

## SPANISH NATIONAL SINGLES 2022

### CONDITIONS OF PLAY

1. Singles: Four bowls per player. All bowls must bear a legible, approved World Bowls stamp of 1985 or later. The current World Bowls Laws of the Sport (Crystal Mark 4) will apply unless otherwise stated in these Conditions of Play.
2. Prior to the start of a match, each player will be allowed two trial ends.  
The National Singles will be played in 4 sections in the men's event.  
The top 2 of each section will go forward to the Quarter-Finals. The winner of Group A will play the 2<sup>nd</sup> placed player from Group B in Quarter 1, Winner of Group B will play 2<sup>nd</sup> placed player from Group A in Quarter 2. Winner of Group C will play 2<sup>nd</sup> placed player in Group D in Quarter 3. Winner of Group D will play 2<sup>nd</sup> placed player from Group C in Quarter 4.  
Semi Finals will be Winner of Quarter 1 v Winner of Quarter 3 and Winner Quarter 2 v Winner of Quarter 4.
3. Each match will consist of two sets, each set being played over 9 ends. The winner of each set will be the player with the most shots at the completion of the 9<sup>th</sup> end. The winner of the match being the best of two sets. (A match tie-breaker is not a set.) In section play all 9 ends of a set must be completed. In knockout play a set will be decided if, at any point, it becomes impossible for one player to draw or win the set given the number of ends left.
4. If the shot scores are tied after the last end of a set, the set is drawn. If the match is tied (two drawn sets or one set each) after the two sets have been completed, a match tie-breaker consisting of 3 ends will be played to determine the winner. The match tie-breaker is decided by the winner of the total number of shots scored in the three ends. If at the completion of the third end of a tie-breaker the scores are equal, a fourth tie-breaker end will be played. In both section play and knockout play there should be no further play in the tie-breaker if, at any point, it becomes impossible for one player to draw or win the tie-breaker given the number of ends left.
5. In all cases a tied end will count as one of the 9 ends played.
6. Scoring  
Two points will be awarded for a match win and nil points for a match loss.  
Section winners will be determined as follows:
  - i) Highest number of match points scored.
  - ii) If match points are equal, the player with the highest number of sets won will be the winner.
  - iii) If match points and sets won are equal, then the player with the highest net total of set points over all matches in the section will be the winner.
  - iv) If match points, sets won and net totals of set points are equal, the player with the highest net total of shots over all matches in the section (not including tie-break ends) will be the winner.
  - v) If match points, sets won, net total of set points and shots difference are equal the player that won the match between the players that are equal will be declared the winner.

7. First to Play-Law 56.4

i) First Set: The opponents in Singles should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl: or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse)

ii) Second Set; The winner of the first set should place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set should place the mat and then deliver the jack and the first bowl.

iii) First, fourth and any further ends of a tie-breaker: the opponents in Singles should toss a coin and the winner of the toss has the options as described in i)

8. Play in all other ends: In all ends after the first but apart from an extra end, the winner of the previous scoring end should place the mat and then deliver the jack and the first bowl.

9. Re-spotting the jack

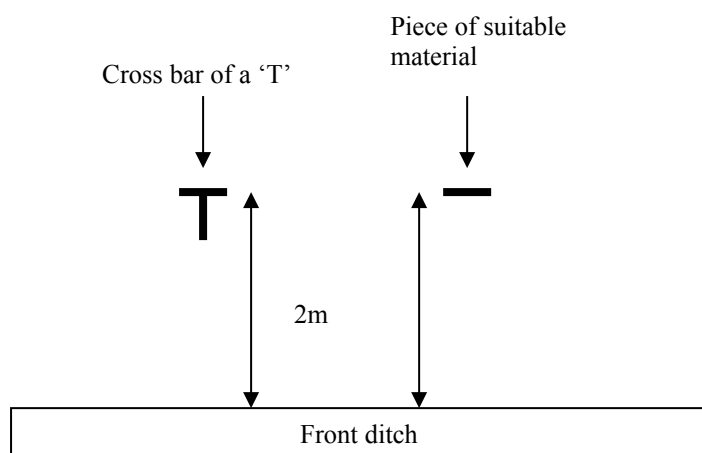
56.5.2.3 If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at the appropriate spot described in law 56.5.2 and play must continue.

**56.5.2 Three re-spot positions**

56.5.2.1 If the jack passes outside the side boundary on the right of the rink, it must be placed with the nearest point of the jack to the mat line at a spot on the rink which is 2 metres from the front ditch and 1.5 metres to the right of the centre line.

56.5.2.2 If the jack passes outside the side boundary on the left of the rink, it must be placed with the nearest point of the jack to the mat line at a spot on the rink which is 2 metres from the front ditch and 1.5 metres to the left of the centre line.

If any of the spots mentioned in laws 56.5.2 are partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl. 56.5.5 The spots mentioned in laws 56.5.2 must be marked using chalk or some other suitable method.



10. Players may only visit the head:

after delivery of their third and fourth bowls. In exceptional circumstances, a player may seek permission of the Marker to visit the head before they deliver their third bowl

11. Any player not ready to play at their official start time for any match shall forego their right to play trial ends and then if they are not ready to play within 15 minutes after the official start time of their match shall forfeit the match to their opponent.

Any dispute will be decided by the Championship Committee:- Bob Donnelly, Suzi Cooper & Lynn Greenland.