

**Cannock Variations:** – Drakes Pride rules are deleted and struck through the variation is entered in **bold underlined**. The line where these variations occur is marked \*\* in the margin.

# DRAKES PRIDE

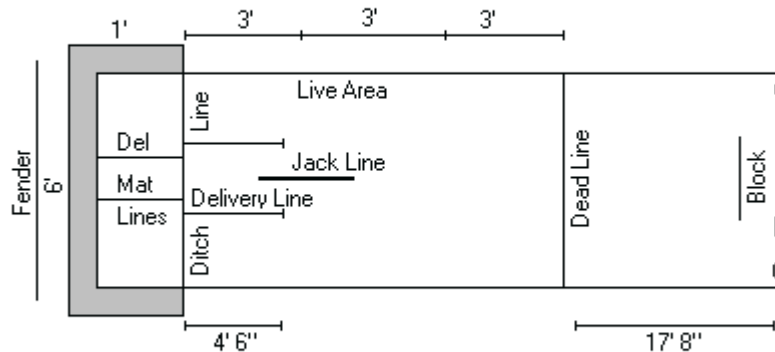
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## A. THE EQUIPMENT.

### 1. THE RINK MAT.

#### (a) **Description.**

The rink mat shall be of a suitable material conducive to the true running of the bowls as approved by the E.S.M.B.A. It shall be coloured green.

\*\* ~~The maximum length shall be 45Ft. and the minimum length 40Ft. including ditches.~~ **The mat length is 45Ft.** The width shall be 6Ft. with a tolerance of 2in. The floor surface should be level. ~

#### (b) **Markings.**

The rink mat shall be marked with half-inch lines, which must be white in colour. The lines may be affixed by adhesive, painted on or woven into the material.

#### (c) **Ditch and Dead Lines.**

Lines representing the ditch shall be marked across each end of the rink mat 1Ft. from the fender and similar transverse lines shall be marked 9Ft. from each ditch line to represent the dead lines.

#### (d) **Jack Line.**

The jack line shall be 3Ft. long and in the middle of the rink mat with one end 3Ft. from the ditch line and the other end 3Ft. from the dead line. ~

#### (e) **Delivery Lines.**

Delivery lines shall be marked 4Ft. 6in. long starting at right-angles from the ditch line and this distance on each side from the centre line of the rink mat shall be 13in.~

(f) **Delivery Mat Lines.** Delivery mat lines shall be marked 12in. long starting at right-angles from the ditch line towards the fender and the distance on each side from the centre line of the rink mat shall be 7in.

(g) **Block Lines.**

The block line shall be 15in. long and centred across the centre of the rink mat.

2. **DELIVERY MAT.**

The delivery mat shall be 24in. long and 14in. wide.

3. **DITCH AND FENDER.**

The width of the ditch shall be 12in. It shall be enclosed at the back and both sides with a fender 3in. high and not more than 3in. wide. It shall be coloured white and NOT be covered with any materials.

4. **THE BLOCK.**

\*\* The block shall be 15in. long, 3in. high and not more than 3in. wide. It shall be coloured white and must not be covered by material. **Self centering or spinner blocks can also be used.**

5. **THE BOWLS.**

(a) Bowls shall not exceed 5.1/4" or be less than 4.1/2" diameter and shall not exceed 3.1/2lbs in weight.

(b) Loading of bowls is strictly prohibited.

(c) Coloured discs or stickers may be used to identify team or club bowls and for this purpose they shall be classed as part of that bowl. The placing of a number of stickers on top of each other could render that bowl invalid if objected to.

(d) Bias 3 bowls are recommended.

6. **THE JACK.**

The jack shall be round and coloured White or Yellow and be made of a material approved by the E.S.M.B.A. Its diameter shall not be less than 2.1/2in. or more than 2.3/4in. It shall weigh not less than 14ozs. or more than 32ozs.

7. **FOOTWEAR.**

Bowling shoes or any smooth heel-less footwear MUST be worn while playing on the rink mat.

8. **DRESS REGULATION.**

Where dress regulations are stipulated for any match, championship or event. NO PERSON SHALL PARTICIPATE IF IMPROPERLY DRESSED.

**B. THE BOWLS**

1. **A LIVE BOWL IS:-**

(a) A bowl, which in its original course comes to rest within the live area

(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, or touch the fender or makes contact with the floor or the block and comes to rest in the live area.

(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.

## **2. MARKING A TOUCHER.**

- (a) A toucher shall be clearly marked with chalk by a member of the player's side before the next bowl delivered comes to rest. If a bowl is not so marked before the succeeding bowl comes to rest it will cease to be a toucher.

If in the opinion of either skip or the player in charge of the head, that to attempt to chalk such a bowl could cause it to fall or move, it shall not be chalked but it MUST be nominated as a toucher and it should then be chalked if the danger ceases during the course of play.

- (b) 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.
- (c) All toucher marks should be removed before any bowl is played.
- (d) Should a bowl be played which has not had the chalk 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, of if there is a danger that such a bowl should fall and alter the head or its position, it should be indicated and the mark removed if the position is changed.

## **3. ACTION OF TOUCHERS.**

- (a) 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.
- (b) 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.

## **4. DEAD BOWLS.**

A Bowl is dead and MUST be removed from the rink mat if: -

- (a) It is delivered from a foot fault position.
- (b) It strikes the block or passes over it.
- (c) It does not travel beyond the dead line.
- (d) It finishes in the ditch without touching the jack.
- (e) It touches or rebounds from the fender or contacts a toucher or the jack which is in the ditch.
- (f) It any part of the bowl intersects any part of the ditch line, unless it is a toucher.
- (g) When it comes to rest and any part of it intersects any part of the dead line.
- (h) It makes contact with the floor or leaves the rink mat.

## **5. UNDERLAY.**

The underlay is part of the playing surface.

## **6. LINE DECISIONS.**

All line decisions MUST be dealt with before the next bowl is played... failure to comply with this rule will render such a bowl live.

## **7. BOWL DISPLACEMENT.**

- (a) **Displacement by a non-toucher.**

A head is disturbed by: -

- (1) A bowl delivered from a foot-fault position.
- (2) A bowl which strikes or contacts the block.

- (3) A bowl, which rebounds from a toucher, which is in the ditch.
- (4) A bowl deflected by the fender.
- (5) A bowl or jack in the ditch, which is moved by a non-toucher.

It shall be restored as near as possible to its original position by the opposing skip or by the player who is in charge of play at the head and the end completed.

(b) **Displacement by a participating player.**

If a bowl while in motion or at rest on the rink mat, or if a toucher in the ditch, be interfered with or displaced by one of the players, the opposing skip shall have the option of: -

- (1) Restoring the bowl as near as possible to its original position.

\*\* (2) ~~Letting it remain in its new position.~~

\*\* (3) ~~Declaring the bowl dead and removing it from the rink mat.~~

\*\* (4) ~~Playing the end again and it MUST be from the same direction.~~

(c) **Displacement by a non-player.**

If a bowl while in motion or at rest on the rink mat, or if a toucher in the ditch, be interfered with or displaced by any person not playing, or by a jack or bowl from another rink mat, or by any other object; the two skips will come to an agreement regarding its original position. Should the skips fail to agree, the end shall be played again in the same direction.

(d) **Displacement by a marker.**

If a bowl is moved while it is being marked or measured by the marker, it shall be restored as near as possible to its original position by the marker, subject to the agreement by both players. If the players cannot agree, the end shall be played again from the same direction.

If shot or shots have already been awarded, the player holding the shots will have the option of accepting this as the score for that end of playing the end again.

(e) **Displacement by the Umpire.**

If the Umpire accidentally moves the jack or bowl while measuring, the Umpire will replace it as near as possible to its original position before completing their decision.

**The Umpire will be the sole arbiter in the matter.**

**8. BOWL DRIVEN OVER FENDER.**

If a bowl be delivered with such a force to pass or to cause another bowl to pass over the back or sides of the fender, the opposing skip shall have the option of: -

\*\* (a) Claiming ~~three~~ **four** shots and counting the end as played.

\*\* (b) ~~Counting the end as an end played and claiming the shots lying.~~

\*\* (c) ~~Completing the end.~~

\*\* (d) ~~Playing the end anew as in a Dead End.~~

## C. THE JACK

### 1. THE JACK.

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 intersecting the ditch line.

### 2. A JACK.

A Jack driven into the ditch shall be live and shall not be moved except by a toucher.

### 3. 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.

**NOTE: The underlay is part of the playing surface.**

- (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.

- (c) After rebounding it comes to rest either in the dead area or with any portion of it intersecting the dead line.

### 4. JACK OFF THE MAT.

In a game of ten ends or more, each team (single, pair, triple or four), will be allowed to knock the jack off the side of the mat a maximum of three times without penalty, for each additional end on which they knock the jack off the mat a three shot penalty will be awarded to the other team.

Non-penalty ends will be played from the same direction and will not count as ends played. All ends on which shots are claimed will count as ends played.

In games of less than ten ends, each team may knock the jack off the mat only twice before incurring a penalty.

In a two wood singles game the penalty, will be two shots.

In all instances the non-offending team has the option of declining the shots awarded and playing the end again.

### 5. REBOUNDING THE JACK.

Should the jack be driven against the fender and rebound onto the live area or should it rebound from a toucher in the ditch onto the live area, or after being played into the ditch it be moved by a toucher so as to find its way onto the live area, it shall be played to in the same manner as it never left the live area.

### 6. JACK DRIVEN OVER FENDER.

\*\* If the jack is driven over the BACK or SIDES of the fender by a player, the opposing skip shall have the option of:-

- \*\* (a) Claiming ~~three~~ **four** shots and counting the end as an end played.

- \*\* (b) ~~Playing the end anew in a dead end.~~

## **7. JACK DISPLACEMENT.**

(a) **Displacement by a non-toucher.**

A Jack disturbed by a bowl which: -

- (1) Has been delivered from a foot-fault position.
- (2) Strikes or touches the block.
- (3) Being non-toucher rebounds from the fender.
- (4) Being non-toucher contacts it in the ditch.

It shall be restored as near as possible to its original position by the opposing skip or by the player in charge of the head for them.

(b) **Displacement by a participating player.**

If a player interfere with the jack, which is in motion or at rest on the rink mat, the opposing skip shall have the option of: -

- (1) Restoring the jack as near as possible to its original position.
- (2) Letting it remain where it now rests.
- (3) Playing the end again from the same direction.

(c) **Displacement by a non-player.**

If the jack while in motion or at rest on the rink mat, be interfered with or moved by a non-player, or by a jack or bowl from another rink or by any other object, the skips shall come to an agreement regarding its original position and the jack will be restored.

Should they fail to agree, that end will be played again and it must be from the same direction.

(d) **Displacement by the marker.**

If the jack is moved by the marker whilst measuring it will be replaced as near as possible to its original position and both players will agree its position, if they do not agree the end will be replayed from the same direction.

If a shot or shots have already been awarded that player shall have the right to accept that score.

(e) **Displacement by a player measuring.**

Should a player in the act of measuring accidentally move the jack, the opposing player who agrees the shots shall: -

- (1) Replace the jack as near as possible to its original position.
- (2) Agree the shot or shots already claimed.
- (3) Agree or accept the shot or shots already taken out.
- (4) Play the end again from the same direction.

(f) **Displacement by the Umpire.**

Should the Umpire accidentally move the jack whilst in the act of measuring, he will replace it in its original position before completing his decision. He will be the sole arbiter of the position and his decision shall be binding.

## **D. CONDITIONS OF THE GAME**

### **1. FORM AND DURATION**

A game of bowls shall be played on one rink mat or several rink mats. It shall consist of a specified number of shots or ends or shall be played for any period of time as previously arranged.

### **2. PLAY ARRANGEMENTS**

(a) A game shall be played on one rink mat as: -

(1) A singles game by two players, each player playing two, three or four bowls singly and alternately.

(2) A pair's game by two players on either side, each playing two three or four bowls.

The two leads shall play all their bowls singly, alternately and in turn before changing ends with the skips who will then bowl their bowls alternately and in turn.

(3) A triples game by two teams of three players on each side, each lead playing all their bowls before the seconds be allowed to bowl their bowls.

The leads will remain at the mat end until after both seconds have bowled all their bowls, then these four players will change ends with the skips who will now bowl their bowls singly, alternately and in turn.

(4) A fours game by four players on either side who shall be called lead, second, third and skip according to the position and order in which they play. Each player will play two bowls only, each singly, alternately and in turn, the leads will play all their bowls before the seconds be allowed to bowl theirs and all players shall remain behind the mat until both thirds have bowled all their bowls then all players will change ends with the skips who will now bowl their bowls, singly, alternately and in turn.

(b) A team game shall be played by two sides on a given number of rink mats, each side composed of an equal number of players.

## **E. GENERAL CONDITIONS OF PLAY**

### **1. TRIAL ENDS.**

Trial ends shall be at the discretion of the controlling body.

### **2. TOSSING FOR START.**

(a) The captain in a team game shall toss, the winner has the option to play first or second on all rinks.

(b) In games played on one rink mat, the leads shall toss and the winner shall have the option of playing first or second.

### **3. PLAYING FIRST.**

(a) In all subsequent ends to the first, the winner of the preceding end shall play first.

(b) In the event of a tied end (no score) or a dead end, the player who played first in that end shall again play first.

**4. PLACING THE DELIVERY MAT.**

- (a) At the beginning of an end the player who is to play first shall place the delivery mat within the delivery mat lines, with the shorter side in contact with the fender.
- (b) The delivery mat must not be moved until the end is complete. If accidentally moved, the following players must return it to its proper position.
- (c) The last player to bowl in that end shall remove the delivery mat clear of the rink mat.

**5. PLACING THE JACK.**

- (a) The marker in a singles game shall place the jack on the jack line where the player who is to play first required it.
- (b) The skip whose side is to play first shall place the jack on the jack line at any length he chooses.

**6. STANCE ON THE DELIVERY MAT.**

A player at the moment of delivering their bowl shall have one foot entirely within the confines of the mat. The foot **MUST BE** either in contact with or directly above the delivery mat and the other foot **MUST BE** inside the delivery lines. Failure to observe this law constitutes foot-faulting.

**7. FOOT FAULTING.**

- (a) Should a player in a singles game foot-fault the marker shall stop the bowl and remove it clear of the delivery mat.
- (b) The opposing skip shall stop and remove the offending bowl.

**8. FENDER DISPLACEMENT.**

- (a) Should the fender become displaced in a singles game, the marker will replace it and restore the jack or any bowls, which may have been moved to their original position.
- (b) The opposing skip shall be responsible for restoring the jack and any bowls to their original position if they are at the head end, if not the player who is controlling play on their behalf will carry out his duty

**9. POSSESSION OF THE RINK MAT.**

- (a) Possession of the rink mat shall belong to the side whose bowl is being played.
- (b) The players in possession of the rink mat shall not be interfered with, annoyed, barracked or have their attention distracted by their opponents.

**10. POSITION OF PLAYERS.**

Players not in the act of playing or controlling play **MUST** stand clear of the rink mat and be behind the fender.

**11. PLAYERS AND THEIR DUTIES.**

**SKIP**

- (a) The skip shall have **SOLE** charge of their side and all their players must obey their instructions.
- (b) With the opposing skips they will decide all disputed points or shots when both skips agree their decision shall be final.

If they cannot agree either one will call the Umpire who will then arbitrate and their decision shall be final and binding. In the absence of an official Umpire, any person mutually agreed by both players will arbitrate and his decision will be binding.



- (c) They will be responsible for marking all touchers or removing the chalk mark from any non-touchers. They will be responsible for removing any dead bowls from the ditch, off the rink mat or dead area.
- (d) They will decide on any line bowls with the other skip and any other matters or will call the Umpire to adjudicate.
- (e) While at the playing end they may visit the head only when in possession of the rink mat. They will not carry their bowl beyond the nearest dead line. Any bowl carried beyond the dead line will be declared dead and must be removed from the rink mat.

### **THIRD**

- (a) The third will do all measuring and agree the shots, allowing the opposite number to also measure and will inform the skip of the result. If either third cannot agree they will call the skips who will then arbitrate.
- (b) The third will mark all touchers or remove the marks from any non-touchers and will remove any dead bowls from the rink mat or the ditch, and will see that the jack or any toucher in the ditch is not disturbed except by another toucher.
- (c) The third will take charge of the head only when the side is in possession of the rink mat. If the head is changed he will inform the skip and direct the play accordingly.
- (d) The third may remain up at the head end while the leads and seconds are bowling their bowls at the discretion of the controlling body.

### **SECOND IN A FOURS GAME**

- (a) The second will keep the score card and will see that the names of all players on each side are entered.
- (b) The second will record the score both for and against as agreed by the thirds and will compare the card with the opposing second after each end.
- (c) The second will be responsible for the score card and will retain it in their possession at all times and hand it to the skip on completion of the game.
- (d) The second will chalk all touchers and remove the marks from any non-touchers.
- (e) The second will remove any dead bowls from the ditch.
- (f) The second will see that the jack or any toucher in the ditch is not disturbed except by the action of another toucher.
- (g) The second will not visit the head whilst at the delivery mat end and will remain behind the mat until the opposing second has bowled all their bowls at that end.

### **LEADS**

- (a) The lead shall place the delivery mat correctly and see that the jack is correctly centred on the jack line before playing the first bowl.
- (b) The leads shall bowl singly and alternately until all their bowls have been played.
- (c) The leads will not visit the head or go to the head end until all the other players at that end have bowled all their bowls and will remain behind the delivery mat or the fender.

## 12. **PLAY INFRINGEMENTS.**

### **Following the bowl up the Rink Mat.**

No player shall follow their bowl up to the head on the rink mat or leave the rink mat and follow it up the side.

Any player who infringes this LAW must be warned as soon as they cross the nearest dead line and on the second offence the opposing skip can have the bowl stopped and removed from the rink mat or have the end played again, but, it must be from the same direction.

NOTE: This does not apply to the skip who may visit the head.

### **Playing before the last bowl has come to rest.**

- (a) A bowl played before the last bowl has come to rest must be stopped and removed from the rink mat.
- (b) Any such bowl that disturbs the head or makes contact with any bowl or the jack, the opponent may leave the head as altered or declare it void. It will be replayed from the same direction.

### **Changing the order of play.**

Players may change their order of play at the competition of any end.

### **Playing out of turn.**

- (a) If a player plays before their turn the opposing skip shall have the right to stop the bowl and cause it to be played again in its proper order.
- (b) If the bowl so played has moved the jack or altered the head, the opposing skip shall have the option of allowing the head to remain as it is or to declare it void.
- (c) If the head is declared void it will be replayed from the same direction.
- (d) If the head is allowed to remain in its new position the other players will follow in the new order of play.

### **Playing the wrong bowl.**

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A bowl played by mistake shall be ~~replaced by the players own bowl~~ **removed from the head**

### **Changing bowls.**

NO player shall change their bowls during a game unless they become damaged or objected to as not complying with the LAWS.

### **Leaving the Rink Mat.**

- (a) NO player will leave the rink mat while a game is in progress without first consulting their opposite number, and then for a period of not exceeding 10 minutes.
- (b) If during a team game a player is forced to leave the game through illness or any other just cause, their place may be taken by a substitute if both captains agree.
- (c) Should the sick or indisposed player return after the substitute has joined the game on the rink mat, even though the substitute has not bowled, the player will not be allowed to rejoin the game, nor can they act as a substitute in any other set.
- (d) Should the opposing team captain not agree to the playing of a substitute or should there not be a substitute available, the game will continue with the missing player being classed as the second.

**Absentee Players.**

- (a) If a player is absent from a side at the time laid down for the commencement of the game, a wait of 10 minutes may be allowed.
- (b) If trial ends are to be played, they will take place, the missing player will forfeit their rights to trial ends.
- (c) If the missing player arrives before the trial ends are completed they will be allowed to play, only the trial ends will be forfeited.
- (d) If the missing player has not arrived by the expiry of the time allowed, a singles or pairs game will be awarded to the opponents.
- (e) A triples or fours game will commence with the missing player being considered as the second and a definite order of play will be maintained, it shall be LEAD, LEAD, SECOND, LEAD, LEAD, SECOND.
- (f) If the missing player arrives after the delivery mat has been placed for the first end, they will not be allowed to play.

**Playing with a Player Missing.**

There will be no penalty or extra bowls played by the side with a player missing, but in a triples or fours game the missing player will be considered as the second and a definite order of play will be maintained, it shall be, LEAD, LEAD, SECOND, LEAD, LEAD, SECOND.

**Objects on the Rink Mat.**

Under NO circumstances shall any object to assist any player or to influence the play, be placed on the rink mat or on the fender, or on the jack, or on a bowl or elsewhere.

**13. RESULTS OF AN END.****The Shot or Shots.**

- (a) A shot or shots shall be adjudged by the bowl or bowls nearer the jack than the nearest bowl played by the opposite side.
- (b) When the last bowl of the end comes to rest, 30 seconds shall elapse if either side request it, during that time no bowls shall be touched, chalked up, measured or interfered with. The request MUST be made as soon as the last bowl has come to rest.
- (c) Neither the jack nor bowls must be moved until both sides agree the result, except where a bowl or bowls have to be removed to allow another to be measured.
- (d) No measuring shall be allowed until after the last bowl has come to rest.

**Measuring.**

- (a) All measuring MUST be done with callipers, flexible measure or other equipment approved by the E.S.M.B.A.
- (b) All measuring shall be to the nearest point of both objects.
- (c) If a bowl requiring to be measured is resting on another bowl, which prevents it being measured, the best means available shall be taken to secure it in position, whereupon the other bowls shall be removed. The same applies if more than one bowl is involved. The use of the hand or the finger for this purpose is PROHIBITED.
- (d) The same applies if a bowl not so resting is in danger of falling before measuring is complete.

- (e) The placing of the hand or finger on the jack or on any bowl to be measured constitutes disturbance and the opposing side shall claim the shot or shots or refuse to acknowledge the shot or shots in dispute.
- (f) Measuring with hand, foot, mat or any other object than the recognised measure is PROHIBITED.

**Live End No Score.**

When at the conclusion of an end the nearest bowls of each side are touching the jack or the two nearest bowls are of an equal distance from the jack, or there are no bowls in the live area or touchers in the ditch; it shall be deemed to be a live end and NO SCORE, the end shall be recorded as an end played.

The player who played first in that tied end shall again play first and it shall be played from where the last end finished.

**14. EXTRA END.**

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- (a) ~~In the event of a draw at the conclusion of a game where a winner must be determined, an extra end must be played.~~ **No extra end unless a tied cup fixture.**
- (b) The team captains in a team game or the leads in other games shall toss for the start, the winner shall have the right to play first or second.
- (c) The extra end shall be played from where the last end finished.
- (d) If at the conclusion of the extra end it is still a draw a further extra end will be played, the toss will again be made and the end played from where the last end finished.

**15. GAME DECISIONS.**

The winner is the player or team with the highest number of shots or points at the end of the game.

**16. SPECTATORS.**

Persons not engaged in the game shall be situated clear of and beyond the limit of the rink mat. They shall neither by work or act disturb or advise the players.

The officials shall have the power to take what action is necessary to control any spectators.

**17. SUBSTITUTES - PAIRS, TRIPLES AND FOURS GAMES, COMPETITIONS.**

The players taking part in the first game shall constitute the team and will normally play together throughout the competition. One additional player – and the same player - may be used as a substitute at any time provided that he/she has not already played in the competition.

**F. DUTIES OF THE MARKERS.**

**1. THE MARKER SHALL.**

- (a) Be familiar with the E.S.M.B.A. LAWS of the GAME and see such LAWS are complied with.
- (b) Be in possession of a reliable measure, callipers and chalk.
- (c) Be in possession of the score card and pen or pencil, and will see the names of both contestants are entered.
- (d) Make themselves familiar with the identifying marks on the bowls of each player.
- (e) Witness the toss for the start.
- (f) See the mat is correctly aligned and will place the jack on the jack line at the position required by the player to bowl first.

- (g) Observe strict neutrality.
- (h) Answer any questions put to them by the players BUT WILL NOT give any information unless requested.
- (i) Not pass comments.
- (j) Address ONLY the person who has possession of the rink mat.
- (k) Record ONLY the score agreed by the players.
- (l) Measure ONLY when requested but will not cause any bowl to be moved until both players agree the shot or shots.
- (m) In any difficult measure not to attempt to make a decision but will call the Umpire to adjudicate.
- (n) Keep the players informed as to the state of the game.
- (o) Mark all touchers and remove the marks from any non-touchers.
- (p) Remove all dead bowls from the ditch and the dead area.
- (q) Adjudicate on all line bowls.
- (r) On completion of the game see that the scorecard is signed by the losing player and handed to the game controller or official.

## **2. DUTIES OF THE UMPIRE.**

- (a) Enforce the E.S.M.B.A. LAWS of the GAME.
- (b) See that the game is continuous and played in a competitive and sporting manner.
- (c) Be available for consultation on any matter or point of LAW concerning the game.
- (d) Measure all difficult shots when requested, they will tolerate no interference and their decision IS FINAL AND BINDING.
- (e) Arbitrate in any dispute and their decision IS FINAL.
- (f) Pass no comment, advice or praise.
- (g) Remain strictly neutral and unbiased at all times.

**NOTE: THERE SHALL BE NOTHING IN THESE LAWS WHICH PREVENTS ANY PLAYER FROM PLAYING FOR CASH OR KIND OR ANY OTHER REWARD, NOR SHALL THEY PROHIBIT CASH OR KIND BEING OFFERED.**