



# Disc Bowls for Caravanners

As at 29<sup>th</sup> December 2004

1. The game of Disc Bowls is played between two teams of two players. Two people constitute a team.
2. Each team play with a set of six discs, three discs per player. The discs are approximately 180mm in diameter and 20mm thick, made of wood or plastic with one edge rounded and the other square. Each set of 6 discs is to be a different colour. Both sides of the disc may be slightly waisted to provide a rim for a better grip.

The weight of the disc is to be between 290 gms and 310 gms. A centre hole may be cut or drilled to obtain a near correct weight. (If the discs are made from M.D. Fibreboard to the above specifications, the weight will be approximately 300 gms.)

3. The 'Kitty' is a ball, preferably white, approximately 75mm in diameter and 155 gms in weight. For example a hockey or cricket ball. More often a lawn bowl jack is used.
4. The arena is a rectangular area, 9 metres by 3 metres, and preferably placed on a flat grassed area and defined by thin ropes. Suitable markers at 4.5 metres to signify the half-way point of the arena.
5. In a competition, two officials, the Marker and the Scorer make up the official draw and control each game. They choose the end from which play commences.
6. The game commences with the Marker tossing a coin with the two Skips and the winner of the toss elects to throw first or chooses the colour of the disc and asks the opposing team to lead off.

The lead off player rolls the kitty into the roped off area. If the kitty does not roll clearly beyond the half-way mark, or rolls out of the arena, then the lead player of the opposing team rolls the kitty. The Marker then centralizes the kitty between the two sides of the arena and at least one metre from the far end of the arena. The original lead then throws the first disc.

7. The lead off player tosses his/her first disc so as to land as close as possible to the kitty. Play continues with the opposing lead player tossing a disc, followed by the opposing Skip and the other Skip alternatively.

If a player plays out of turn his/her disc is removed as a penalty (Head replayed if needed).

When tossing the disc, the player is to stand behind the base line and between the two sidelines. At no stage can the players' feet/shoes be outside the sidelines or over the base line. Penalty – removal of disc (Head replayed if needed)

8. When all twelve discs have been played, the marker determines how many discs of one team are closer than the nearest disc of the other team. One point is scored of each disc that is closer than the nearest disc of the other team. The Marker advises the Scorer at the completion of each end.
9. The Marker will measure with callipers or steel tape any disc that is not obviously closer to the kitty than the other disc. Measurement is from the widest part of the kitty to the edge of the disc.

When two or more opposing discs are on top of or touching the kitty, it will be no score, but will be recorded as an end played.

10. Any player can ask the Marker to measure any disc or discs which they consider closer. The marker's decision will be final in all matters of dispute.
11. The teams then transfer to the opposite end and the lead of the team, that won the previous end, will throw the first disc. A team consists of a Lead and a Skip, with the lead playing first on each end. The Lead and Skip are to maintain those positions for the duration of the game.
12. A game is played over five (5) ends. Semi-finals and finals are usually played over ten (10) ends.
13. A team with the greatest aggregate of points, from each game, is declared the winner of the game.
14. In the event of a tie after the final end has been played, an additional end is played to provide a winner. The Marker places the kitty centrally in the second half of the arena and tosses a coin to see who throws the first disc.
15. If the kitty is knocked out of the roped off arena, the team knocking it out loses that end and the opposing team is awarded three (3) points.
16. If any part of a disc or kitty is not completely outside the rope, it will be deemed to be still in play. The Marker will judge in this situation.