

## GREEN ETIQUETTE AND BASIC RULES

Etiquette means displaying 'good sportsmanship'. This is achieved by having knowledge of what behaviour is acceptable in the game and applying it using common sense, honesty, fairness and consideration for others. Etiquette applies to persons playing, marking, umpiring and spectators at a game and also to members of a club.

Always arrive in time for the start of your game.

Ensure you are dressed according to the game's requirements. See fixture book.

Do not have mobile phones with you on the green or the green surrounds.

Do not leave bowls bags on the green surrounds as this could be a trip hazard.

Always introduce yourself to your opponent(s) before the game and wish them luck.

The edges of the green are fragile and should be treated with care. Do not drop or toss bowls onto the green from the bank and try not to stand on the edges

Be ready to bowl when it is your turn.

Listen to any instructions from your skip before bowling

Wait until your bowl has finished rolling before stepping off the mat so that the skip can give you information on the finishing position of your bowl.

When at the head end of a rink players and spectators should remain still and quiet.

When not on the mat keep quiet and still while another bowler is bowling or listening to his skip's instructions.

Keep to your own rink. If you do have to leave the rink do so behind the rink and be aware of players on adjacent rinks bowling if you pass the end of their rink.

When an end is completed help to collect the bowls ready for the start of a new end.

Compliment your teams and opponents on good shots.

Do not applaud outrageous luck and admit to a fluke shot by raising your hand.

Never complain about an opponent's lucky shot. All players get lucky shots.

When changing ends, walk down the centre of your rink so as not to distract players on an adjacent rink who are bowling

Do not criticise the performance of colleagues. No one plays a bad bowl on purpose.

At the end of a game congratulate or commiserate with your opposition, winning or losing with good grace. Thank any markers or umpires

Home players should clear all equipment from the rink at the end of a game.

Offer to buy your opponent a drink and socialise with them after the game. Never criticise your opponents, their woods, their green or your own team. Bowls is a game to be played with courtesy and grace.

## THE GREEN

Bowling greens are normally square and shall not be less than 34metres and no more than 40 metres.

Surface wear is spread by moving the rink settings daily, laterally, and by turning the rink settings 90 degrees every week.

There are markers alongside the green indicating rinks and also at the 2metre and 23metre marks either end.

Greens are usually divided into 6 rinks of equal width.

The green is usually cut 3 times a week during the season. It is cut in a diagonal direction to avoid causing runs (lines) up and down the rinks.

Ditches around the green have a variety of materials (pebbles, crimped rubber etc.) to stop the bowl from moving if it lands in the ditch.

## BOWLS

Lawn bowls are not spherical, they are shaped on one side (the bias) so they follow a curved track to the jack.

Bowls can come in various sizes and colours. Coloured bowls are the same weight and sizes as black ones so the colour of the bowl will not help you bowl any better. The size will be determined by the size of your hand. The amount of bias on the bowl and the colour is personal to each player and how they wish to bowl. Bowls have a variety of Bias, from bowls that roll very straight to a wide arc bias.

## BASIC RULES

**Mat Placement.** The first to play places the mat on the centre line at least 2 metres from the ditch and up to the minimum length marker if desired.

**Foot faulting.** Before a delivery a player must have one foot fully on the mat and at delivery all or part of one foot on or above the mat

**Jack/Bowl Length.** A jack must travel 23metres to be legal while a bowl must travel 14 metres to be in play.

**Jack Delivery.** If the jack is improperly delivered the opposition may reposition the mat and deliver the jack but not play first. If the jack is delivered improperly by both leads the jack is placed at the 2metre mark and the first to play may reposition the mat.

**Touchers.** Only the delivered bowl may be a a toucher even if it deflects off other bowls before touching the jack.

**Playing Wrong Bowl**                      Replace with correct bowl

**Playing Out Of Turn** Opposition skip has choice. a) may stop the bowl, b) leave it and have 2 bowls played to restore proper sequence, c) reset disturbed head and restore proper sequence, d) leave disturbed head and play 2 bowls or e) declare dead end.

**Bowl and Jack Displacement.** Numerous scenarios can arise. The opposition skip and skips have options as spelled out in appendix C of the rules. The options depend on the cause and timing of the displacement.

**Rink Possession.** Possession of the rink belongs to the player or team whose bowl is being played.

**Determining Score.** Bowls should not be moved until the number of shots has been agreed upon by the vice or skip even if the outcome appears to be obvious.

**Objects on the green.** No objects should be placed on the green, the bank or in the ditch to help a player

**Game stoppage.** If a game has been stopped for a valid reason and all bowls have not been played, the end is declared dead.

## **GAME TYPES**

There are a variety of game types, from singles to teams of 6 rinks. Team games can be played by up to 6 rinks of 4 players a rink. The length of these matches are usually between 18 and 21 ends. An end is when all players have bowled their bowls from one end of the green to the other. Before matches players may have 2 trial ends to test the weight and amount of width they may need.

Competition games are usually contested in, singles, pairs, triples and fours. In pairs 2 players play against 2 opponents . In triples 3 players play against 3 opponents and with fours, 4 players play against 4 opponents. The number of bowls each player bowls can vary depending on the competition but as a rule, Pairs play 4 bowls each, triples bowl 3 bowls each and fours bowl 2 bowls each. The number of ends each type of game has can also vary.

## **POSITIONS IN A TEAM**

### **The Lead**

The first job of a lead is to place the mat. He/she may be asked by their skip to place it in a new position so they must confer with the skip before placing it He/she will then bowl the jack to the skips required length.

The lead tries to bowl their bowls as close to the jack as possible.

### **The Second**

One of the main roles of the second is to keep an accurate scorecard by checking with the opposition second after each end. The second is a back up to the lead and may be asked to draw close to the jack or play with a bit of weight to disturb bowls at the head.

### **The Third**

The third is the third player to play in a fours(rink)game. The third is normally responsible, with his opponent, for deciding the result of an end, i.e. who is lying the shot and how many shots have been scored. The third controls the head while the skip is at the mat. The third must indicate either with his hand or loudly the number of shots scored on an end. The third should be able to play a variety of shots, depending on the position on an end to give the skip a chance when he bowls.

### **The Skip**

The skip is the captain in a team of pairs, triples or fours. The skip is always last to play and is responsible for directing the play during an end. The other players in a team must follow the skips instructions. The skip must be able to play a variety of shots and must always be supportive of his team by providing continual encouragement before, during and after a game.