## PROPOSED CHANGES TO THE R.T.I. - Martigues 16/09/2021

## Art. 4 -Specifications of the Court

Figure 4: Dimensions of the court for Women and for the mixed events.

## Art. 27: A. Position of a player during the delivery and their obligation to play

It is forbidden for the player, from the start of the game action and until the throwing of the bowl, to leave the 7.5 m rectangle or to put his foot(s) on the lines of this rectangle
The referee will indicate fouls with a whistle or by some other signal, and the opposing team will apply the Advantage Rule the delivery is declared void.

## Art. 34 - Validity of the delivery of the jack

The delivery is valid when the jack comes to rest within the valid rectangle opposite the one from which it was thrown. The delivery must be made within 20 seconds from the termination of the end. If it is not delivered within the set time, the opposing team will place it.
If the delivery is irregular, the opposing team may place the jack in the valid rectangle, as it wishes

## Second delivery

If the first delivery is not regular, the team throwing the jack has the right to a second delivery unless some infringement has been signalled by the Referee.
If the second attempt is also irregular, the opposing team may place the jack in the valid rectangle, as it wishes.

## Jack stopped or deviated by a player

The opponent puts it, at its option, in the rectangle of validity.

## Art. 50-Conditions of a regular bowled delivery

A bowled delivery is regular when:

1. Does not go out of play;
2. Does not stop in the centre rectangle, reaches to at least 2 metres from the first line;
3. Does not displace, in any direction, directly or indirectly, any object for more than 0.50 metre. (see Figure 20).

These three two conditions must all be satisfied at the same time.
A bowl which is placed momentarily on the terrain, beyond the foot line at the moment preceding the bowled delivery, is considered not to have been played and, therefore, is not defined as an irregular delivery.

## Art. 54 - Precision Throw

## Provisions in case of tie situation

If a tie situation occurs between one or more players, and if the regulations of the game do not provide for a tie, athletes will be decided in the following conditions:
a. The game will be played all over again and the sequence of the throw will be decided by drawing lots:
b. If the tie persists, the game will be played again, a now draw will docide the sequence of the throw, and the game will stop when the tic no longer exists.

1. The tie-break event takes place immediately following the event that led to equality between two or more athletes: The game will be played again, with the same sequence of the throw, and will stop when the tie no longer exists.
2. It is to decide between two or more athletes from different qualifying rounds:

- The game will be played all over again and the sequence of the throw will be decided by drawing lots.
- If the tie persists, the game will be played again immediately, with the same sequence of the throw, and will stop when the tie no longer exists.

