

ENGLISH BOWLS YOUTH DEVELOPMENT SCHEME

A Partnership Initiative to provide a pathway to develop the sport for young people



COUNTY & NATIONAL SCHOOLS OF EXCELLENCE 2026/27

1. In the event of any disputes, the final decision will be made by the EIBA.
2. Participants **MUST ONLY ENTER FROM ONE COUNTY**. Any breach of this Rule will result in disqualification of the competitor.

If through lack of numbers a player can compete in another County. They may only qualify for their County if they qualify through their substitute County.

Participants who do not turn up on the day, whether County, Regional or National, will not be allowed to take part in the following year. An appeal may be lodged with the EIBA and extenuating circumstances (e.g. illness and/or bereavement, etc) will be taken into consideration. Any appeal must be lodged within 7 days of the competition date.

Where there is a conflict of interest, the participant **MUST** choose which commitment they are honouring, as failure to attend deprives someone of the opportunity to take part in the County, Regional and/or National event.

A minimum of 14 (Fourteen) days' notice of intention to withdraw is required.

3. Open to all young bowlers who have not attained the age of 18 years on or by 30th September 2026. The competition will be run in two sections: -
 - Juniors who have attained the age of 8 years but not 14 years on or by 30th September 2026.
 - Seniors who have attained the age of 14 years but not 18 years on or by 30th September 2026.

4. County Organisers **MUST** check dates of birth. Where a form is received and the participant is over-age, then that player will be disqualified. It is a condition of entry to these events that a direct contact email/address for each Participant is provided to the County Organiser. C/O address referring to a Club will not be accepted.

5. The points from the Round Robin singles will be added to the points obtained in the skills tests and these totals will decide the qualifiers.

If, when these two sets of points are added together there is a tied position from which there must be a result, the player with the highest shots difference will be the winner. If this does not find a winner, then the number of ends won will be taken into account. If this still does not produce a result then a 1 end "sudden-death" will be played.

6. THE INDOOR SINGLES GAME WILL BE SEVEN (7) ENDS WITH THREE (3) BOWLS.
7. Players to be divided into groups of four (4) by the County Organiser and initially play a Round Robin.

A minimum of 4 players is required in an age group to constitute a competition. Where the number in an age group is less than 4, application should be made to a neighbouring county to compete in their appropriate competition. (N.B. However, please note Rule 2 above re: entering from a neighbouring county).

8. Event will be limited to one group per rink available i.e. 6 rinks = 24 players; 8 rinks = 32 players.
9. In the Round Robin stage, the winner of each game shall be the player who scores the most shots over seven ends and he/she will be awarded 10 points for a win. Should, through the absence of a player, a competitor be given a bye then 10 points will be awarded.
10. In the event of equal scores after seven ends, each player shall be awarded FIVE points.
11. Each County will submit the highest qualifiers as follows: -
 - Entries 1 – 7 players in an age group – County will submit 1 top player
 - Entries 8 or more in an age group - County will submit 2 top players

From the Regional events the top scoring 2 juniors and 2 seniors will go through by right to the National School of Excellence.

Those selected to take part in the National event will receive a personal invitation from the EIBA Ltd.

In Regional & National events, any remaining spaces will be awarded fairly across the Regions by taking the next highest scorers.

12. All games will be played in accordance with the current Crystal Mark, Fourth Edition, Laws of the Sport of Bowls, except that the ends will be limited as determined by Rule 6 above.

All bowls must be stamped with the World Bowls official stamp (Oval rugby ball shaped) or bowls with the WBB stamp of 2027 or later. No other stamp is valid and will be checked by the umpire before the start of play.

Training bowls will be allowed for competitors in the Junior Section.

13. The winner of toss has choice of taking the jack or giving it away.

The Mat may be given away on the first end or on an extra end but NOT in subsequent ends. i.e. winner of an end delivers the jack.

One trial end on first game only.

Only 1 visit to the head per end.

One dead/killed end only permitted to each player during each game with no penalty. Any additional dead/killed ends will incur a penalty of 2 shots away. All dead/killed ends will count as an end played.

Players MUST sign card on completion of game which confirms their acceptance of the scores. Once the card is signed, then that score WILL STAND.

14. Should, through the absence of a player, it be necessary to give a participant a bye, then 10 points will be awarded to that person.

15. County Organisers are requested to refer any matters concerning the conduct of these events to their allocated Regional Organiser in the first instance or the EIBA, who will consult with the Steering Group.

3 Bowl Singles Competition

The Singles competition will be 3 BOWLS over 7 ENDS. One trial end at the start of the **first game** played will be allowed. The games will be played according to the Crystal Mark Fourth Edition Laws of the Sport of Bowls. **ONLY ONE VISIT TO THE HEAD** will be permitted to each player during any end.

One killed/dead end only is permitted to each player during each game with no penalty.

Any additional killed/dead ends will incur a penalty of 2 shots away. **ALL** killed/dead ends will count as an end played.

The winner will be the competitor with the higher number of shots scored after the completion of the 7 ends.

The participants will remain in the same groups throughout the competition for both the round robin and the skills.

Allocation of Points: Each game will be scored 10 points for a win, 5 points for a draw. Should, through the absence of a player, a competitor be given a bye then 10 points will be awarded.

In the event of equal scores after seven ends, each player shall be awarded 5 points.

The choice to start each singles game will be determined by the toss of a coin. The winner of the toss has choice of mat or giving it away. The mat may **NOT** be given away in subsequent ends, the winner of the previous end will take the mat according to the Crystal Mark Fourth Edition Laws of the Sport of Bowls.

The Rink to be used for each game in the singles competition has been allocated by the organisers. Please ensure that you are ready to play at the end of the rink by the scheduled starting time.

In both the Singles Competition and Skills Section, points will be awarded for performance according to the details provided. The overall performance for each participant will be determined by the **TOTAL NUMBER OF POINTS** gained throughout the whole event.

If, when these two sets of points are added together there is a tied position from which there must be a result, the player with the highest shots difference will be the winner. If this does not produce a winner, then the number of ends won will be taken into account.

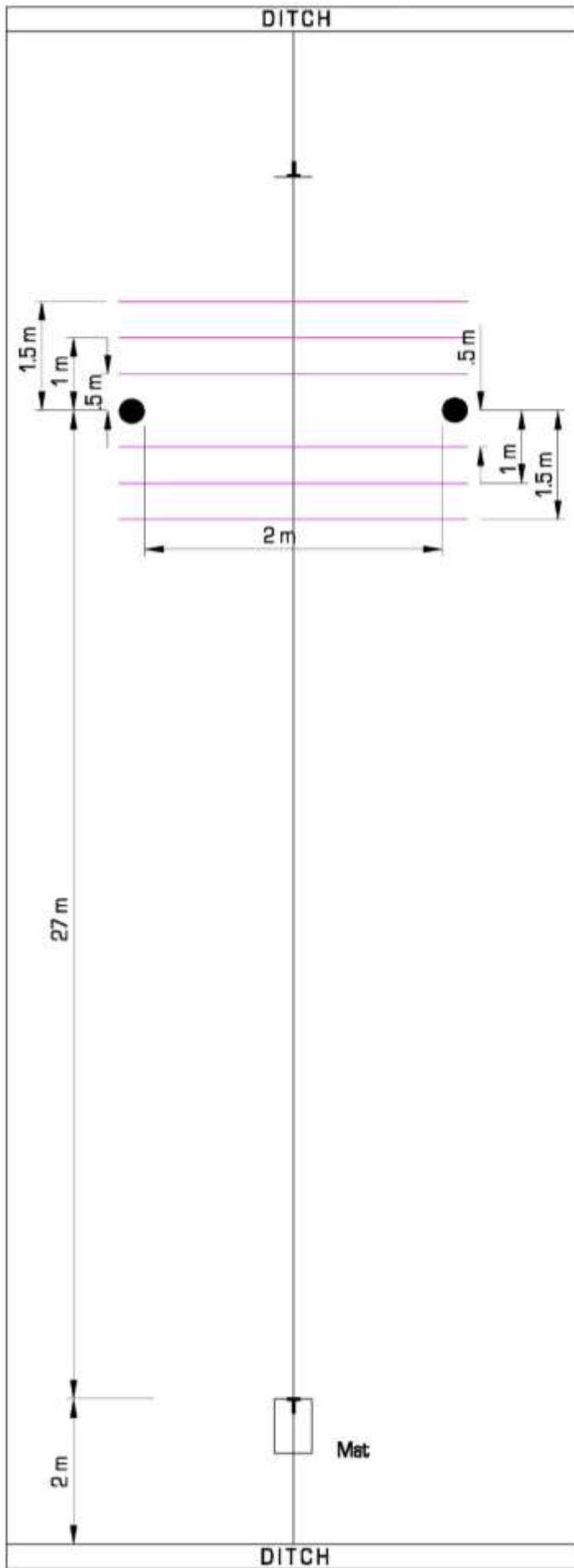
PLEASE TAKE CAREFUL NOTE OF THE FOLLOWING: Markers will be assigned to each game. One scorecard will be used and signed by both Players on completion of the game and signed by the marker. Please check the card **before** you sign. Once you have signed the card, your signature denotes your acceptance of the score. That score **will** stand, and there is no avenue for any subsequent appeal.

An Umpire will be in attendance to adjudicate on any matters concerning the scoring and 'Crystal Mark Fourth Edition Laws of the Sport of Bowls'.

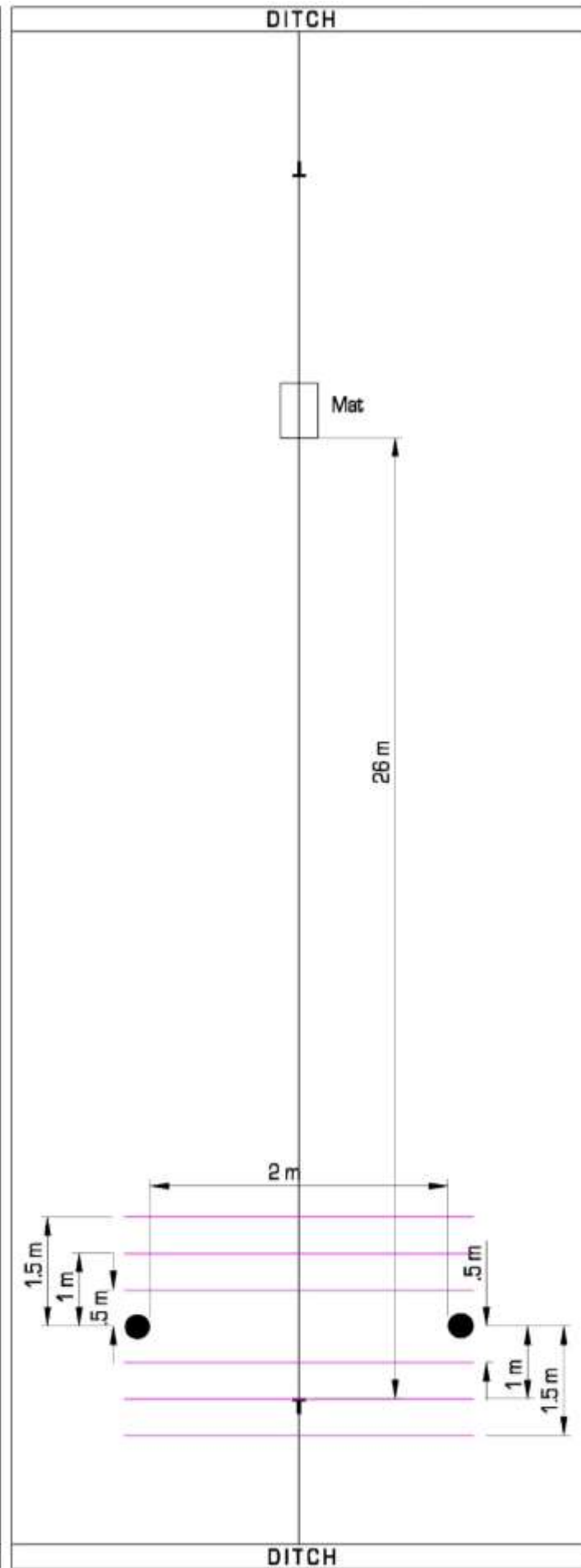
Skills Tests

1. Skills are arranged in pairs, i.e. the same objectives but the target and mat are in different locations. Each pair of skills will be played on the same rink - up and down the green.
2. For the skills - Apart from skills 1A & 2B, **FOUR** Bowls will be required.
3. The sequence of play for the first skill for each group will be Red, Blue, Green, and Yellow. For the second and subsequent skills, the order of play will move up one place i.e. Blue, Green, Yellow, and Red, and so on.
4. Please ensure that when moving from one rink to another that you do not distract players who may still be performing skills on other rinks.
5. If you are unsure about what you are being expected to do - **PLEASE ASK**, because the coaches and helpers are there to assist you appropriately throughout the event.

Jack Rolling (Skill 1A)



Jack Rolling (Skill 1B)



Skill 1A/1B Guidelines

Jack Rolling

Layout: 1A

1. Place front edge of mat at 2m mark.
2. Measure 27m from front of mat, mark this measure across the green using sticky dots or a length of ribbon. This becomes the datum line from which all measuring is conducted.
3. Place a bowl at each end of this line, 1m distant from the centre line as measured from the bowl edge.
4. Mark the position of these bowls for quick replacement if disturbed.

Layout: 1B

This is the same as 1A except that the mat front edge is now 3m back from the 25m mark with the datum line now at 25m.

Play:

1. Each bowler will deliver four consecutive jacks to come to rest as near the jack on the datum line as possible.
2. Any jack likely to collide with either marker bowl will be allowed to pass under that bowl i.e. the bowl can be lifted.

Measuring:

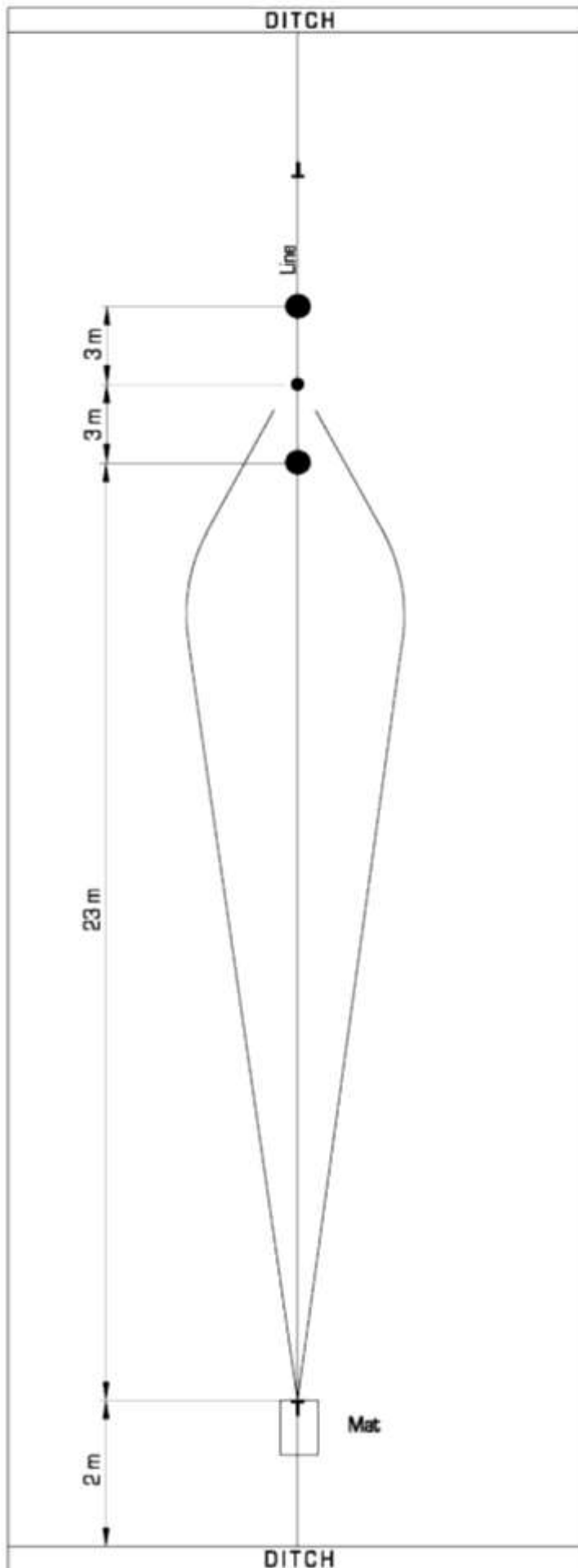
1. All measures will be by LENGTH only.
2. A suitable graduated measuring stick, or other suitable device shall be used.
3. The jack may come to rest outside the datum bowls – this is LENGTH only.

Scoring:

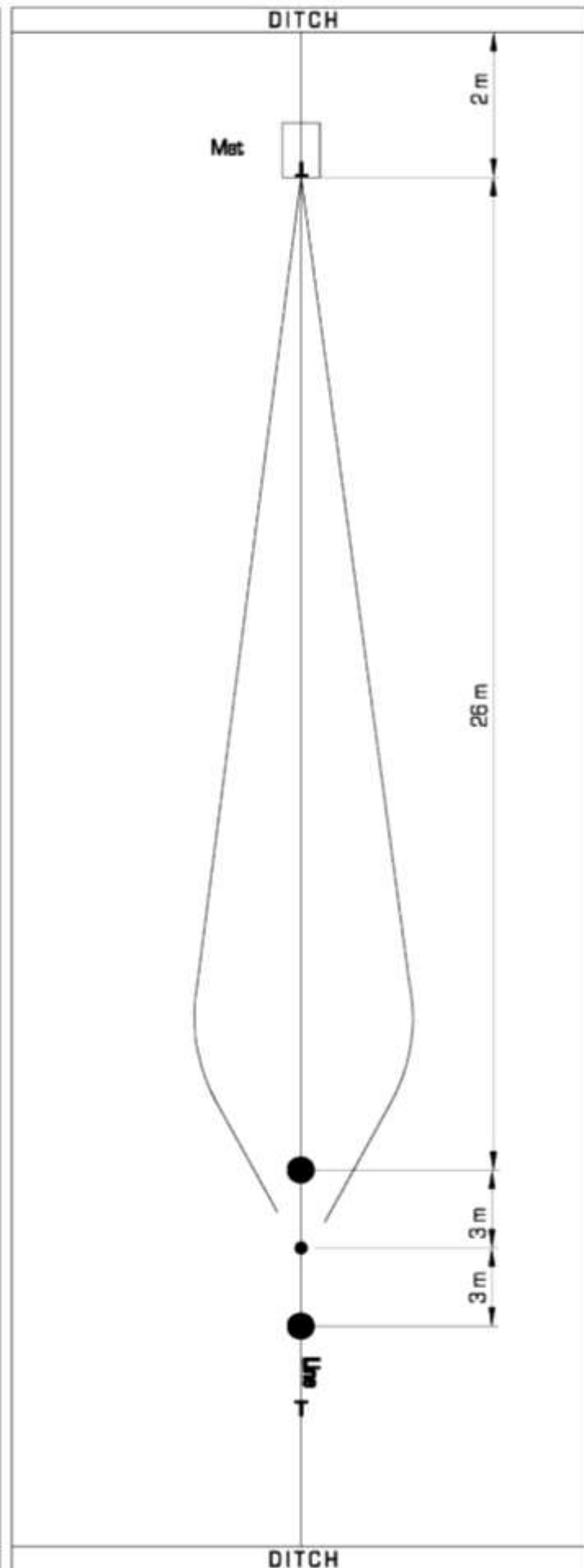
1. Any jack that comes to rest within $\frac{1}{2}$ m either side of the datum line will score **3 points**.
2. Any jack that comes to rest within 1m either side of the datum line will score **2 points**.
3. Any jack that comes to rest within $1\frac{1}{2}$ m either side of the datum line will score **1 point**.

NOTE: Any jack coming to rest across any datum line will be awarded the higher mark

Line Bowling (Skill 2A)



Line Bowling (Skill 2B)



Skill 2A/2B Guidelines

Line Bowling

Layout A:

Run a line up the centre of the rink from front ditch to rear ditch. Make sure it is taut & is not a hazard.

1. Place front edge of mat at 2m mark on top of the line.
2. Place a dot on the centre line of the rink 23m from front of mat – place bowl centrally on it.
3. Place a dot 3m from first dot & place jack centrally on it.

N.B. This is a visual aid only.

4. Place a dot 3m from 2nd dot and place a bowl centrally on it.

Layout B:

As Layout A with mat at 2m but first dot is placed 26m from front of mat then 3m for jack and 3m for second bowl.

Play:

The object of the exercise is to draw close to the centre line coming to rest between the static bowls.

1. Each player will deliver four consecutive bowls – **2 on forehand 2 on backhand** – to come to rest as near to the centre line as possible. The delivered bowl must be clearly and wholly between the two static bowls.

Should any delivered bowl be likely to hit the static bowls, the static bowl will be lifted to allow the delivered bowl to run unhindered.

No points will be scored for delivered bowls shorter or longer than the static bowls.

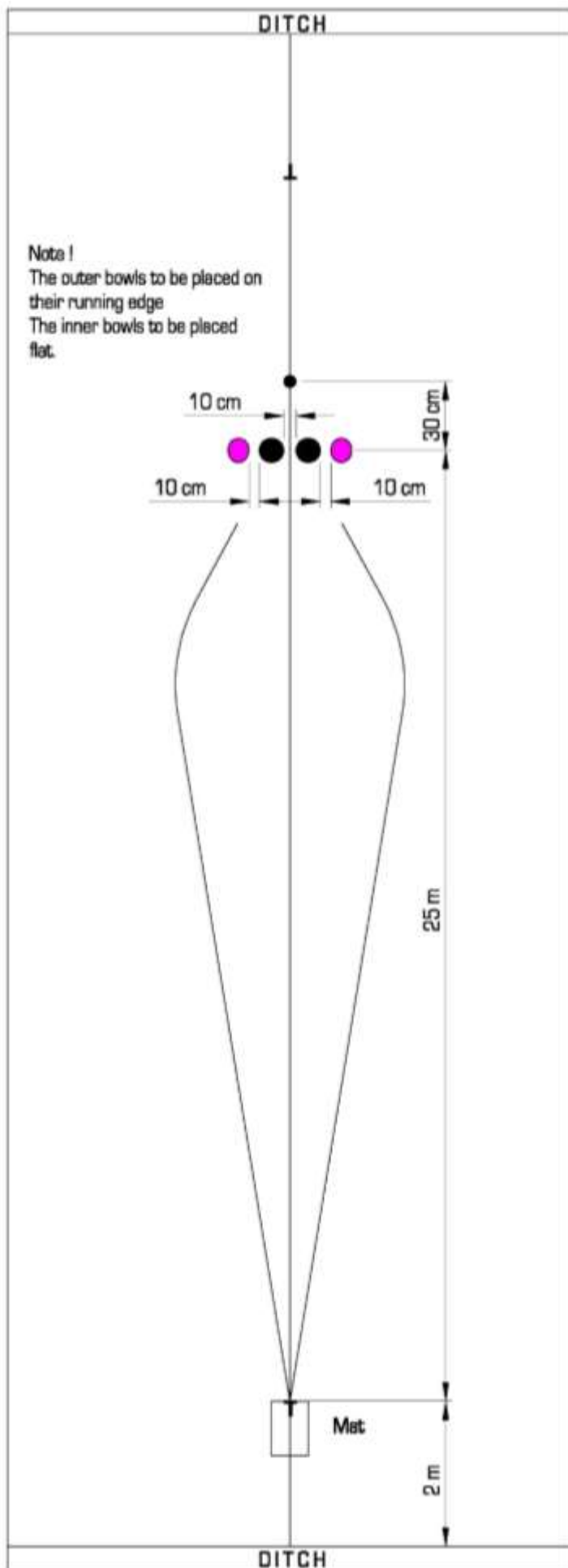
Measuring:

1. All measures will be taken at right angles from the centre line of the rink to the nearest part of the bowl to the centre line.
2. Should the bowl overhang the scoring line the higher score will be allotted.
3. A suitable graduated measuring stick, or other suitable measuring device, shall be used.
4. Remove each bowl after measuring has been completed.

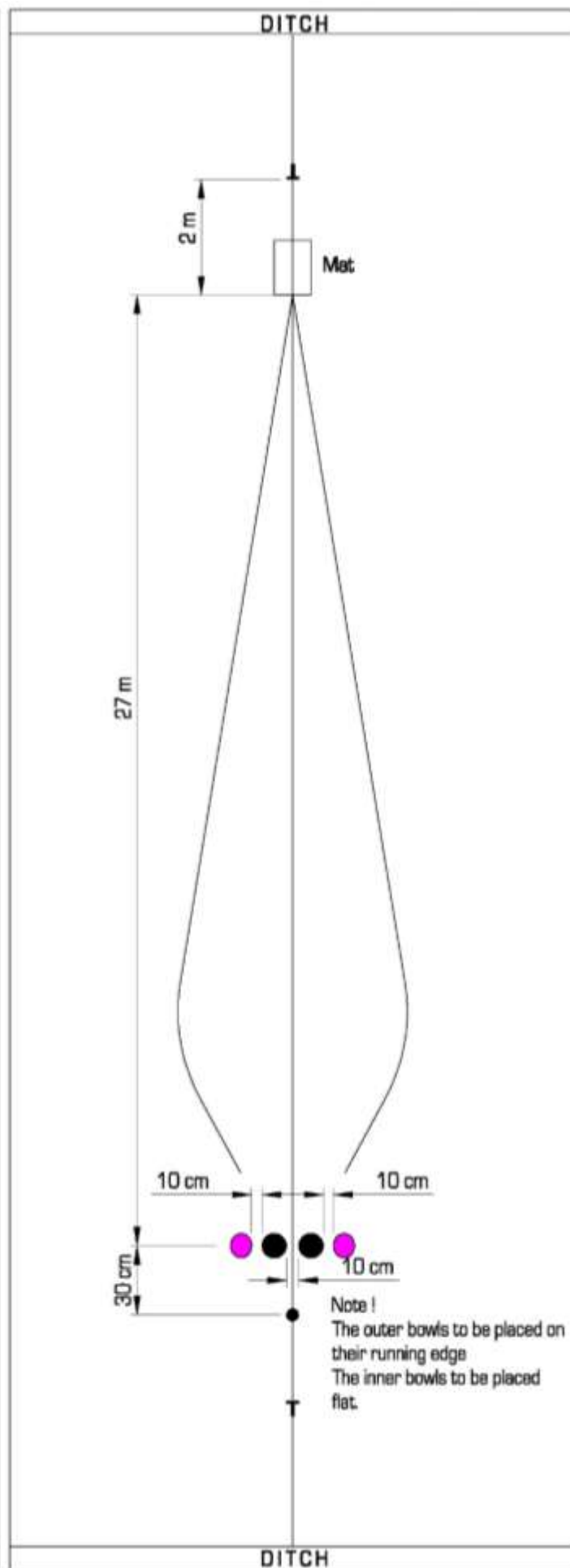
Scoring:

1. Any bowl coming to rest within 25cm either side of the centre line will score **3 points**
2. Any bowl coming to rest within $\frac{1}{2}$ m either side of the centre line will score **2 points**
3. Any bowl coming to rest within 1m either side of the centre line will score **1 point**

Controlled Weight (Skill 3A)



Controlled Weight (Skill 3B)



Skill 3A/3B Guidelines

Controlled Weight

Layout A:

1. Place front edge of mat at 2m mark
2. Place 4 bowls at a distance of 25m from front of mat. The bowls should be 2 on either side of the centre line with a 10cm gap between them. The outside bowls should be on the running surface and the inside bowls should be lying flat.
3. Place jack on centre line 30 cm behind the 4 bowls.

Layout B:

This is the same as 3A except that the front edge of the mat is 2m from T (4m from ditch) and bowls are 27m from front of mat.

Play:

1. The four bowls are 'against' and the purpose is to move a bowl and get shot, second or third bowl.
2. Each bowler will deliver four consecutive bowls, on their choice of hand, with sufficient weight to move a bowl and score with the delivered bowl.
3. Delivered bowl will be removed after measuring and the head reset.

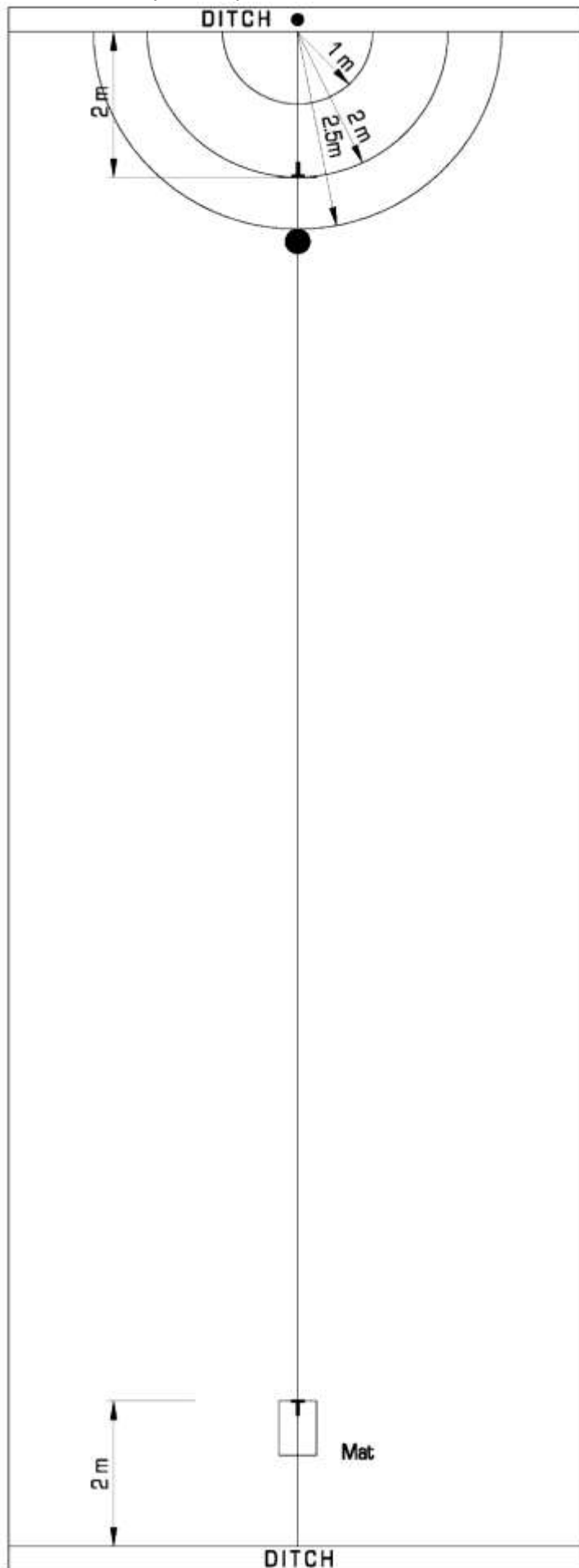
N.B. This is a controlled weight exercise and no points will be scored for drawing shot or for a full-on drive shot.

Scoring:

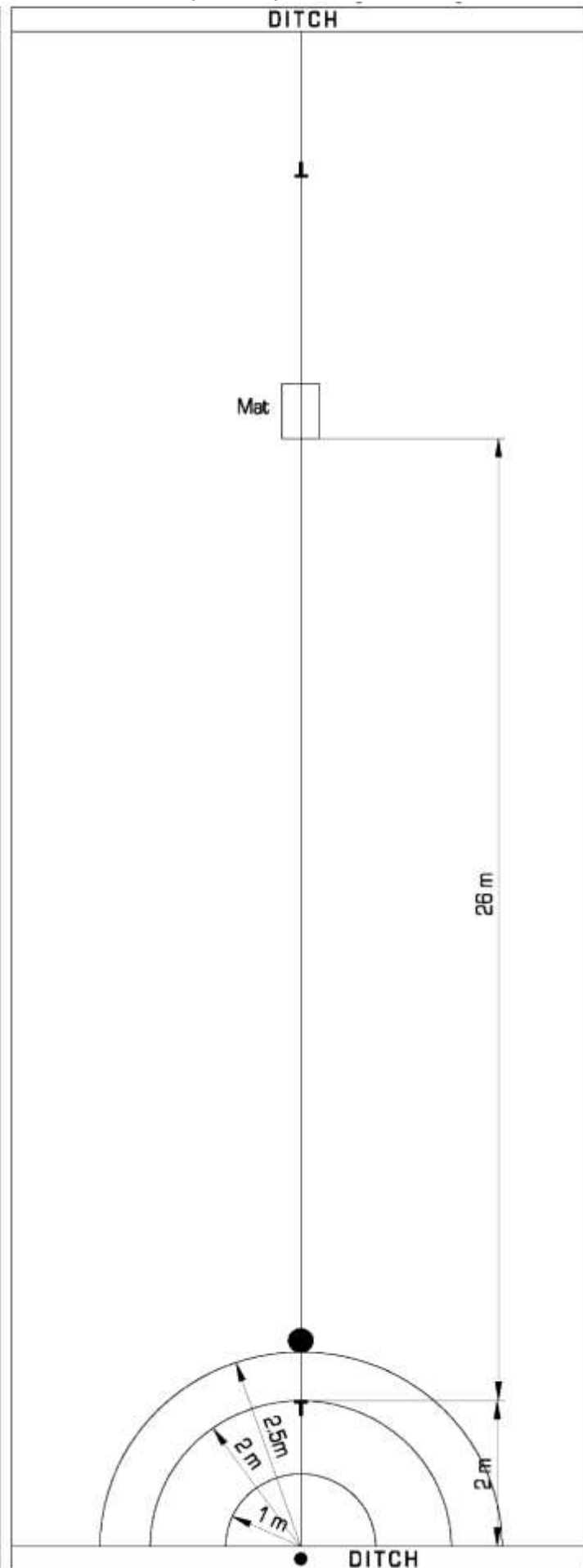
1. Any delivered bowl that has moved a static bowl and is shot will score **3 points**
2. Any delivered bowl that has moved a static bowl and is second bowl will score **2 points**
3. Any delivered bowl that has moved a static bowl and is third bowl will score **1 point**

Note: If the jack is moved by a delivered bowl or an object bowl the measurements should be taken from where the jack comes to rest as long as it has not been a blatant firing shot.

Beat the Shot (Skill 4A)



Beat the shot (Skill 4B)



Skill 4A/4B Guidelines

Beat the Shot

Layout: 4A

Place front edge of mat AT 2M Mark

Mark out a semi-circle 1m radius from the rink centre line at the ditch edge.

Mark out a second semi-circle 2m radius as above. This should coincide with the 'T'.

Mark out a third semi-circle 2½ m radius as above. This semi-circle **should not** pass into the next rink.

Place a jack in the ditch immediately in front of the rink number and against the front edge of the ditch. Mark its position in the ditch as in a normal game.

Place a bowl, marked as a toucher, with its rear face 2½ m from the ditch and on the centre line. This will be the 'shot bowl' against.

Layout: 4B

This is the same as 4A except that the mat front edge is now 3m back from the 25 mark.

Play:

Each bowler will deliver four consecutive bowls, on their choice of hand, attempting to beat the shot bowl and so reclaim the shot.

Measuring:

In the event of the shot bowl being in doubt, a normal measure will take place.

Scoring:

Any bowl becoming 'shot bowl' and finishing within the 1m radius will score **3 points**

Any bowl becoming 'shot bowl' and finishing within the 2m radius will score **2 points**.

Any bowl becoming 'shot bowl' and finishing within the 2 ½ m radius will score **1 point**.

(N.B. it must be a live bowl on the rink of play)

Should any part of a bowl overhang the radius line then the higher score will be awarded.

This handbook is copyrighted by The English Bowls Youth Development Scheme and must not be used or copied without their specific and written permission produced by
EIBA Ltd, David Cornwell House, Bowling Green, Melton Mowbray, Leics. LE13 0FA
Telephone: 01664 481900 e-mail enquiries@eiba.co.uk website www.eiba.co.uk