

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

1. **"Fantastic 5s"**. (12 ends) of Singles and (8 ends) of Fours 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 closing date of the previous round (excluding Bank Holidays). One weekday evening and one weekend date shall be offered. 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.
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 12 players, from which 5 will be selected to play each round, teams must be mixed, two of one gender and three of another. Pairs and Triples can be played by a one gender or a mixed gender team, it is down to the Team Captain to decide who plays in which discipline.
5. Teams can comprise of players who play winter National Competitions from nominated other clubs in their areas
6. Clubs are permitted unlimited entries, but players are not allowed to move between teams
7. Substitutes can only be made from a team of 12 declared players.
8. 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.
9. The failure of a player/s to appear after a maximum waiting period of 30 minutes (except in exceptional circumstances) from the time fixed for the start of the game, shall cause the Team to forfeit the whole game to the opponent, as per the Championship rules. The opposing team will receive 2 points and 5 shots per discipline.
10. Team Captains to take responsibility for the scorecards.
11. The challenger is responsible for providing an umpire.
12. If a player has to leave the green during the course of a team or side game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the umpire or the controlling body can approve the introduction of a substitute (as per rule 33.2 Crystal Mark Laws of the sport of bowls 3rd edition)
13. Before start of play in any game, only one trial end each way shall be played.
14. The Team Captains shall toss a coin to decide which team has control of the mat in all formats.
15. Only one visit to the head per team per end. If the third is up in the fours or the second in the triples that is the one visit. No player may follow their bowl up to the head except in the normal course of changing ends.
16. 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 re-spotted. 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.
17. 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.
18. Dress for early rounds will be grey's and club shirts. Registered clothing may be worn subject to the rules at the club where the tie is being played. Trousers/regulation skirts/culottes or tailored shorts 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.
19. Other than the above, rules as the World Bowls Crystal Mark Third Edition, Laws of the Sport of Bowls.

Administration:

1. Home Team to pay rink fees.
2. The home team are to advise EIBA HQ the result within 48 hours of the game being played.
3. The names of all players should be sent to EIBA HQ by the 10th May 2019 including their GDPR consent.

The top 2 teams in the group will go through to the Regional Finals

The winner of the group will play the team who finished 2nd in the opponent's group
(i.e. 1a will play 2b, 2a will play 1b)

Regional/Quarter Finals

All rules as per previous rounds.

In the event of the game ending in a draw the following rules will apply:

1. Shot difference.
2. Ends won.

If the teams are still tied on the above the teams will play a 1 end shootout. The 5 team members will bowl 1 wood each to determine the winner.

Semi Finals

The 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.

The fixture will be played on the 1st September 2019 and the time and venue will be arranged by the EIBA.

The host club will arrange for an Umpire and any fees will be split between the two teams.

The two teams will share the cost of the rink fees.

All other rules as per previous rounds

In the event of the game ending in a draw the following rules will apply:

3. Shot difference.
4. Ends won.

If the teams are still tied on the above the teams will play a 1 end shootout. The 5 team members will bowl 1 wood each to determine the winner.