

# SCROUNGERS



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## 1 RULES FOR SCROUNGERS

- 1.1 **Round 1** shall be 20 ends. With Semi-finals and final, depending on number of rinks.
- 1.2 Three or four Players on each rink.
- 1.3 Each Player to play three (3) or four (4) bowls in turn.  
I.e. 4 players = 3 Bowls, 3 players = 4 bowls.
- 1.4 The Player named first on the card shall roll the Jack on the first End.
- 1.5 The Player holding 1st shot (3 points) shall roll the Jack on the Next End.
- 1.6 The Player with the lowest score or no score shall spot the Jack on the Next End.
- 1.7 The Player drawn second on the card shall keep score using score card provided.
- 1.8 Players shall not go to the head during play until all bowls are delivered. The exception is if an out of bounds bowl interferes with an adjacent rink or bowls touch during delivery\*. \*Such bowls need to be replayed.
- 1.9 Touchers are not relevant and are not marked as touchers (even in the ditch – all bowls in Ditch are dead).
- 1.10 If scores tied after final end a "sudden death" playoff will be played. Each tied player plays one bowl on a full length rink at the same time, the Jacks are placed by a scorer, the two rinks cannot be previously played on by either player or for subsequent rounds. The closest to their Jack is the winner, the next closest being the runner-up of the round.

## 2 SCORING

**The scoring shall be:** 1<sup>st</sup> shot = 3 Points, 2<sup>nd</sup> shot = 2 Points, 3<sup>rd</sup> shot = 1 Point

- 2.1 The Player with the highest score on each rink after all ends played, shall be the round winner.
- 2.2 After each end, if 1st, 2nd or 3rd bowls are equal, the points for each shot shall be divided and allocated to each bowl accordingly. Only 6 points can be awarded on any end (excluding penalties).  
I.e. If two bowls equal for 2nd shot, then 2nd & 3rd bowls awarded 1.5 points each (3 points in total)  
or if 2 bowls equal for first shot, then 1st & 2nd bowls are awarded 2.5 points each (5 points in total) and the next nearest bowl is awarded 1 point.

## 3 PENALTIES

Penalties will be deducted from players score after the last end has been played. Penalties are not exclusive. Offending players will receive penalty points for all infringements.

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| <p>3.1 Rolling the Jack less than minimum standard length, "Out of Bounds" or into the Ditch. Player with lowest score or no score on previous end, can manually adjust end to any legal length. If first end, other player's manually set any legal length by agreement. <b>1 Point</b></p> <p>3.2 Rolling or forcing a bowl into the Ditch. Note: A bowl resting on a bowl in the Ditch in Scroungers is considered to be in the Ditch (all bowls in Ditch are dead). <b>1 Point per bowl in the Ditch</b></p> | <p>3.3 Rolling or forcing bowl "Out of Bounds". <b>1 Point per bowl "Out of Bounds"</b></p> <p>3.4 If the Jack is forced "Out of Bounds", into the Ditch or into a resting position on a bowl in the Ditch, the end is declared dead. Opponents share end points equally. <b>1 Point</b></p> <p>3.5 If a bowl falls in the ditch during subsequent deliveries. <b>No penalty</b></p> |
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## 4 PLAYOFFS

- 4.1 A Playoff will be held if there are 4 or more 1st round rink winners. (2 rinks to be played.)
- 4.2 Each Player to play three (3) or four (4) bowls in turn.  
I.e. 4 players = 3 Bowls, 3 players = 4 bowls, 2 players = 4 bowls
- 4.3 The playoff will be 4 ends only, with scoring and rules as per Round 1.
- 4.4 The winners will advance to the final played over 4 ends with 4 bowls each.
- 4.5 A scorer will be provided for all play offs.