

**SUMMER COMPETITION - "FANTASTIC 5s"**  
**A Singles, Pairs, Triples and Fours competition – Rules**

1. **"Fantastic 5s"**. The Singles (12 ends) and Fours (8 ends) are played simultaneously; followed by (10 ends) of 3-Wood Pairs and (10 ends) of 2-Wood Triples. 2 points for a win 1 point for a draw in each discipline.
2. Games will have a play by date with the home team offering 2 dates within 3 days after the play by date of the previous round, one weekday evening and one weekend. Ties at weekends shall not commence before 9.30am. Ties on weekday evenings shall be arranged to commence at a stipulated time between 6.00pm and 7.00pm other than by mutual agreement. Other dates may be offered if agreed by both teams.
3. If the challenger does not offer dates within the required time period, the opponent becomes the challenger and shall offer dates as above at their own club. When dates are offered, the arrangements must be confirmed within 72 hours and any arrangements made must be adhered to, as per the championship rules.
4. Teams can comprise of up to 9 players, five of which will play each round, teams must be mixed, two of one gender and three of another. Team Captain to decide who plays in which discipline.
5. If a team cannot fulfil their fixture or plays an ineligible player/s, as above, the match will result in a walk over and the opposing team will receive 2 points and 5 shots per discipline.
6. Teams can comprise of players who play winter Nationals from nominated other clubs in their areas.
7. Clubs are permitted unlimited entries, but players are not allowed to move between teams.
8. Team captain to take responsibility for the scorecards.
9. The challenger is responsible for providing an umpire.
10. Substitutes can only be made from a team of nine declared players. If during the course of a game a player has to leave the green owing to illness or other reasonable cause their place maybe filled by a substitute (See rule 55 Laws of the sport)
11. Before start of play in any game one trial end each way is permitted. The trial end should be played on the rink that the game will be played on.
12. The team Captains shall toss a coin to decide which team has control of the mat in all formats.
13. Only one visit to the head per team per end.
14. If a jack in motion passes completely outside the boundaries of the rink of play or rebounds to a distance of less than 20 metres from the mat line, the jack shall be respotted. If the jack passes outside the side boundary of the rink It should be placed on a pre-arranged spot on the rink 2 metres from the front ditch and 1½ metres to the left or right of the centre line, on the side that it left the rink of play.
15. If a bowl is on the re-spot, the jack will be placed as near as possible to the bowl without touching it, between the spot and the centre of the rink. If any other bowls are in the way the jack will be placed as near to that without touching it and the centre of the rink. In other words directly between the 2 spots without touching a bowl.
16. Registered club shirts and/or trousers can be worn at all stages. If men and ladies have different registered coloured shirts, all men should wear the same shirt design and all ladies should wear the same shirt design. All coloured shirts, trousers (with logos etc.) must have been approved and registered by the Association.
17. Other than the above, rules as the W.I.B.C. Laws of the Sport of Indoor Bowls 1st Edition Revised.

**In case of a group being drawn, the following priorities will be used to find a group winner.**

1. Net Shot difference.
2. Ends won between the teams that are tied across all games.

**Administration:**

1. Home Team to pay rink fees.
2. The home team are responsible for the result and this should be sent to EIBA HQ within one week of the game being played.
3. The names of all players should be sent to EIBA HQ by the 14<sup>th</sup> May 2016.

## **Regional Finals**

Teams will be placed into a redraw to decide who will become Challenger.

Clubs more than 100 miles apart by road will play on a neutral green as near as possible half way between the two, playing all rinks at the same venue. Clubs to make their own arrangements and share the cost.

In the event of the game ending in a draw, the teams will play a 1 end tie break. The 5 team members will bowl 1 wood each to determine the winner.

The teams will be permitted to kill the end once and replay that end.

All other rules as per previous rounds.

## **Semi Finals**

Semi Finals will be arranged to be played on a neutral green as near as possible half way between the two, playing all rinks at the same venue. Clubs will share the cost.

In the event of the game ending in a draw, the teams will play a 1 end tie break. The 5 team members will bowl 1 wood each to determine the winner.

The teams will be permitted to kill the end once and replay that end.

All other rules as per previous rounds

## **Finals**

1. The 4 teams will play the final as a round robin and the team with the highest points announced the winner.
2. Each round will be 2 hours. A bell will be rung at 1hour 50 minutes when no more jacks cast.
3. Only one visit to the head per team per end.
4. At the finals each round will be 10 ends of Singles and 6 ends of Fours followed by 8 ends of 3 wood Pairs and 8 ends of 2 wood triples.
5. Trial ends only in the first game.
6. The green will be divided into Rinks. 1 and 2 will be A; 3 and 4 will be B. A draw will be made for each round to determine the rink for play.
7. The choice of rink will be decided by the team winning the toss, who will also choose to take or give the jack.
8. Registered club shirts and/or trousers can be worn at all stages. If men and ladies have different registered coloured shirts, all men should wear the same shirt design and all ladies should wear the same shirt design. All coloured shirts, trousers (with logos etc.) must have been approved and registered by the Association.
9. All other rules as for previous rounds.

## **Tie Break Rules (if needed)**

In the event of the game ending in a draw, the teams that are drawing on points will play a 1 end tie break. The teams (5 Team Members) that played session 3 will bowl 1 wood each to determine who the winner is.

The teams will be permitted to kill the end once and replay that end.