

Glasgow 2026

Bowls and Para Bowls

Conditions of Play

V3.0

Conditions of Play

The Glasgow 2026 Bowls & Para Bowls competition will be conducted in accordance with the Laws of the Sport of Bowls Crystal Mark Fourth Edition. Specific Conditions of Play have been developed by World Bowls and will be in operation for all matches in Glasgow 2026 Bowls & Para Bowls Competition.

Document Information

Prepared By	Mark Cowan	Document Owner	SCM Bowls and Para Bowls
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Document Revision History

Version	Version Date	Revised By	Description
V0.1	13/11/2025	Adam Paton	Initial document created from Birmingham 2022 Conditions of Play
V1	26/03/2026	Mark Cowan	Rewritten for Glasgow 2026 format and rules.
V1.1	26/03/2026	Kirsty Bean	Applied Glasgow 2026 branding and Nominated Jack Length appendix.
V1.2	03/04/2026	Adam Paton	Updated numbering of sections and updated formatting to match Glasgow 2026 Style Guide.
V1.3	07/04/2026	Kirsty Bean	12.4 – updated information regarding players competing in the same rink twice in a day 20- added approved bowls list # 30- nominated jack lengths diagram updated 31-34- appendices C-F added
V1.4	16/04/2026	Kirsty Bean	10 - rewording regarding jack positions 10.f - schedule delay clause removed 11 - Clarification that an ITO will keep time, change in order of player delivery and start of match sections, clarification on shot clock during changeover between ends 11.c – time-out process updated 20- peer coaching section added

			21- clarification on approved bowls and Competition Management approval 34- hearing device section added
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2.0	09/06/2026	Mark Cowan	3- improved clarity on match limits 10- addition of position on the mat 11a- improved clarity 11b- change to allow all Para athletes 60 seconds 11b- clarity around placing the mat and jack including hand signals 11c- addition of note on timeouts 14- restrictions on movements of players added 16- new section added on leaving the field of play 17- change to restrictions on skips 18- links to section on forfeits where applicable 20- links to coaching guidance 33- coaching guidelines added 35- 1 metre marker added 37- additional guidelines on wheelchairs and bowlers arms 38- hand signals examples
3.0	08/07/2026	Mark Cowan	7- Altered numbers in table "13 or more entries" to show correct serpentine affect for numbers 25 to 28 in the four sections. Point 10d - First to play - second paragraph in second set (v2.0) split over the first set and second set in new final version. 11 - Changeover between ends - Deleted the word 'start' before the word 'deliver' at the end of the first sentence. 15 - 2nd paragraph - deleted wording 'immediately prior to the official scheduled start time of the round' and inserted '5 mins prior to the game'. 24 - Deleted 'think the marker has erred in the measuring process' and

			inserted 'require a final decision by the umpire'. 26 - Jury of appeal: inserted '(or nominee)' against the 3 panel member 37.1 - Deleted 'when not on the mat' at the end of the sentence. 37.3 – Wheelchairs: updated guidance on wheelchair tyres 38.1 – clarified situations where the shot clock will not be halted
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Document Approvals

Name	Title	Date	Document Version
Natalie Cunningham	Director of Sport	26/03/2026	1.0
Adam Paton	Sport Competition Manager	11/06/2026	2.0
Mark Cowan	Technical Delegate	26/03/2026	1.5

Event Information

Event: Glasgow 2026 Commonwealth Games

Dates: Thursday 23 July to Sunday 2 August 2026

Venue: Scottish Events Campus, Glasgow

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1. ENTRY CONDITIONS & ELIGIBILITY

All players are to be affiliated with their National Authority that is a member of World Bowls (WB) or International Bowls for the Disabled (IBD).

All players and Para athlete competition partners (directors) must meet the Commonwealth Sport (CS) eligibility criteria (CS Constitution: By-law 17).

Players in Para events must be internationally classified with a confirmed sport class status or review with a fixed review date of 2027 or later at the sport entries deadline of 23 June 2026. International Classification will not be available at the event.

2. COMPETITION MANAGEMENT

- International Federation (IF): World Bowls Ltd
- Technical Delegate (TD): Mark Cowan
- Chief Technical Official (CTO): Allan Thornhill
- Organising Company (OC): Glasgow 2026
- Sport Competition Manager (SCM): Adam Paton

3. EVENTS

a. Bowls Draw

Bowls includes medal events for both women and men.

Singles: Four Bowls per player, 2 sets of 7 ends with a 1 end tie-break (if necessary).

Pairs: Three Bowls per player, 2 sets of 5 ends with a 1 end tie-break (if necessary).

b. Para Bowls Draw

Para Mixed Pairs B2 -B3: Three Bowls per player, 2 sets of 5 ends with a 1 end tie-break (if necessary).

Para Women's Pairs B6-B8: Three Bowls per player, 2 sets of 5 ends with a 1 end tie-break (if necessary).

Para Men's Pairs B6-B8: Three Bowls per player, 2 sets of 5 ends with a 1 end tie-break (if necessary).

A scheduled window of 1 hour 15 mins (excluding 1 trial end) has been allocated to all sectional matches in all disciplines except the Para Mixed Pairs which has a 1 hour and 30 min allocation. The Controlling Body believes these scheduled times are the approximate times that these matches should take to complete. Some games will take less time; some may take more. But there will be no cut off when a scheduled game time is due to finish.

Note: All games will be played to their completion.

c. Bowls Disciplines

Singles/Pairs

Two (2) or three (3) players per CGA for each gender:

- 2 players from a CGA - One player can compete in both disciplines (singles and pairs) OR
- 3 players from a CGA - A CGA may select three (3) individual players to play the two disciplines. One player would compete in the Singles event and the other two players in the Pairs event.

The Singles and Pairs events for opposite genders will be conducted concurrently, Men's Singles & Women's Pairs then vice versa in the second half of the programme.

d. Para Bowls Disciplines

Para Mixed Pairs B2-B3 (eligible sport classes B1-B3)

- Must include one male and one female player.
- The maximum cumulative point score for each pair is 5 points. The cumulative point score is determined by combining the Sport Classes of both athletes entered within that medal event. For the avoidance of doubt, the sport class of an individual athlete is worth the actual number value (i.e. sport class B1 is worth 1 point, B2 is worth 2 points, B3 is worth 3 points).
- Each athlete entered in the Mixed Pairs B2-B3 medal event is entitled to one (1) Director not included in the maximum possible slot allocation.

Para Men's Pairs B6-B8 (eligible sport classes B5-B8)

- Must include two male players.
- The maximum cumulative point score for each Pair is 14 points. The cumulative point score is determined by combining the Sport Classes of both athletes entered within that medal event. For the avoidance of doubt, the sport class of an individual athlete is worth the actual number value (i.e. sport class B5 is worth 5 points, sport class B6 is worth 6 points and sport class B7 is worth 7 points and sport class B8 is worth 8 points).

- It is not possible for Para Bowls players to also enter the open Bowls draw due to scheduling restrictions.

Para Women's Pairs B6-B8 (eligible sport classes B5-B8)

- Must include two female players.
- The maximum cumulative point score for each Pair is 14 points. The cumulative point score is determined by combining the Sport Classes of both athletes entered within that medal event. For the avoidance of doubt, the sport class of an individual athlete is worth the actual number value (i.e. sport class B5 is worth 5 points, sport class B6 is worth 6 points and sport class B7 is worth 7 points and sport class B8 is worth 8 points).
- It is not possible for Para Bowls players to also enter the open Bowls draw due to scheduling restrictions.

4. TEAM COMPOSITION

Entered players must remain in the disciplines as confirmed at the Bowls Technical Meeting. After this time, changes will only be allowed relating to the team order within each team, between rounds. This must be submitted to Competition Management at least 45 minutes before the respective round.

5. ENTRIES, REPLACEMENT AND SUBSTITUTE PLAYERS

In accordance with Commonwealth Sport (CS) rules, individual entries containing the names of athletes and the events in which they wish to compete, shall be received by Glasgow 2026 by 23 June 2026, 23:59 (GMT+1). Entries can only be accepted from a Commonwealth Games Association (CGA) recognised by CS. No late entries will be accepted.

In accordance with the CS Late Athlete Replacement Policy and following the Entry by Name deadline, CS in consultation with the relevant International Federation (IF) and CS Medical Commission (when deemed appropriate by CS), may approve a permanent replacement of an athlete by another eligible athlete only in the same sport and discipline and event(s) where there are extenuating/extraordinary circumstances (e.g., medical circumstances, positive COVID-19 test result ratified where appropriate by the G2026 RACEG group, Anti-Doping rule violations and appeals) that may prevent the participation of an athlete in G2026. This policy applies following the close of the Sport Entries (Entry by Name) deadline up until two (2) hours prior to the start time of the Bowls and Para Bowls Technical Meeting.

6. ARRANGEMENT FOR PRACTICE

Law 4 of the Laws of the Sport of Bowls will apply. Training will only be permitted on all competition rinks and the warm-up rink, on the three (3) days (Tuesday 21 July 2026 – Thursday 23 July 2026) prior to the first day of competition. Rinks will be allocated to each CGA by Competition Management.

From the first day of competition onwards, practice will be permitted on the warm-up rink only (Hall 2) immediately prior to a player's event. This applies to all disciplines. Competition management will allocate times to the warm-up rink for players as per the playing schedule. CGAs may organise their own practice at local clubs prior to and during the competition.

7. COMPETITION DRAW FOR BOWLS

Teams will be divided into four sections. If there are 12 or fewer entries for an event, they will be divided into two sections of up-to six teams.

Teams will be placed into Sections based on results from the respective discipline from the Birmingham 2022 Commonwealth Games. The placement of teams will follow the table below. All other CGAs that did not compete in the respective draw at the Birmingham 2022 Commonwealth Games will be randomly drawn to complete the sections in the order shown below until all teams have been allocated a position in the draw.

12 or fewer entries

Section A	Section B
1	2
4	3
5	6
8	7
9	10
12	11

13 or more entries

Section A	Section B	Section C	Section D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28

The initial draw for the open disciplines will be completed in the week following the close of entries. If any player or team withdraws after the initial draw has been completed which results in uneven sections, then the Competition Management, by ballot, may move a random draw team from one section to another to ensure that all sections contain, as near as possible, a similar number of teams. Any movement of teams will take place at the Sport Technical Meeting on 22 July 2026 when all sections will then be confirmed.

Where there are four sections, the winners of each section will progress to the Semi-Finals.

The Semi-Final draw following the round-robin will be Section A v D and B v C.

Winning Semi-Finalists will play off for gold and silver medals. Losing Semi-Finalists will play off to determine the bronze medallist.

All teams will be given a final ranking based on the World Bowls criteria from the sectional play results for those who do not reach the finals and based on the Semi-Final result for those teams that lose in the Semi-Final.

8. COMPETITION DRAW FOR PARA BOWLS

The Para Bowls Competition for each discipline will be a round-robin of five (5) games with the top four ranked teams advancing to the Semi-Finals.

The Semi-Final draw following the round-robin will be 1 v 4 and 2 v 3.

Winning Semi-Finalists will play off for gold and silver medals. Losing Semi-Finalists will play off to determine the bronze medallist.

All Teams will be given a final ranking based on finishing positions in the medal play off matches and from round robin results for those who did not reach the medal play offs.

9. SECTION FORMAT

Any section with 7-8 teams. Black indicates where a bye would be with 7 teams.

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 v 5	1 v 3	1 V 7	1 v 6	1 V 4	1 v 8	1 v 2
2 v 6	2 v 4	2 V 8	2 v 7	2 V 3	2 v 5	3 v 4
3 v 7	5 v 7	3 V 5	3 v 8	5 V 8	3 v 6	5 v 6
4 v 8	6 v 8	4 V 6	4 v 5	6 V 7	4 v 7	7 v 8

Any section with 5-6 teams. Black indicates where a bye would be with 5 teams.

Round 1	Round 2	Round 3	Round 4	Round 5
1 v 5	1 v 6	1 V 4	1 v 3	1 V 2
2 v 4	2 v 3	2 V 6	2 v 5	3 V 4
3 v 6	4 v 5	3 V 5	4 v 6	5 V 6

Any section with 3-4 teams. Black indicates where a bye would be with 3 teams.

Round 1	Round 2	Round 3
1 v 4	1 v 3	1 V 2
2 v 3	2 v 4	3 V 4

10. FORMAT OF PLAY

The event will be played under sets play format as outlined in Law 56, subject to a number of variations as outlined below.

a. Sets Play

- Sectional Play followed by Knockout Play.
- Four bowls (of a set of bowls) per player in singles
- Three bowls (of a set of bowls) per player in pairs.
- Games will be played consisting of 2 sets, with each set played over 7 ends in singles.
- Games will be played consisting of 2 sets, with each set played over 5 ends in pairs.

The winner of a set will be the player/team with the highest number of shots when 7 ends in singles or 5 ends in pairs is completed. If the number of shots is tied after the completion of 7 ends in singles or 5 ends in pairs, the set will be a draw.

b. Situations where sets cannot be won

In situations where a player/team is unable to mathematically tie or win the set or specifically win the second set if it has lost the first set, the following arrangements will apply:

- Sectional Play: **All** ends (7 in singles, 5 in pairs) of each set will be completed due to the impact of each shot on ladder positions.
- Finals Play, first set: If a player/team is mathematically unable to tie the first set, the set will conclude immediately.
- Finals Play, second set: If a player/team is mathematically unable to tie the second set, or in the case they have lost the first set, win the second set, the set will conclude immediately. If the game is tied at one set apiece (or both sets have been drawn), the tie-break will commence.

c. Tie-Break

If a game is tied after the completion of the 2 sets (each player/team having won one set or both sets having been drawn) a one end tie-break will be played. The winner of the tie-break will be awarded the game. If the one end tie-break is a tied end (as per Law 24), further tie-break ends will be played until a winner is found.

d. First to Play (Law 56.4)

First set: the marker shall toss a coin (red bowls player/team to call) and the winner of the toss can choose whether to place the mat, nominate the length of jack, and then deliver the first bowl or tell the opposing player/team to place the mat,

nominate the length of jack, and then deliver the first bowl (the opposing player/team cannot refuse).

If the first end of the first set is a tied end, the first to play in that end shall also play first in the second end of the first set.

Second Set: the winner of the first set shall place the mat and advise the marker the length of jack to be played and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the marker the length of jack and then deliver the first bowl.

In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, nominate the length of jack and then deliver the first bowl.

The first and any further ends of a tie-break: the marker should toss a coin (red bowls player/team to call), and the winner of the toss has the options as described above (First set).

e. Position on the mat

Before delivery, a player must be in a stationary position standing on the mat, with all or part of at least one foot on the mat.

Before delivery, a player using an approved wheelchair must have one wheel on the mat.

A player must deliver the bowl in a forward motion from these positions.

Any player not meeting the terms of this law is committing a foot fault and law 8 will apply.

f. Re-spotting the jack

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 less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a position on the rink which is **one metre** from the front ditch and on the centre line, and play must continue.

If the re-spot position is partly covered or completely covered by a bowl, the jack must be placed as close as possible to the covered position, between and in line with that spot and the corresponding position at the opposite end of the rink, without touching a bowl.

g. Forfeits

Any player/team arriving after the official scheduled start time shall lose the right to play trial ends. Any player/team arriving at the rink more than 5 minutes after the official starting time shall forfeit the game and the points for that game or not progress through to the next round. Any player/team that is unable to begin or complete a match shall forfeit the game and the points for that game/or not progress

through to the next round. If a game is forfeited during sectional play, the non-offending player or team will be awarded three match points, 2 set points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section.

If any team is disqualified completely from the competition during the sectional play phase, all of the completed match results for the disqualified team will be removed.

11. GAME VARIATIONS

a. Shot Clock

The timing of each game will be overseen by an ITO Timekeeper operating a shot clock.

The shot clock will be used in the following manner:

Start of all ends: a player has 40 seconds (60 seconds for VI players) to place the mat, nominate the jack length to the marker and deliver their bowl. Any bowl not delivered within the allocated time will be declared dead.

Player delivery: a player will have 30 seconds from the moment the previous delivered bowl comes to rest to deliver their bowl.

Skips Changeover (Pairs): the skip to play first will be allowed 40 seconds (60 seconds for Para players) from the point the previous opposition bowl comes to rest to study the head, move to the mat end and deliver their bowl.

Changeover between ends: The player playing the first bowl of an end will have 40 seconds (60 seconds for VI players), once the previous end is completed to place the mat, nominate the jack length to the marker and deliver the first bowl. The shot clock will commence the 40 second countdown when the jack is removed from the rink by the marker on the previous end.

Start of tiebreak end (sectional play): Once the coin has been tossed by the marker and the winner of the toss decides who is to play first, the 40 second shot clock (60 seconds for VI players) shall be applied.

Start of a tiebreak end (finals): From the semi-finals stage onwards, if the game is tied at one set all or both sets are tied, there will be no shot clock applied to the singles players 3rd or 4th bowl or any of the skips bowls during the one end tie breaker to allow players more time for tactical observation and decision making.

Time infringements: If the subsequent bowl is not delivered (left the hand) before the buzzer sounds in accordance with any previous clause in this section, that bowl will be deemed a dead Bowl by the marker and be removed immediately

from the rink of play (where possible, before it reaches the head, comes to rest or disturbs the head).

Delays: If at any time during the match:

- The match marker(s) decides that a team or player should not be penalised under this section due to unforeseen circumstances or delaying tactics by the opposition player/team/coach, then the match marker(s) can override the shot clock or penalty.
- Play is interrupted by an umpire's call then the shot clock will stop until the umpire's decision is finalised.
- The marker, match umpire, head ITO, competition manager or Technical Delegate may override or pause the shot clock at any point at their discretion.

b. Placing the mat and jack

The centre line of the rink will be marked by four (4) fixed nominated lengths (three [3] for the mat and jack and one [1] for the re-spot) at each end of the rink by different coloured markings. The mat and jack will be placed separately at one of the 3 designated spots at either end to define the length of the end to be played.

The player in Singles or the Lead in Pairs (or Lead Director in Para Mixed Pairs B2-B3) to play first in the end will place the front of the mat at one of the nominated lengths along the centre line at their end. The player in Singles or Skip in Pairs (or Skip Director in Para Mixed Pairs B2-B3) will communicate verbally **and using the hand signals in Appendix H (section 39) where possible** to the marker the nominated length to place the jack at the opposite end.

Players/Directors need to allow enough time to place the mat and advise the marker of the jack position within the time limit specified.

- If the jack position is not nominated by the player to play first within the allotted time limit, their first bowl will become a dead bowl and removed from the rink. Their opponent gets to nominate the mat and jack positions and deliver their first bowl within the 30 secs allocated to deliver any bowl.
- If the opponent also does not nominate a mat or jack position within their allotted time frame, the jack is placed on the 2-metre T by the marker and the player to play first can reposition the mat on any of the designated mat positions.

c. Timeout

Each singles player/team will be allowed one timeout per set, including tie-breaks. Timeouts cannot be carried over to subsequent sets or tie-breaks.

Timeouts will be 30 seconds in duration and can only be called when the singles player/team is in possession of the rink.

Timeouts can only be called when the shot clock is in operation. As outlined in [Start of a tiebreak end \(finals\)](#) whereby the shot clock is not applied in some circumstances, there is no requirement for a timeout during this period.

Players or coaches (or VI Directors) can nominate a timeout on behalf of their team. This will be done by indicating their intention to call a timeout to the marker by [holding their hands in a “T” position in the air](#). The marker will acknowledge the timeout by using the same signal back to the player/coach and timekeeper. It is the responsibility of the singles player/team calling the timeout to ensure that there is enough time for the marker and timekeeper to acknowledge the timeout and make the necessary adjustment to the shot clock.

When a timeout is called, an additional 30 seconds will be added to the time limit outlined in [Shot Clock: Player delivery](#). In a timeout situation, the timekeeper should allow the shot clock to run down to zero before resetting with the additional 30 seconds.

For clarity, if a player calls a timeout midway through their time allocation, they will receive an extra 30 seconds in addition to the time remaining on the shot clock at the point at which the timeout was called.

Therefore, the maximum amount of time between the previous bowl coming to rest and the delivery of the next bowl will be 60 seconds or 70 seconds during a skip or end changeover (90 seconds for VI players).

The players may involve the coach during the timeout. In this instance, the coach may enter the playing area and approach the head at the player's request.

If a player, coach (or VI director) calls an additional timeout in addition to the amount allocated, that player/team's next bowl will be forfeited. If the player/teams next bowl is delivered, the marker should stop the bowl before it reaches the head and remove it from play.

12. RINK ALLOCATIONS

Rink allocations are subject to change at any time prior to the trial ends for a specific round, at the discretion of the Competition Management. There may be instances in which athletes will compete on the same rink twice in the same day.

13. DETERMINATION OF WINNERS

Points will be awarded as follows:

- Three (3) game points for each game won.
- One (1) set point will be awarded for each set won.
- A half (0.5) set point will be awarded for each drawn set.
- No set points are awarded for any set lost. (The tie-break is not a set).
- If a game is forfeited, the non-offending player/team will be awarded three game points, two set points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round in the same section.

Section winners will be decided as follows:

- Highest number of game points scored.
- If game points are equal, the player/team with the highest number of sets won.
- If game points and sets won are equal, the player/team with the highest number of set points. (Note: This will include sets won and drawn)
- If game points, sets won and set points are equal, then the player/team with the highest net total of shots ('shots for' minus 'shots against') over all games in the section (not including tie-break ends).
- If game points, sets won, set points, and net total of shots are equal, then the player/team that won the match between the players/teams will be declared the winner.

14. PROCEDURE FOR APPLYING TIME LIMITS

There will be no time limit for each match as play will be controlled by the shot clock and restricting the movement of players. All matches will be played to completion. A horn/announcement will be used to signal the start of the trial end and then the official start of play.

15. TRIAL ENDS

One trial end will be allowed for all games in accordance with Law 5.1. In trial ends players can use any combination of bowls taken from different sets so long as all bowls carry a registered World Bowls stamp of either the current year or a future year.

The one trial end will commence 5 minutes prior to the game.

After the trial end, players must wait for the official announcement to start play.

16. LEAVING THE RINK OF PLAY

It is expected that there will be no toilet breaks during a game given the matches will only be lasting 60-75 mins, unless under extreme circumstances. In the case of an emergency break, the player will need to inform the marker who will pause the shot clock via the timekeeper.

Please note: The toilets, although in the venue, are not inside the competition hall. Players will have to retrieve and wear their accreditation outside the field of play to get back into the hall. Also, players must be aware that as all rinks are starting at the same time each session, any unnecessary delay of a toilet break may ultimately push back the start of the following session. Please inform players to go to the toilet before lining up for the commencement of their game.

17. ALTERATIONS TO THE FORMAT & LENGTH OF GAMES

The Competition Management reserves the right to alter the format, times of play and rinks to suit local unforeseen circumstances, giving as much notice as practical.

Where a programme is interrupted or cannot be completed due to unforeseen circumstances, the Competition Management may amend the format and/or length of games to achieve a result.

Any decisions will be made in line with the G2026 Delay, Postponement & Cancellation Policy.

18. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

Prior to the start of each end, the following players will take their position at the mat-end of the green:

- Pairs game: the leads

After delivering their first bowl, players will only be allowed to visit the head under the following circumstances.

Singles game: (each player playing four bowls)

- **the opponents:** after delivery of their third and fourth bowls.

Pairs game (each player playing three bowls)

- **the leads:** after delivery of their third bowl; and
- **the skips:** after delivery of any of their bowls.

Note: There will be no additional time allocated to any player who chooses to follow their bowl to the head. The shot clock will continue its countdown regardless of whether a player wishes to visit the head or not, unless a timeout has been called.

19. DELAYING (SLOW) PLAY

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to deliver their bowl within the shot clock limits prescribed by the Competition Management. The following conditions will apply in cases where players fail to meet this requirement.

- The umpire, on appeal by an opponent, one of the skips (pairs) or one of the team coaches that their team is being prevented from delivering their bowl within the

prescribed shot clock limits due to the actions of their opponents, or on appeal by the Competition Management as a result of its own observation, will notify the offending team with a first warning.

- If the offending team commits the same offence a second time the end will be regarded as complete, and the opponent of the offender will score as many shots as there are bowls in use by such opponent.
- If a player offends a third time the game will be forfeited to the opponent and the provisions stipulated in section [10 g - Forfeits](#) will apply.

20. MINIMUM LENGTH OF END

All designated lengths for the mat/jack placement on the rink of play are greater than the international standard of a minimum length of a jack (23 metres). The nominated jack lengths can be found in Appendix B.

21. COACHING

Coaches appointed by their CGA to act in this capacity at this event, will be accredited and they must be registered with the Competition Management and Technical Delegate prior to the commencement of the event.

- Each discipline (singles and pairs) will be entitled to have one coach per CGA sit in an allocated seat beside the rink during the match.
- There will be no switching of coaches once a match has started.
- Where no coach has been appointed by a CGA, peer coaching is permitted as long as the CGA registers their athlete(s) as a coach with the Competition Management during the Technical Meeting on 22nd July 2026.
- For guidance on coaching during the game, please see appendix C.

22. BOWLS

All bowls used during the event must carry a registered World Bowls stamp of either the current or of a future year. Random checking of bowls may occur prior to the commencement of games.

- Players must have 2 sets of bowls, one set in (predominantly) red and one in (predominately) blue as per the [approved list](#) of colours as advised by Glasgow 2026. Players unsure if their bowls are approved for play can seek clarification from the Competition Management prior to the event. No other colour will be permitted for use during this competition.
- First drawn teams in the playing schedule will play with Red, second drawn teams will play with Blue.

- Coloured bowls discs (stickers) are not permitted for use by athletes with the exception of the Visually Impaired (B1-B3) athletes – If required, stickers for these athletes must be provided by the athlete's CGA and should match the athletes bowls according to the scheduled draw (red stickers/red bowls, blue stickers/blue bowls), in accordance with Law 52.1.8.
- Players requiring bowls testing shall be liable for the cost of the test. Bowls submitted for testing must be in sets of four.

23. MARKING TOUCHERS

Spray chalk will be used to mark touchers in all games by the officiating markers.
Players will not mark touchers.

24. MEASURING

The marker in all games (who will carry a box string measure) will act as the measurer for deciding the number of shots. An umpire will be called by the marker if a different piece of equipment needs to be used or by the player if they require a final decision from the umpire.

25. SCORECARDS

The match scorecard will be kept by one of the officiating markers in all disciplines. The ITO timekeeper will update the rink scoreboard at the completion of each end. Skips will not keep the scorecard.

26. JURY OF APPEAL

A Jury of Appeal of three people shall be appointed for the purpose of deciding upon any points not provided in the Conditions of Play and/or for dealing with any referrals or appeals from decisions made by umpires and/or the Competition Management. In the event of a referral or appeal such referrals or appeals shall be made in accordance with the Laws of the Sport of Bowls Fourth Edition and any World Bowls Regulations.

The Jury of Appeal is:

- **Brett O'Riley** – President World Bowls (or nominee)
- **Mark Cowan** - Technical Delegate World Bowls (or nominee)
- **Allan Thornhill** – Chief Technical Official World Bowls (or nominee)

If a member of the Jury of Appeal resigns or otherwise becomes unable to complete his role on the Jury of Appeal, the World Bowls Board shall have the power to immediately appoint another person in his place.

The functions of the Jury of Appeal shall be to:

- Hear and determine any allegation of misconduct properly made under the Conditions of Play, Laws of the Sport of Bowls, or the World Bowls Articles of Association and Regulations.
- Hear and determine any disputes.
- Hear and determine any appeals.

27. DOPING CONTROL

As directed by CS, doping control shall take place in line with the CS Anti-Doping Rules, supported by World Bowls Anti-Doping regulations. Players may be tested both in and out of competition

28. REGULATIONS

- **Smoking** will be regulated as detailed in the G2026 Bowls Sport Guide. Players will not be permitted to leave the field of play during their match to smoke.
- There will **no alcohol** permitted on the field of play and surrounds.
- **Match fixing** will be subject to the appropriate CS policies and guidelines.

29. FOOTWEAR AND ATTIRE

As per the Laws of the Sport of Bowls and CS Policy on Branding on Competition Clothing & Equipment.

30. OTHER LAWS, REGULATIONS & POLICIES

All other Laws, Regulations & Policies other than stated above shall conform to the World Bowls Articles of Association, Regulations and [the Laws of the Sport of Bowls Crystal Mark Fourth Edition](#) as approved by World Bowls.

31. APPENDIX A – SCHEDULING PRINCIPLES

All Gold and Bronze medal matches must be held on the Broadcast rinks.

32. APPENDIX B – NOMINATED LENGTH OF JACK

The mat and jack will be placed on 1 of 3 nominated positions at each end during games to define the length of end to be played. Any dead jacks will be re-spotted on the appropriate T position which is 1 metre from the front ditch. See diagram below for nominated lengths

Players/Directors or coaches can make the initial contact for discussion.

The Coach will:

Rink of play

- be able to enter the rink of play during **timeouts** to discuss shots or tactics with their players. There will be a gap between the advertising boards at the side of the rink where the coaches will be sitting, which will allow the Coach to walk into the rink and communicate with their athletes.
- leave the rink of play after a timeout before their players bowl is delivered.

Rink side

- be able to communicate with their players from their position rink side (outside the rink of play) **at any time** as long as any discussion between coach/player:
 - does not interfere, annoy or disturb the player in possession of the rink.
 - Impede the opposition's ability to deliver their bowl within the allocated time limit.

Finals

Timeouts can only occur when the shot clock is in play. Therefore, from the semi-final stage onwards whereby the shot clock is not applied in a tie break end for the singles 3rd and 4th bowl and all the bowls for the skip in pairs, coaches can only give instructions from their rink side position and not enter the field of play.

Restrictions

It is expected that the Coach will not leave the area they have been assigned throughout the match.

- Coaches will not be able to move from end to end during a match.
- A coach will not be able to swap coaches during a game.
- Players will not be able to leave the rink of play to sit with the coach whilst their opponent has possession of the rink.

There is no expectation of the Coach to shake hands with all competitors at the end of the match and the Coach should leave the Field of Play once the match is complete.

34. APPENDIX C – CLASSIFICATION – PARA BOWLS

All players must be internationally classified with a confirmed sport class status or review with a fixed review date of 2027 or later at the sport entries deadline of 23 June 2026. Entries and classification details and rules are documented in the G2026 Para Bowls Guide and G2026 Sport Entries Guide. It is important to note that CGAs are required to send the completed sight assessment form for each B2/B3 player to IBD / World Bowls Para at the same time (or before) they are registered by the CGA in the Glasgow 2026 accreditation system

35. APPENDIX D – SET-UP OF RINKS – PARA BOWLS MIXED PAIRS B2/B3

- Distance markers, marked in metres, will be placed at two metre intervals at the appropriate designated lengths in both directions of play. These indicate the distance of the jack from the two-metre mark at the mat end, for the assistance of the director and/or the marker.
- A distance marker will also be placed at the 1 metre mark at each end to indicate the re-spot position.
- The “centre line” of each rink will be defined by a fine white string, stretched tightly over the surface of the green in a direct line between the points indicated by rink number plates.
- Mats may have a white centre line marking to assist in placing the mat squarely on the centre line.
- Upon agreement with the Competition Management, the mat may also have a ‘V’ cut in the centre of the front of the mat to aid with placement for the player.

36. APPENDIX E – THE DUTIES OF A DIRECTOR – PARA BOWLS MIXED PAIRS B2/B3

36.1 The director is the sighted person assisting the visually impaired player. Every law and condition of play that applies to a player, also applies to the director.

36.2 All players competing in Mixed Pairs B2-B3 shall have a director with them during play.

36.3 The director may assist the player with any/all of the following:

- picking up bowls
- finding/laying the mat
- alignment
- description of how bowls are running
- the position of any bowl
- shot selection and strategy

It should though be left to the player to decide how much (or how little) assistance they require.

36.4 In assisting a player with alignment, the director may stand in front of the player (if so desired) but may not stand at a distance further than five metres from the mat. In such cases the director must retire to his/her player before the delivered bowl comes to rest.

36.5 A bowl displaced by a director shall be removed from the green and will not be replayed.

36.6 Directors are expected to carry out the following duties:

- Report on behalf of the player and themselves to the relevant tournament officials
- Assist the player to and from the green
- Assist with the serving of refreshments for the player, where and how applicable
- Assist with the setting up and clearing of greens where necessary
- Call the toss of the coin on behalf of the skip
- Find/Lay the mat. Due to shot clock restrictions, ensure that an end commences as soon as possible by placing the mat on one of the designated positions and advise the marker of the nominated position for the jack
- Once the jack has been placed on the designated position repeat the distance to the player and the opposition

- Pass the bowl to the player by placing it in their hand or by rolling it towards them
- Immediately after the delivery, join the player and assist them off the mat
- Describe the run of the bowl and advise the player of its eventual position in relation to the jack and other bowls
- Suggest and describe the type of shot, line, amount of weight etc to be used for all shots played
- Maintain silence when an opposing player is on the mat and preparing to bowl
- Whilst on the mat, the director may question the marker and/or their pairs partner with regard to the position of all bowls played. The director may request suggestions as to the choice of shot to be played from their team during pairs play
- At the completion of the end, both directors are to agree on the number of shots awarded to whom, and where applicable, ask the marker to measure any disputed shots
- Assist the volunteer (if required), after the completion of an end, with the collection of the bowls and the subsequent separation of each team's bowls
- Ensure that the scorecard (kept by one of the markers) is checked and signed at the completion of the game
- Prevent the head from being disturbed prior to the number of shots being declared and agreed upon, and also due to players walking into the head accidentally
- Ensure that the player is properly attired

37. APPENDIX F – DEVICES

37.1 Visual Assistance Devices

B1/B2/B3 players will be entitled to use a monocular at any time.

37.2 Electronic Hearing Devices

Players (or Directors) with a hearing disability can use electronic devices to communicate with each other while on the rink of play. All electronic devices must have the approval of the Competition Management before the competition begins.

37.3 Wheelchairs

The following wheelchair regulations have been approved by International Bowls for the Disabled (IBD) and Sports Build, the manufacturer of the portable rinks for CG2026:

The front and rear wheels of a wheelchair can be of varying sizes for this event due to the competition being played on an indoor artificial (carpet) surface.

- Front Wheels: The smaller front wheels or castors has a minimum size recommendation by IBD of 200mm diameter and 50mm wide (8 inches x 2 inches). Alternatively, front wheels with a smaller diameter but a wider width are also acceptable – eg. 127mm diameter x 76mm wide (5 inches x 3 inches)
- Rear Wheels: The large rear wheels should be a minimum of two pneumatic rear tyres with an IBD recommendation of 620mm diameter and a width of 45mm (24 inches x 7/8 inches). Alternatively, rear wheels with a smaller diameter but a wider width are also acceptable – eg. 540-580mm diameter and a width of 60-75mm.
- The tyres should be a slick pneumatic tyre. Semi solid wheels are also acceptable.
- The running surface of all the wheels should not have any grooves or tread.
- The rear pneumatic tyres should be inflated to the lower end of the manufacturers recommended range appropriate to the players loaded weight and checked by teams before play.
- The following on-green observations should also occur:
 - Players to travel in straight lines onto and off the mat.
 - No tight pivots or skid turns on the playing surface.
 - Wide turning arcs at the head with positioning of the wheelchairs to one side of the head and as close to the rink edge as possible.
- Any wheelchair athletes that are unsure whether their wheels comply, or are outside the above guidelines, can contact the Controlling Body for clarification.

37.4 Walkers

Where Walkers are used to assist the bowler to move up and down the rink, and used as a seat while on the rink, the wheels need to be in accordance with the 'wheelchair' front wheels.

37.5 Walking Stick

All sticks used for support on the greens must be fitted with discs at their base with a minimum diameter of 76mm as specified in Law 41.5. of the [Laws of the Sport of Bowls Crystal Mark Fourth Edition](#).

37.6 Artificial Device- Bowlers Arm

Bowlers arms are permitted in competition in accordance with Law 41.5 of the Laws of the Sport. Only bowlers arms approved by the player's MNA can be used in competition.

Open Disciplines: There is no restriction as to when a player can start using a bowlers arm in a game. However, whenever a player commences using an approved bowlers arm during a game, the player must use it for the remainder of that game.

Para disciplines: Athletes in the Para Bowls disciplines will be allowed to use a Bowlers Arm, if such device was approved for the player at the time of being classified. A para-athlete approved to use a bowlers arm must use the device from the beginning of the match.

38. APPENDIX G –HALTING THE SHOT CLOCK AND SHOT CLOCK FAILURE

38.1 Halting the Shot Clock

There may be occasions due to situations outlined below or otherwise unforeseen where the Shot Clock may have to be paused and restarted, paused and reset, or paused and halted. For full guidance, please check the Bowls and Para Bowls Shot Clock Operating Process, Halting the Shot Clock, and Shot Clock Failure document. **This does not cover situations where the Shot Clock stops working, or issues prevent the Shot Clock from working as expected. This is covered in section 38.2.**

Situations where the Shot Clock may be halted

- Opponent standing or walking on the line to be played and does not or cannot move out of the way in a reasonable period of time
- Marker or other official standing or walking on the line to be played and does not or cannot move out of the way in a reasonable period of time
- Technical Officials are discussing a decision or ruling
- A jack, a mat, or the Field of Play is damaged and requires replacement
- Medical attention is required on the competition rink
- Medical attention is required on another rink which affects the competition rink
- Activity on the adjacent rink prevents a player from playing on the competition rink

Situations where the Shot Clock will not be halted

- Player is talking with their teammate and/or coach
- Player is using the overhead camera feed and/or discussing the position of bowls with their teammate and/or opponent and/or marker
- Player goes to their bag / box to retrieve equipment or refreshments
- Player visits the head of the rink
- One or more players are clearing bowls between Ends
- Stadium noise or movement – music, buzzers sounding, spectator chat, movement of spectators or CG workforce
- Medical attention is required on another rink which does not affect the competition rink

38.2 Equipment Failure

Should the Shot Clock equipment fail due to unforeseen circumstances, the Timekeeper will alert the supplier through the established process. The Timekeeper should inform the Umpire where possible but allow the End to continue. The Timekeeper should prepare a stopwatch for use in subsequent ends.

From the beginning of the subsequent end, the marker at the player end should use the provided stopwatch to provide a manual Shot Clock. Standing at the rink end, the Marker shall provide a Shot Clock for each player as they play their shots. The Marker shall announce the following points:

Timing Cue	Description	Vocal Cue
Start of Shot Clock	When the Jack is set / removed or the previous Bowl has come to rest	"Clock start, 30/40/60 seconds" (as appropriate)
15 seconds remaining	When there are 15 seconds remaining on the Shot Clock	"Fifteen"
10 seconds remaining	When there are 10 seconds remaining on the Shot Clock	"Ten"
5 seconds remaining	When there are 5 seconds remaining on the Shot Clock	"Five seconds"
Shot Clock elapsed	When the time has elapsed and the player has not played their Bowl	"Time" *airhorn should also be used at this signal

The stopwatch shall swap ends at the end of each end to ensure that they are always with the player(s) playing the shots.

At the end of each end, when changing ends of the rink, the Marker should check if the Shot Clock is correctly working again. If so, the Marker should inform the players and resume the use of the Shot Clock.

39. APPENDIX H – HAND SIGNALS

39.1 Player and Coach Signals

Timeout (athlete / director / coach forms a T-shape with two hands or arms)



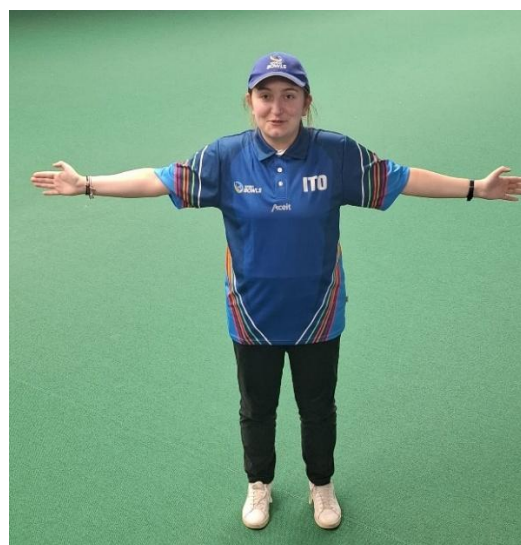
Medium Jack (two hands/arms held at shoulder width or wider)



Short Jack (two hands/arms held less than shoulder-width apart)



Long Jack (two arms held outright)



39.2 Umpire, Marker, and Timekeeper Signals

Stop the Shot Clock



Timeout acknowledgment



Reset the Shot Clock



Restart the Shot Clock (step 1)



Restart the Shot Clock (step 2)



Restart the Shot Clock (step 3)



Restart the Shot Clock (step 4)



The signal is a single arm being moved from straight up (12 o'clock) down to straight down (6 o'clock)