



Club Guidelines

Issue 5 – March 2019

Bowls is one of the few sports where true sportsmanship still prevails.

By following these guidelines, you can help to maintain the sportsmanship and courtesy that has characterised the game of bowls for so many years.

GENERAL INFORMATION

- Yellow jacks are to be used in League Games and Club Competitions.
- When playing a game at whatever level you should always ensure you are correctly dressed. Greys (White Tops and Grey Bottoms) should be worn for League and Friendly Games and Club Competitions. Only regulation bowling shoes will be allowed on the green.
- Running on the green is not permitted under any circumstances.
- Spectators or bowlers not playing should not distract bowlers who are bowling towards them, by moving or walking across the end of the rink – wait until the bowl is delivered, then move.
- Do not interrupt players on the green.
- Ensure your actions, words or appearance do not reflect badly against the Club.

ETIQUETTE FOR GAMES

- Make sure you know the starting time of the game. Be there in sufficient time to change your footwear and be on the green ready to start at the appointed time.
- Introduce yourself and shake hands with your opponent(s) before and after the game.
- Do not drop your bowls on the green.
- Do not sit on the bank or the steps onto the green.
- Do not drop litter in the ditches.
- Do not criticise the green or other players.
- Do not infringe the Laws of Rink Possession.
 - Possession of the rink belongs to the player or the team whose bowl is being played.
 - As soon as the bowl comes to rest, possession of the rink transfers to the opposing player or team after allowing time for marking a toucher as soon as it comes to rest.
 - Players at the mat-end of the rink who are not delivering should stand at least one metre behind the mat, stand still and remain quiet.
 - Players at the head-end of the rink and who are not controlling play should stand still and be:
 - behind the jack if they are members of the team which is in possession of the rink;
 - behind the jack and away from the head if they are members of the team which is not in possession of the rink;
 - on the surrounds of the green if the jack is in the ditch
 - Some players like to see the boundary markers or the rink numbers so be careful not to obscure these and on sunny days ensure that your shadow does not fall across the jack.

- The player at the moment of delivering the jack or bowl shall have all or part of one foot entirely within the confines of the mat; the foot may be either in contact with, or over, the mat. Failure to observe this law constitutes "foot-faulting".
- The last player shall remove the mat to the bank, but not until the last bowl to be delivered has come to rest.
- When deciding the result of an end, if in doubt measure.
- Measuring should be carried out and agreed by the second. Other players must not interfere or comment on the measuring process and must keep clear of the head at all times.
- Wait until the result of the end has been decided before kicking the bowls back.
- If you are responsible for keeping the score, compare your card with that of your opponent at regular intervals. If your scoreboards are in use, make sure they agree with your card and the card of your opponent.

SOME USEFUL TERMS

- **Touchers**

If a bowl in its original course comes into contact with the jack it is called a toucher and the bowl should be marked with chalk before the next bowl comes to rest.

No bowl will be a toucher if it plays onto, or comes into contact with, the jack when the jack is in the ditch.

- **Dead Jack**

A jack is not dead if it comes to rest:

- on top of a toucher at rest in the ditch; or
- on top of any bowls that are at rest within the boundaries of the rink.

If the jack is moved by a bowl in play, it is a dead jack if it:

- passes above the face of the bank;
- passes completely outside a side boundary of the rink of play;

The skips, or opponents in singles, should decide whether a jack is dead or not as soon as they realise it is necessary.

- **Dead End**

If the jack is dead, the end is considered dead:

- the end is not counted as a completed end even if all the bowls required to be played have been played.
- the end should be replayed in the same direction unless the skips, or opponents in singles, agree to play it in the opposite direction. (If the jack and bowls need to be transferred to the opposite end of the rink before the end is replayed, they should be carried up the rink to avoid distracting players on neighbouring rinks).
- the first to play in the dead end should also play first when the end is replayed.

- **Tied End**

There will be no shots scored by either team if it is agreed that:

- the nearest bowl of each team is touching the jack;
- the nearest bowl of each team is the same distance from the jack; or
- no live bowls are left within the boundaries of the rink of play;
- the end should be declared tied and recorded on the score card as a completed end, with a zero shot for each team;
- the first to play in the tied end should also play first in the next end.

PLAYERS' DUTIES - EXAMPLE WHEN PLAYING TRIPLES

- SECOND AND LEAD DUTIES MERGE WHEN PLAYING PAIRS

- SECOND DUTIES ARE ASSUMED BY THIRD WHEN PLAYING FOURS

- The skip has sole charge of the team and all players in the team should follow the skip's instructions.
- The skip should:
 - be responsible for the scorecard while play is in progress;
 - enter the names of all players of both teams on the score card;
 - record, on the scorecard, all shots scored for and against the team as each end is completed;
 - compare the scorecard with that of the opposing skip as each end is completed; and
 - at the end of the game sign the scorecard.
- The second:
 - shall bowl strictly to his skip's instructions;
 - shall take charge of the head only when his skip is in possession of the rink;
 - shall inform his skip if the head has been altered, and direct his skip's play accordingly;
 - shall mark all touchers;
 - shall remove any bowl that is bowled into the ditch or is moved there by the effects of play. If the jack or a toucher is moved into the ditch the second shall indicate their positions with appropriate markers;
 - shall agree the shots and prove his claim for shots by measuring, if necessary, and inform his skip of the score as each end is completed.
- The lead of the team to play first in an end should:
 - place the mat correctly;
 - cast the jack* according to the skip's instructions, and whilst standing on the mat give instructions to the skip for centring the jack;
 - after delivering their bowls remain behind the mat until both seconds have delivered all their bowls.

*The minimum cast shall be 23m from the centre of the front of the mat measured in a straight line along the rink centre line to the nearest point of the jack. The maximum cast shall be to within 2m of the edge of the green. If the jack is cast over the maximum it shall be moved to 2m from the edge of the green. If the cast is short or sends the jack into the ditch, it should be returned to the opposing team to cast. If, the jack is cast short or again into the ditch, it is placed 2m from the edge of the green.