

# CCQ Disc Bowls ~ Rules

1. The **equipment** used by the players consists of twelve discs, a kitty and an arena:
  - a) The **discs** are approximately 180 mm in diameter and 18 to 20 mm thick, made of wood or plastic, with one edge rounded and the other square. Both sides of the disc may be slightly wasted to provide a rim for better grip. The weight of the disc is between 290 gms and 310 gms. A centre hole may be cut or drilled to obtain a near correct weight. (If discs are made from MD fibreboard to the above specifications, the weight will be approximately 300 gms.) Each team has a set of six discs (i.e. 3 discs per player) all the one colour, which must be a different colour from the opposing team's discs.
  - b) The kitty is a ball, preferably white, approximately 75 mm in diameter and 155 gms in weight, e.g. a hockey or cricket ball. Often a lawn bowls jack is used.
  - c) The arena is a rectangular area, 9 metres by 3 metres, placed preferably on a flat, grassed surface. Each arena is defined by thin ropes, with markers at 4.5 metres along each long side of the rectangle, to signify the halfway point of the arena.

## 2. **Players:**

- a) The game of Disc Bowls is played with two teams, each team having two players. Any two people constitute a team. Each team has a Skip and Lead. The Lead plays first.
- b) The Skip and Lead must not swap once the game has commenced. If a player plays out of turn, the disc played out of turn is removed and is not counted in that end. However, if the disc thrown out of turn has changed play to the advantage of the team whose member threw out of turn, the end is replayed.

## 3. **Officials in a competition:**

- a) **Control of the competition** – Appointed officials make up the official draw, set game times, call up players when they are required for a game and maintain a combined scoresheet for all games. Note: If player(s) fail to report for a game within 2 minutes, the team is disqualified and their opposing team automatically wins the game. All games are played under the control of the Competition Referee(s), whose decisions are final.
- b) **Control of each individual game** – Each individual game is controlled by a Marker, who chooses the end from which play commences. At the finish of each end, either the Marker or a separate Scorer records the points on the game card.

## 4. **Game Outline:**

- a) The purpose of the game is for each player to throw three discs so as to come to rest within the arena as close as possible to the kitty. The team whose disc(s) in the arena are closest to the kitty wins the end. Each game consists of five ends, except the semi-finals and final, which consist of ten ends each.
- b) The game commences with the Marker tossing a coin or disc with the two Skips. The winner of the toss chooses the colour of the discs they wish to use and either elects to throw first, or asks the opposing team to lead off.

## 5. **Playing Each End:**

- a) When rolling the kitty or throwing a disc, the player stands outside the arena (the narrower end) and between the two sidelines. If the player's foot/shoe is outside the sideline or over the end line when throwing a disc, the penalty is removal of the disc. However, if the foot fault has changed play to the advantage of the team whose member threw with their foot out of line, the end is replayed.

- b) The Lead of the team playing first rolls the kitty into the arena. The kitty must settle past the halfway mark and within the arena. If the kitty does not roll clearly beyond the halfway mark or rolls out of the arena, the Lead of the opposing team then rolls the kitty, which must settle over the halfway mark and within the arena. If both Leads fail to roll the kitty correctly into the playing area, the Marker places the kitty centrally in the second half of the arena.
- c) Whoever rolled/placed the kitty, the Marker centralises the kitty between the two sides of the arena. If the kitty settles less than one metre from the far end of the arena, the Marker places the kitty at the one metre position.
- d) The Lead who rolled the kitty first then throws the first disc, so as to come to rest as close as possible to the kitty. Play continues with the opposing Lead throwing a disc, followed by the first team's Skip and then the opposing Skip and so on, until all twelve discs have been thrown.
- e) If a disc or kitty comes to rest either within the arena, or on the rope of the arena (if any part of it is in contact with the rope), it is deemed in play. If a disc exits the arena and then re-enters, coming to rest within the arena or on the rope, it is still in play. Any disc that come to rest outside the arena may be immediately removed by the Marker so that the disc cannot confuse/hinder play. The Marker is the judge in these situations.
- f) To start the next end, the winning Lead of the previous end rolls the kitty and throws the first disc from the opposite end of the arena.

## 6. Scoring:

- a) At the finish of each end, the Marker, in consultation with the skips, determines how many discs of one team are and closer to the kitty than the nearest disc of the other team. The marker awards one point for each disc in the arena of the team whose disks are closest to the kitty. For example, if Team A has 2 discs that are closest to the kitty and the 3<sup>rd</sup> nearest is from Team B, then Team A is awarded 2 points and Team B nil.

However, if there is expressed doubt by either skip, the Marker shall measure with an accurate measuring device any disc that is not obviously closer to the kitty than the other team's disc. In this event, measurement shall be taken from the kitty to the edge of the nearest disc.

The Marker's decision will be final in all matters of dispute; however, any point of contention can be referred by the Marker to the Competition Referee.

The Marker or a separate Scorer writes on the scorecard the number of discs within the arena of the team that are closest to the kitty before the nearest disc within the arena of the other team.

- b) If a player knocks the kitty out of the arena with a disc, the other team automatically wins the end and is awarded three points for that end.
- c) Where one or more disc from each team is in contact with, or the same distance from, the kitty, that end shall be a tie; i.e. it is a scoreless end. The Lead who started the tied end leads off the next end.
- d) At the finish of the game (i.e. all ends have been played), the team with the highest number of points totalled from each end in the game is declared the winner of the game.
- e) However, in the event of a tie after the final end has been played, the Marker places the kitty centrally in the second half of the arena, and tosses a coin/disc to see who throws the first disc. The winner of the toss chooses who plays first and an additional end is played to provide a winner of the game.
- f) When the game is finished and all scores are agreed, the Marker or Scorer brings the completed scorecard of the game to the appointed official(s).