

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 2Wood 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. Ties can also be played during the week through the day by mutual agreement (subject to the home team's club availability).
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 by email within 72 hours and any arrangements made must be adhered to, as per the championship rules.
4. Teams can comprise of up to 14 Team Members (7 Men / 7 Women), 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 Team Members who play winter National Competitions from nominated other clubs in their areas.
6. Clubs are permitted unlimited entries, but Team Members are not allowed to move between teams.
7. Substitutes can only be made from the 14 declared Team Members.
8. If a team cannot fulfil their fixture or fails to provide a team of 5 Team Members 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 Team Member/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, Teams for each discipline to be named before the start of the game.
11. The challenger is responsible for providing an umpire.
12. If during the course of a game a Team Member has to leave the green owing to illness or other reasonable course their place maybe filled by a substitute (as per Law 33 World Bowls Crystal Mark Laws of the Sport of Bowls Fourth 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 Team Member 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. Greys below the waist, 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.
19. Other than the above, rules as per the World Bowls Crystal Mark Laws of the Sport of Bowls Fourth Edition.

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 Team Members should be sent to EIBA HQ by the 1st MAY 2026 including their GDPR consent.**

Regional Knockout Rounds –

The number of qualifiers from each group will be dictated by the number of entries received and the subsequent number of qualifying rounds required.

Based on 2 qualifiers - Group Winners will play against a R up from another group with home advantage in the first regional knockout tie (unless exceeds 100 miles which would be neutral) – all future rounds will be played neutrally and costs will be shared

Based on 1 qualifier – All regional knockout ties will be played neutrally and costs will be shared

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

- 1 – Shot difference
- 2 – Ends Won
- 3 – If after points 1 and 2 the game is still tied then the triples will play an extra end to determine the winner

In a neutral venue scenario, the match arrangements & umpire should be arranged by the Challenger (home team in the draw) all costs will be shared by competing teams.