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### XXXVI. Throwing Jack

1. The leader of the party, which is to play first, shall throw the jack.

2. If the jack, runs into the ditch at the first throw of the game, it shall be placed two yards from it. If it be thrown into the ditch at any subsequent end, the opposing party shall throw it over, but shall not play first. When thrown less than two yards from the ditch, the jack must be moved out to that distance.

3. The jack shall be thrown not less than 25 yards from the mat, and if it runs to one side, it shall be moved straight across and placed in the line of the pins numbering the rink. If it be thrown less than 25 yards it shall be treated according to the rule applicable to a jack thrown into the ditch after the first lead. (See Clause 2 of this rule.)

4. If none of the foregoing rules have been transgressed the jack shall be played to wherever it has been thrown, or if moved it must be by mutual consent of the parties.

5. After having been played to, it shall not be touched or interfered with in any manner otherwise than by the effects of the play until the result of the end has been determined.

### XXXVII. Touchers

1. A bowl, which touches the jack during its original course on the green (although previously it may have touched one or more bowls), is called a **toucher**, and counts in the game wherever it rests, if on the rink. But should a bowl, after it has ceased running, fall over and touch the jack, **after another bowl has been delivered**, it is not to be counted a toucher. A bowl, touching the jack when the latter is in the ditch, is not a toucher.

2. If a toucher run into the ditch when played, or be driven into the ditch during the course of the subsequent play, the place where it rests may be marked, but its position shall not be altered except by the action of another toucher.

3. A toucher must be distinguished by a chalk or other distinct mark. Unless it be marked before the succeeding bowl has come to rest, it is not to be counted a toucher. If the mark be not removed from the bowl before it is played in the succeeding end, it may be regarded as a **burned** bowl and be removed to the bank.

4. Touchers may act on the jack or other touchers in the ditch.

### XXXVIII. Unfinished Games

Should a game be interrupted for any cause, so that it cannot be finished during the day in which it was commenced, it shall be proceeded with at the point at which it was interrupted, but if the position of jack or bowls has been changed, the last end shall be begun anew.

### XXXIX. Violation of Rules

Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be willfully violated. When any of them are violated that have penalties attached, the penalty cannot be invoked after the next played bowl has ceased to run.