mm and 25 ± 2 g weight. It is red.
- f. Mat: (see figure 21) It is made of a synthetic material. Its colour must allow for good visibility of the target and obstacle objects.
It must comply with the following technical requirements:

- length: 6 m +/- 0.05 m.
- width: 0.75 m +/- 0.05 m
- thickness: 6 mm +/- 0.5 mm.
- minimum weight : 4.5 kg/sqm
- holes for positioning of bowls and jack : 20 mm. diameter.

For each and every position a zone is to be marked out in order to check the validity of a throw: width 40 cm – parallel borders - according to the 0.5 metres limit described in Art.43.

g. Underlay for mats : Underlay may be used only if the material provided complies with the technical requirements set out by the F.I.B.

An object-holder is to be provided for objects (bowls and jack) while they are not in use.

Allowable variation : *targets and obstacles may vary in diameter by plus or minus 1 mm.*

4. Validity of the Throw - Scoring

The throw is valid when the object regularly hit (Art. 43 and Art. 46) definitively leaves the hole it occupies on the mat. The point of contact must be completely within the cut-out area on the mat.

The throw is not valid if the object is moved due to any vibration of the mat.

Furthermore the “obstacle” object must not at all definitively move from its marked positions (targets 7 and 8), or come out of the holes (targets 3, 4, 5, 6, 9, 10).

Anything caused by the borders of the cut out area on the mat, following a throw, is not to be taken into consideration.

The number of points scored corresponds to the number of each target regularly hit as shown in the diagram.

Figure 21 : Precision throw Seniors and Under 18

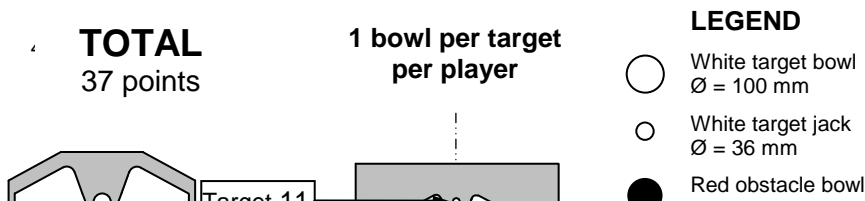
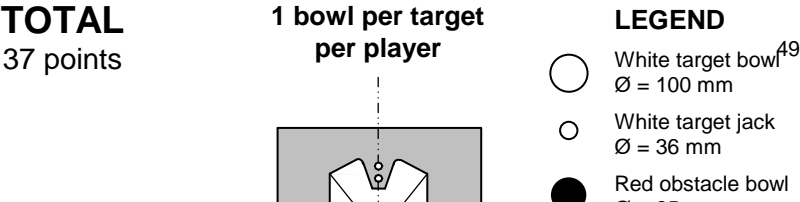
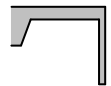
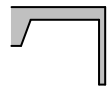
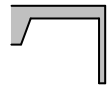
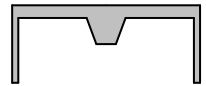
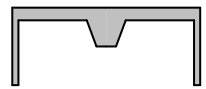


Figure 22 : Precision throw - Women and Under 14





5. Rules of the Game

Each player must effect a complete series of 11 throws from target 1 to target 11. The players throw, one after the other, one bowl for each target with a maximum time of 30 seconds allowed for each bowl.

If a thrower hits the eleven targets - scoring 37 points out of 37 - he will continue the game, starting again from Target 1, and will stop at the first error.

In case of error in the order of throwing, the incorrect throw or incorrect throws will be annulled and the game will continue taking it from the normal progression.

If a tie situation occurs between one or more players, and if the regulations of the game do not provide for a tie:

a. The game will be played all over again and the sequence of the throw will be decided by drawing lots.

b. If the tie persists, the game will be played again - a new draw will decide the sequence of the throw - and the game will stop when the tie no longer exists.

6. Unexpected situation

When a situation beyond anybody's control arises during a game (power failure, thunderstorm, etc.), which does not directly involved a player or a team, the game is interrupted:

a. If the interruption is under 30 minutes, the game will be regularly resumed.

b. If the interruption is over 30 minutes, the game will be cancelled. It will be repeated as soon as possible with the same players and starting again from target no. 1.

B. Women and Under 14

1. Court

The Court to be used is the same as provided for in Figures 4 and 5.

2. Targets

They are placed in the positions indicated in Figure 22 and numbered from 1 to 11.

5. Rules of the Game

Each player must effect a complete series of 11 throws from target 1 to target 11. (The game will then proceed as in Section A, above).

3. - 4. - 6. See Section A.

ART. 55 - PROGRESSIVE THROW

A. Seniors and Under 18

1. Court

The Court to be used is the same as provided for in Article 4 and Figures 2 and 3.

2. Targets

They are placed in the positions indicated in Figure 24. The 6 positions are 80 cm apart from each other.

The centre of the first bowl is at 55 cm from the 1st line.

3. Materials used

a. Bowls used by the thrower: at least three bowls.

b. Target bowls: have a diameter of 100 mm (+/- 1 mm.) and a weight of 800 g (\pm 10 g). They are necessary 2 for mat. They must be coloured white and made of synthetic material.

c. Bowl-stand (Figure 23): its height must be adjustable, with a variation between 60 cm and 100 cm; its base must guarantee stability on the ground. The stand must be placed so that the vertical projection of the bowl is positioned past the 2nd line.

d. Mats: Four mats are needed for a game between two players. These are made of synthetic material and must comply with the following technical requirements:

- length: 5.20 m +/- 0.05 m;
- length: 5.20 m +/- 0.05 m;
- thickness: 6 mm +/- 0.5 mm;
- minimum weight: 4.5 kg/sqm;
- holes for positioning of bowls and jack: 20 mm. diameter.

For each and every position a zone is to be marked out in order to check the validity of a throw, - 40 cm width - parallel borders - according to the 0.5 metres limit described in Art. 43.

They are to be placed as in Figure 24.

e. Lateral Enclosure for the Bowls: Lateral enclosures must be provided for the bowls. They must run parallel to and be placed along the side of the mat, at 1 metre from the sides of the court, in such a manner that they will not interfere with the players. They must be placed from the end of the court to the foot line of the court. They can be made of one or more pieces, and must be heavy enough to ensure stability.

Dimensions: length = 7,50 m ; height = 20 cm minimum.

They may be placed on a stand (a 'U' shaped stand).

Recommended colour: same as that of the mats.

f. Underlay for Mats: Underlay may be used only if the material provided complies with the technical requirements set out by the F.I.B.

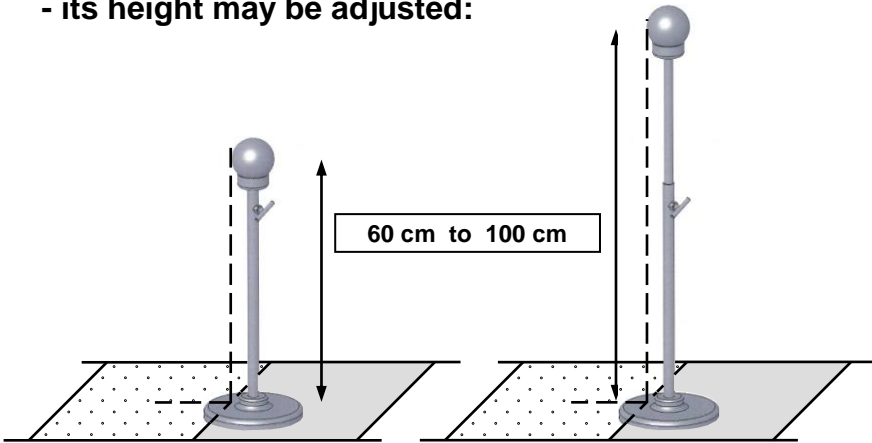
4. Concept of the Progressive Throw

The game involves hitting regularly and progressively, the first time round, and regressively, the second time round, the greatest number of bowls possible in a given time (1, 2, 3, 4, 5, 6, 5, 4, 3, 2, 1, 2, 3 ...), set out in the rules of the game.

The player throws alternatively first in one direction then in the other direction of the play.

Figure 23 : Bowls-stand

- its height may be adjusted:



- and it must be positioned in such a way that the vertical projection of the bowl falls past the 2nd line.

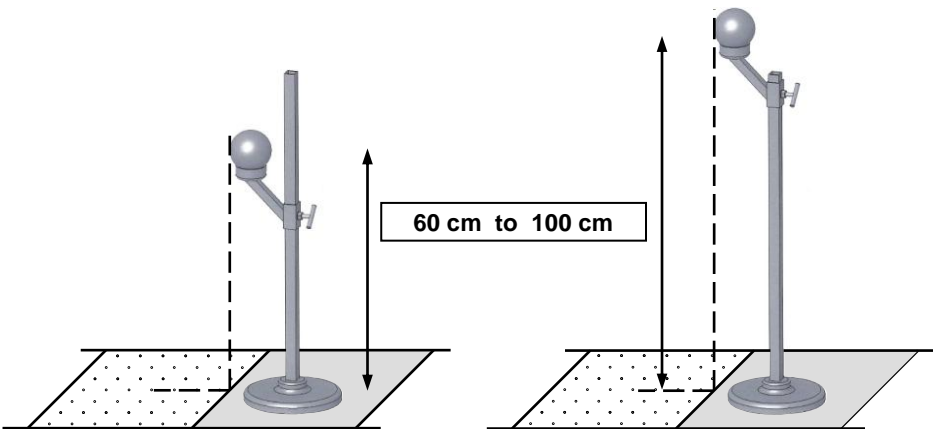
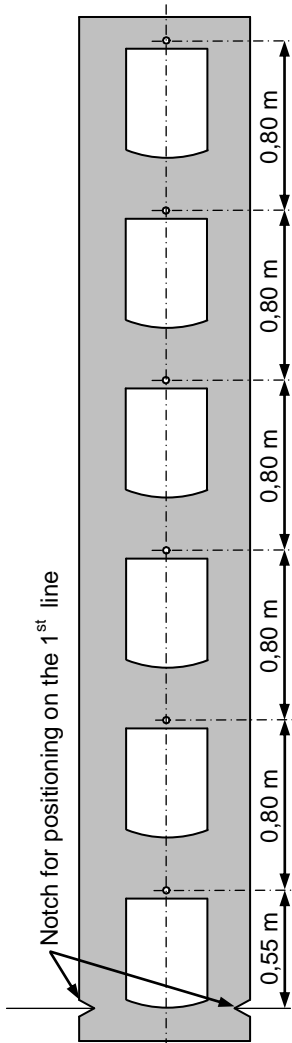


Figure 24 : Progressive Throw - Seniors and Under 18

1 - Mat cut outs



Length: 5,20 m +/- 0,05 m
Width: 0,75 m +/- 0,05 m
Thickness: 6 mm +/- 0,05 mm
Minimum Weight: 4,5 kg, sam
Holes for bowls: ϕ 20 mm
Throw zone: width 40 cm

2 - Positioning of the mats

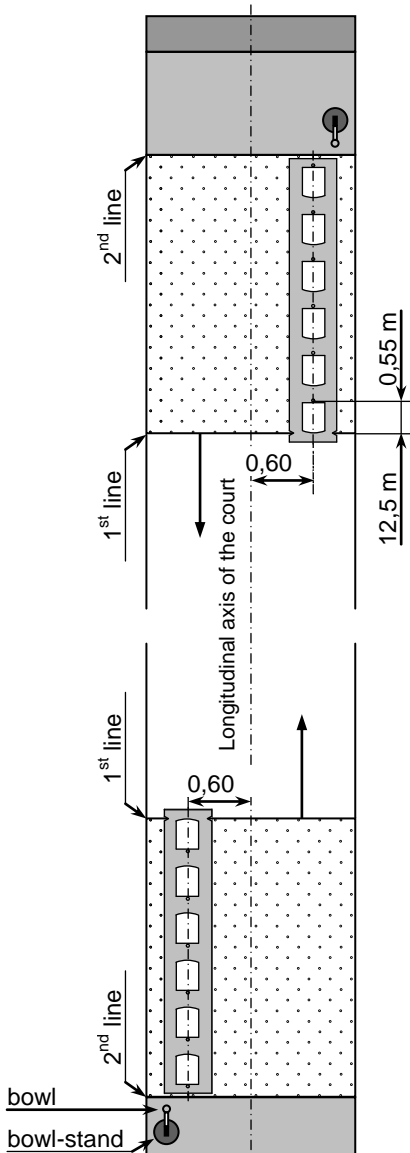


Figure 25 : Progressive Throw – Women and Under 14

1 - Mat cut outs

2 - Positioning of the mats

Only a regular bowl (ie. bowl hit in a regular manner) allows for progression to the next target bowl (from the closer position to the furthest and vice versa). At both ends of the court there must be two assistants: one gathers the throwing bowl and places it on the bowlstand, the other gathers the target bowl and places it in its appropriate position. These persons may be part of the thrower's team or they may be made available by the Organising Committee and be accepted by the thrower's team.

The other players and the assistant must keep outside of the playing area, in an area reserved for them.

N.B. : Upon request of the thrower, the mats may be placed to the left of the court (in the direction of the throw).

5. Validity of the Throw

A throw is deemed to be regular and therefore valid when the target bowl, correctly struck, definitively leaves the hole on the mat on which it was positioned. The point of contact must be completely within the cut out area on the mat.

The thrower is obliged to pick up the throwing bowl from the bowl-stand. In no case whatsoever may the bowl be handed to him. If this occurs, the throw is null. Where three such violations occur, the player is disqualified.

Similarly, the throw is null if the Referee notes an incorrect positioning of the target bowl.

6. Duration of the Game - Scoring

Players, bowls in their hand, will stand behind the 2nd line, waiting for the starting signal. The game starts and ends upon the whistle of the Referee (or other sound signal).

The duration of the game is of 5 or 8 minutes.

Each target validly hit within the time set for the game is worth one point. All bowls hit after the end of the game will not be taken into consideration for scoring purposes.

If a tie situation occurs and the Regulations of the game do not provide for a tie, the players who have tied will have to play a supplementary game the duration of which will be limited to half the length of time of the game which resulted in the tie.

Between the two games the players will be allowed to rest for 30 minutes.

If still tied after 10 minutes of new rest, we will leave with a game of one minute, repeated if necessary at intervals of 5 minutes, until no equal.

For any such past events, no new warm-up period is planned.

B. Women and Under 14

1. Court

The Court to be used is the same as provided for in Figures 4 and 5.

2. Targets

They are placed in the positions indicated in Figure 25. The 3 positions are 80 cm apart from each other. The centre of the first bowl is at 55 cm from the 1st line.

3. - 4. - 5. - 6. - 7. See Section A.

ART. 56 - FAST THROW IN PAIRS

A. Seniors and Under 18

This game is played by 2 teams, each team is made up of 2 throwers who take turns in playing (4 consecutive bowls for each of the 2 throwers).

General Specifications regarding Courts, material used, concept of the game and validity of the throw, time allowed for the game, scoring and incidents are listed in Article 55.

Only the Specifications regarding this game are listed below.

1. Positioning of target bowls

They remain fixed for the duration of the game.

- First and third targets: position no.4 on the mat.
- Second and fourth targets: position no.2 on the mat.

2. Mats used

These are the same mats used in the Progressive Throw. The positions of the targets must be clearly marked on the mats. (See Section 1 above).

3. Bowls-stand

Each of the two-players team will be provided with 4 bowl-stands.

4. Enclosure for the Bowls

See Article 55.3-e. (Progressive Throw)

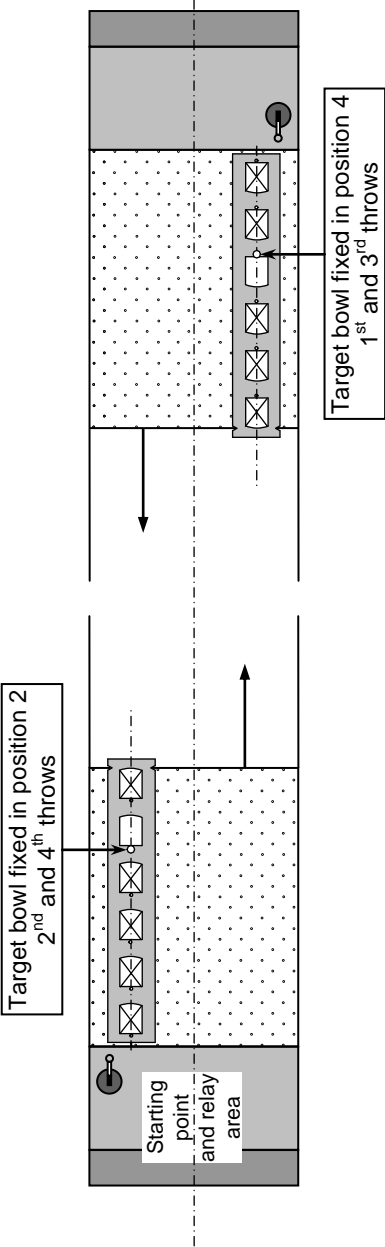
5. Position of Players

At the start of the game, the 2 players of the same team must place themselves on the same side of the court.

Figure 26 : Fast throwing in pairs
Seniors and Under 18
Women and Under 14

The mats are to be placed as for the Progressive Throw

Exchange when 4 bowls have been thrown



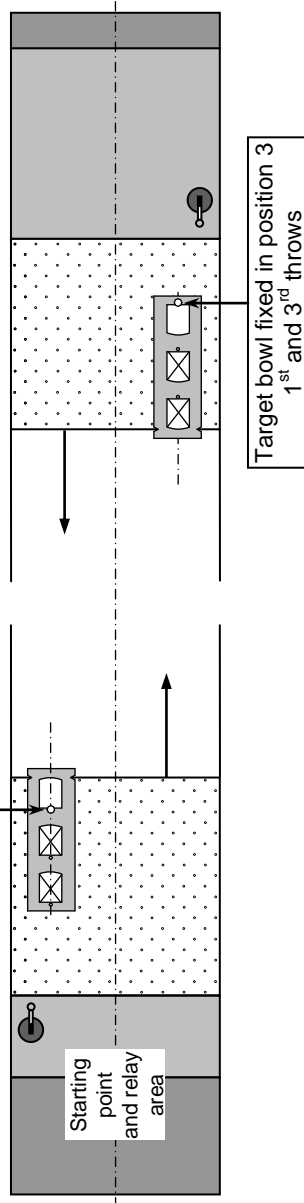
The mats are to be placed as for the Progressive Throw

Exchange when 4 bowls have been thrown

Under 14

Women

Target bowl fixed in position 2nd and 4th throws



6. *Validity of the Throw*

In addition to the rules described in Art . 55, Section 5, the exchange between the two players must be made according to the following rules. These rules must be strictly observed:

A. The Relay Player, waiting to receive the changeover, holding the bowl in his hands, must wait behind the 2nd line, without stepping on it;

B. The player can leave that area only after his team-mate has touched player with his hand;

C. In case of an irregular start, the first thrown bowl will be annulled. After the third irregular start the team is disqualified.

B. Women and Under 14

Positioning of Target bowls

They are fixed for the duration of the game.

- First and third target: position no.3 on the mat.
- Second and fourth target: position no.1 on the mat.

For all other Regulations: See Section A.

CHAPTER IX

BOWL THROW GAME

Art. 57

1. Court

The court to be used is the same as provided for in Art. 4 from Figure 2 to Figure 5.

2. Team Formation

This game is played one against one (with four bowls per player) or two against two, (with three bowls per player), with eight ends being played.

3. Concept of the Game

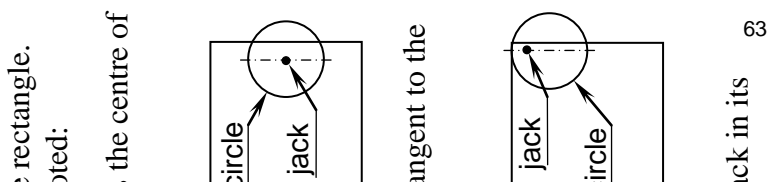
The players of a team are obliged during the one end to either bowl or throw all the bowls on hand.

The player who has been selected chooses whether to throw or to bowl in the first end (inverting this role in the second end and so on), and he delivers the jack for two consecutive ends.

4. Rules of the Game

Throwing the Jack and Tracing the Circle

The jack is thrown by the same player (or the same team) for two consecutive ends. It remains in the same position throughout that particular end. If it is moved by a bowled delivery, it is replaced in the original position after having noted any possible 'Biberon'. It cannot be designated during the throw because it must be removed from its position by the thrower's opponent. and then it must be repositioned.



If the jack is thrown twice irregularly (see Art. 34), it is then placed by the opponent in the valid rectangle.

The circle is marked out, as shown in Figure 28, by the player (or the team) not throwing the jack.

The player (or team) which has delivered the bowl in the fourth end will again deliver the bowl in the fifth end.

The bowler must place the greatest number of bowls within the target made up of a circle of 1.40 metre diameter, marked on the ground and made as far as possible visible to both players and the audience.

The bowler must place the greatest number of bowls within the target made up of a circle of 1.40 metre diameter, marked on the ground and made as far as possible visible to both players and the audience.

Bowled Delivery

The bowl has validity when it stops within the circle, ie., if its maximum circle does not go beyond the external limit of the circumference marked on the ground. (See Art. 32a and Figure no. 8).

A bowl deemed invalid must be taken off the court.

Scoring: Each bowl validly delivered scores 1 point. A 'Biberon' scores 2 points. A 'Biberon' is a bowl which stops at not more than 0.50 cm from the jack, and when both objects are within the circle.

A bowl which moves a jack more than 50 cm and remains within the circle, scores one point even in a case of 'Biberon'.

The Throw

A player's throw scores when the opponent's bowl, regularly hit (Art. 43 and Art. 46), is shifted outside the circle (Art. 32 A. and B). A bowl which is moved only within the circle is put back in its original position.

After a valid throw the court must be cleared of all bowls.

Scoring: each valid throw is worth 1 point, a stationary within the circle is worth 2 points.

5. Special Cases: remaining bowls

a. Bowler: he will deliver the bowls and earn 1 or 2 points as for the aforesaid conditions.

b. Thrower: if there are no bowls left in the circle, the thrower may:

1. Throw, aiming at the bowl of his opponent put in place of the jack, but never in a losing position;

2. throw, aiming at the jack, for a maximum of 2 times for each end and scoring 2 points for each regular hit.

A throw is allowed to score when the jack regularly hit (Art. 43 and Art. 46) is shifted outside the circle (Art. 32a and b). A jack which is moved only within the circle is put back in its original position

6. Suggestions

It is necessary, in order to ensure immediate communication with the audience, that the scoreboard be updated with the points after each bowl played. It is also necessary to display the progressive number of the ends in progress (from 1 to 8) in order to follow the progression of the game.

The target-circle should be marked with a coloured marker so that it be perfectly visible to players and spectators.

7. Errors

In case an error occurs in the alternating of the throw of the jack or in alternating of the bowl delivery and throw:

a. If the error is noted during the game, this is annulled and repeated correctly;

b. If the error is noted at the end of the game, the game is valid. The Referee will re-establish if possible, the equilibrium during the games left to be played giving priority

to the correct alternating cycle of the bowl delivery and throw;

c. If the error is noted at the end of the match, the result stands.

8. Tie

In the case of a tie situation not being provided for by the regulations of the game, two supplementary games will be played; one bowl for each player (pairs) and two bowls for each player (singles), until the tie no longer exists. The jack will be delivered once by each team (pairs) or by each player (singles).

After drawing lots the winner will decide whether to bowl or to throw, and will then throw the jack.

If the tie situation persists the game will continue in the same manner.

TIME - OUT

Time-Out is allowed in: Traditional Games and Bowl Throw Games.

- Each Team has the right to **ONE** Time-Out,
- The duration of the Time-Out is of **one minute** and it is not recoverable,
- Time-Out is to be taken at the **completion** of an end,
- Traditional games: it **cannot begin** during the last **10 minutes** of the game,
- Bowl Throw Games: it **cannot** take place **after** the 7th end.

The **Manager** will ask the Referee for Time-Out during the current end, or, at the latest, before the beginning of the new end.

Once that the request for Time-Out has been placed it **cannot** be **withdrawn**.

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CORRESPONDENCE TABLE OF TERMS USED IN THE I.T.R.

FRENCH	ITALIAN	ENGLISH	SPANISH
Boule	Boccia	Bowl	Bocha
- sans remplissage	- vuota	- hollow	- vacia
- avec remplissage	- piena	- solid	- rellena
But	Pallino	Jack	Balin
- valable	- valevole	- valid	- valido
Carreau	Ferma	Stationary	Chanta
Jet de But	Giocata	Game	Jugada
Jeunes (Under 18)	Allievi (Under 18)	Juniors (Under 18)	Juveniles (Under 18)
Ligne	Linea	Line	Linea
- de perte	- di perdita	- back	- de fondo
- pied de jeu	- piede di gioco	- foot	- pie de juego
- extrême	- estrema	- end	- extrema
- maximum	- di massimo	- maximum	- maxima
- latérale	- laterale	- side	- lateral
Minimes (Under 14)	Ragazzi (Under 14)	Children (Under 14)	Infantiles (Under 14)
Objet	Oggetto	Object	Objeto
- enfoncé	- interrato	- bogged	- enterrado
- brisé	- spezzato	- broken	- quebrado
- dévié	- deviato	- deviated	- desviado
- dérangé	- spostato	- displaced	- perturbado(juego)
- déplacé	- smosso (rimosso)	- moved	- desplazado
- perdu	- perduto	- out of play	- perdido
- arrêté	- fermato	- stopped	- detenido
Obstacles	Ostacoli	Obstacles	Obstaculos
- ajoutés	- aggiunti	- added	- agregados
- fortuits	- occasionali	- chance	- fortuitos
Partie de fond	Zona di fondo	Back Area	Zona de fonde