

General Rules for Live bowl, Dead bowls, Bowls over the fender, Toucher and Jack

(1) LIVE BOWL: A live bowl is

(a) a bowl which in its original course comes to rest wholly within the live area, even though it overhangs the edge of the rink mat or

(b) a bowl which in its original course breaks the ditch line, but does not interfere with any toucher or the jack in the ditch, does not touch the fender or make contact with floor or the centre block and comes to rest wholly within the live area, even though it may overhang the edge of the rink mat or

(c) a bowl which in its original course on the rink mat touches the jack, either directly or by deflection off another bowl or bowls, even though it settles in the ditch or makes contact with the fender after it has touched the jack. Such a bowl shall be live and be called a toucher and its position in the ditch should be suitably marked so that it may be accurately replaced in the event of it being illegally disturbed.

(2) DEAD BOWLS: A bowl is dead and MUST be removed from the rink mat if:

(a) it is delivered from a foot fault position or

(b) it contacts the centre block or passes over it or

(c) it does not travel beyond the dead line or

(d) it finishes in the ditch without touching the jack or

(e) it touches or rebounds from the fender or contacts a toucher or the jack which is in the ditch, unless the bowl in question is a toucher or

(f) when it comes to rest, any part of the bowl breaks any part of the ditch line, unless it is a toucher or

(g) when it comes to rest any part of it intersects any part of the dead line or

(h) it makes contact with the floor or leaves the rink mat (except in Law F 12) or

(i) it is carried beyond the dead line by the player who is in possession of the rink mat.

(3) BOWL DRIVEN OVER THE FENDER

(a) If a bowl be delivered with such force as to pass or to cause another bowl to pass over the back or sides of the fender, the opposing Skip shall have the following options - claiming 3 shots and counting the end as played or - counting the end as an end played and claiming the shots lying or - completing the end or - playing the end anew as in a dead end.

(b) If a bowl and the jack are driven over the back or sides of the fender at the same time, the law concerning the jack will take precedence. (See Law C5)

(4) TOUCHER

(a) A toucher shall be clearly marked with chalk by a member of the player's side before the next bowl comes to rest (see also TOUCHER in Appendix 1).

(b) If a bowl is not so marked before the succeeding bowl comes to rest it will cease to be a toucher (see Law D 10 (c)).

(c) If in the opinion of either the Skip or the player in charge of the head that to attempt to mark such a bowl could cause it to fall or move, it shall not be marked, but it must be nominated as a toucher and it should then be marked if the danger ceases during the course of play.

(d) The Marker in a singles game should mark all touchers and should indicate to the players any bowl which is a toucher that they were unable to mark.

(e) All toucher marks should be removed before any bowl is played.

(f) Should a bowl be played which has not had the mark removed, the Skip, the player in charge of the head or the Marker shall remove the mark as soon as the bowl comes to rest, or if there is danger that such a bowl should fall and alter the head or its position, it should be indicated and that mark removed if the position is changed.

(g) Touchers may act upon the jack or other touchers in the ditch. The jack and any such touchers moved shall remain in their new position.

(h) Touchers rebounding from the jack or the fender or from other touchers in the ditch onto the live area shall remain in play where they have come to rest.

(5) LIVE JACK

(a) A jack is live and may be played by a live bowl if the jack is within the live area or if any portion of it is within the live area when it is breaking the ditch line. A live jack may legitimately act upon a toucher in the ditch which shall remain in its new position which should be suitably marked so that it may be accurately replaced in the event of it being illegally disturbed.

(b) If any portion of the jack is in the live area when it is intersecting the ditch line, it can be played by a live bowl and this bowl would be determined to be a toucher if it remains within the live area. This includes the ditch. This also means that any live bowl which in its original course enters the ditch, without touching the fender or any bowl which is at rest within the ditch, and touches any part of the jack which is intersecting the ditch line and has a portion in the live area, will be determined a toucher and should be marked. Should it come to rest within the ditch its position should be suitably marked so that it may be accurately replaced in the event of it being illegally disturbed.

(6) DEAD JACK

The jack is dead if

- (a) any portion of it comes in direct contact with the floor or any other non-playing surface other than the fender (except as in Law F 12) or
- (b) it is driven by a bowl in play beyond the boundary of the rink mat, i.e. over the fender, off the side, or over the dead line (see also Law C7 and Law C 5) or
- (c) after rebounding it comes to rest either wholly within the dead area or with any portion of it breaking the dead line. If the jack is knocked to the edge of the mat and falls off during subsequent play without the action of another bowl hitting it, the end will be declared dead and will be replayed from the same direction.