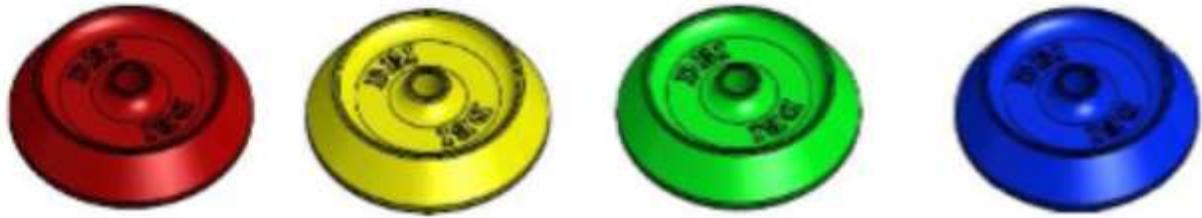


# DISC BOWLS INTERNATIONAL Rules

Tuesday, 19 October 2021 11:44 AM



## 1. The Disc Bowls game consist of the following

- a) Two sets of six discs, each set a different colour. Disc measurements should be 187mm diameter x 25mm thick, with 45° chamfered edge on one side. Discs should have a centre hole of up to 25mm diameter to achieve a weight not less than 275g or more than 500g.
- b) One White Ball "Kitty", 63 - 64mm Diameter and between 240 — 270 Grams in weight.
- c) One Rope Playing area "Court" 9m x 2.5m, with a halfway point designated by two markers Pegs to secure the Rope Playing Court

## 2. How to play the Game

- a) The game of disc bowls can be played by individuals against one another or in teams of two or three players.
  - a. One player per team, each use six discs of the one colour.
  - b. Two players per team, each use three discs of the one colour.
  - c. Three players per team, each use two discs of the one colour.
- b) A Coin is tossed to decide which team leads
- c) The game is played over six ends. The "Kitty" is thrown first from one end and centred in the "Court" then the Discs are thrown from the teams consecutively (and scored), then alternating ends until six ends are completed, then total the score.

## 3. Start of Play

- a) The game commences by tossing a coin The winner of the toss elects their team to throw first or invites the opposing team to throw first.
- b) The "Lead-off" player rolls the "Kitty" which must remain in the playing area (between halfway and the baseline). If it does not, the opposing Lead-off player rolls the "Kitty". If it remains in the playing area the "Kitty" is centralised in the 'court'.
- c) *If the "Kitty" does not remain in the playing area, the "Kitty" is centralised at the 3/4 position of the court. In every instance referred to above, the winner of the toss still throws the first disc.*
- d) The "Lead-off" player throws their disc towards the "Kitty". Play follows with alternate teams and repeats until all twelve discs are thrown.
- e) Any participating player, at any time during the game, may ask, which the closest disc to the "Kitty" is. The "Skipper" only will be permitted to inspect the position of the discs already thrown prior to their final throw at each end. Players must play in their nominated position for the duration of the Game.
- f) When all twelve discs have been thrown, the "Skipper" only from each team is permitted within the boundary of the court to decide which team's discs are the closest to the "Kitty", and the number of discs (points) counted.
- g) This procedure continues until six ends are completed. The team with the highest points score is declared the Winner.
- h) *When there is a draw*
  - a. *If, on the completion of six ends, the scores are equal the "Kitty" is centralised at the 3/4 position of the court*
  - b. *The "Skippers" only, throw off if the scores are equal, with three discs each.*

- c. A coin is tossed to decide which "Skipper" leads.
  - d. The "Skippers" throw alternatively until their three discs are thrown, decide the Winning team.
- 4. Scoring**
- a) The team with the disc or discs nearer to the "Kitty" than the opposing teams nearest disc at the completion of each end shall score one point for each disc.
  - b) The team which causes the "Kitty" to be knocked out loses that end and three points are awarded to the opposing team.
  - c) If two opposing discs are equal distance from and nearest to the "Kitty" at the finish of the end, no score shall be taken from that end which is considered complete.
  - d) The team with the highest points score at the completion of the game is declared the winner.
- 5. Measuring**
- a) The measurements shall be taken from the closest part of the disc to the "Kitty". If one disc only is in contact (over, under or against) with the "Kitty", that shall be the winner, together with any other discs closer to the "Kitty" than the opposition's. Where one or more opposing discs are in contact With "Kitty", there shall be a tie (scoreless end).
  - b) A set of callipers or a measuring tape shall be used to measure the distances of discs from the "Kitty".
  - c) Whilst measuring, all other players shall remain outside the court at the bowling end until the number of shots has been indicated to the scorer.
- 6. Protocol**
- a) No person shall touch a thrown disc unless directed by the umpire.
  - b) All players shall wait until all discs have been thrown and scored before walking outside the playing area to the other end of the playing area.
  - c) The umpire's decision will be final in all matters of dispute.
- 7. Rules of the Game (Competition/Social)**
- a) The game is controlled by two officials, the umpire and the scorer. The umpire administers the game according to the rules. It is the scorer's responsibility to call foot faults from the bowling end, and to note the relative score at each end, as advised by the umpire, onto the official score sheet. After six ends the scorer tallies the score and declares the winning team
  - b) With both feet inside the width of the sidelines, players must throw discs from behind the baseline of the court. A foot outside the width of the sidelines, on or over the rope (foot fault) renders the disc out of play.
  - c) *A disc which rolls outside the court and comes to rest fully or partially inside the court is deemed out of play.*
  - d) *A disc which rests against or lands under or over the perimeter of the rope is deemed out of play.*
  - e) *A disc thrown out of sequence is deemed out of play.*
  - f) *Any disc out of play shall be removed from the court by the umpire before the next disc is thrown, and any other disturbed discs are replaced (as close as possible) to their former position prior to the shot. This also relates to the "Kitty" which, disturbed, is to be replaced in its former position.*
  - g) *When a player has played out of sequence, that disc is taken off the court and any disc that has been disturbed by the foul disc is returned to its former position prior to that shot.*
  - h) *The player due to throw next plays their disc and the game continues, as per normal, until it comes to the turn of the foul disc player who misses their turn and the opposition has two players play consecutively.*
  - i) The "Kitty" is deemed to be in play whilst the portion of its surface upon which it rests is inside the court.
  - j) The team which causes the "Kitty" to be knocked out losses that end and three points are awarded to the opposing team.
  - k) All discs in play must remain where they land until the end is scored.

