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# *Hampton RSL Bowling Club*

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## *Guidelines and Etiquette*

Updated August 2018

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### Glossary of Terms

#### 1. Introduction

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As with most sports, lawn bowls has a set of rules, guidelines and etiquette. These govern how lawn bowls is played competitively and are discussed below. This information has been collected from various sources, including the publication "World Bowls - Introduction to World Bowls" and various publications obtained from members or those in the public domain. A Glossary of Terms is included which lists some of the common terms used in a game of lawn bowls.

#### 2. Team Positions and Responsibilities

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One of the most important aspects of playing team bowls is to understand the roles and responsibilities of each team member.

In bowls a team can comprise two, three or four players. It is common in pennant to have teams of four players, each having specific responsibilities - these are:

- Lead** A good Lead often sets the pattern of play for their team and is essential to the performance of a good four. The Lead's bowls are most important as they lay the foundation for each end. Duties of the Lead:
- positions the mat and delivers the jack in accordance with instructions from the Skip. This is a very important part of the leader's role;
  - plays draw shots close to and past the jack to lay a good foundation for the development of the head;
  - delivers both bowls on the same hand unless the Skip advises to change; and
  - if winning on a length, always place the mat as near as possible in the same position, unless the Skip advises otherwise.

A lead should practice the art of delivering the jack and try and perfect the basic shot of the game. "The draw shot".

**Second** Often undervalued, a second player can have a massive influence on a game, strengthening the existing position or retrieving shot. The Second should try and become the best all-round player in the four. The Second should:

- consolidate the head under instruction from the Skip and recover if the Lead fails to draw close;
- always play up to, or through, the head;
- not come to the mat with any pre-conceived idea of the shot to be played, he/she should await directions from the Skip; and
- keep the score card.

**Third** A Third should be a versatile and experienced player and be competent in playing all shots. The Third is the director for the time spent at the head.

One of the greatest strengths of a Third is his/her ability to relate positively to the Skip – being able to take pressure off the Skip, as well as motivating and supporting the Skip. Thirds should:

- play shots asked;
- play positive into the head when down and play carefully when holding;
- understand the shot required;
- give concise and accurate information to the Skip;
- signal shots up or down;
- act as an effective link between the front end of rink and the Skip; and
- determine the result of an end with the opposing Third, and measuring if this is required.

**Skip** The Skip is the most important player in the rink and is in complete charge. In all team games it is the Skip's job to direct the play. Other players should play the shot directed by the Skip even if they don't agree with it.

Skips should have wide experience of all playing positions, should be able to withstand pressure, be a good communicator and motivator; be adept at shot selection; and should demonstrate tactical skills taking advantage of opposition weaknesses and utilising his/her team strengths to the best effect. Skips should:

- give clear instruction;
- implement the game plan;
- play positively into the head when down and play carefully when holding;
- be vocal with praise and quiet with advice; and
- have a good knowledge of the rules.

## 2.1 Team Spirit

Team spirit is fundamental to a successful outcome. The basics are:

- Support each other - show open and full support for your playing partners and engage in positive encouragement and appreciation.
- Avoid criticism - never openly criticise your teammates, never turn your back on any of their deliveries as a mark of disgust, and do not provide unnecessary information, such as "your narrow", "you are not up" or "you are heavy again". These are the biggest turn-offs in the game.
- Hide your feelings - never allow the opposition to see that you are worried or rattled. Be careful your body language does not give you away. Miserable faces and frustrated gestures can inspire opponents.
- Work as a team - a good four/triple/pair know each others' strengths and weaknesses and play the appropriate tactical game to suit. If the situation allows it let the player play the shot he fancies.
- Communication - always communicate instructions and information clearly and concisely. Support your vocal advice with hand signals to indicate distances, which hand to play and shots held.

## 3. Etiquette

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The etiquette of the game of bowls is a combination of good manners, sportsmanship and sociability. Here are some of the do's and don'ts of bowling.

- Be punctual to commence play at all matches and come to each game correctly attired.
- Respect the decision of the Umpire - Their decision on a measure is not questioned. Umpires and Markers should be treated with respect at all times.
- The Skip is the point of contact for a team, if you have a concern tell them, don't go direct to the Umpire.
- Hand your opponent their first bowl and the mat/jack at the start of a match and if they won the end.
- The mat is in the possession of the player until their bowl has come to rest and is marked (if a toucher) so do not deliver your bowl until the previous bowl has come to rest.
- The person in possession of the mat is the only person who can ask a question of the Skip.
- Always pay your Skip the respect of waiting for instructions before stepping on the mat. Don't step onto the mat and indicate which way you intend playing - wait for the Skip's instructions.
- Part of your foot should be on or over the mat at point of delivery.
- Play your shot with minimum delay and stay on or at the mat until your bowl has come to rest; even if it is a bad shot.
- Keep your mind on the game and be ready with your bowl in hand when it is your turn to bowl.

- A time limit of two minutes is allowed between the time when the opponent's bowl stops and the next bowler delivers his/her bowl.
- Inconsiderate distractions, such as loud noises or conversation, visible movement of players, objects or shadows, impact of kicked bowls, should be avoided while a bowler is on the mat preparing for delivery.
- Skips and Thirds should stand between the markers so the bowler can see and use the markers to aim.
- When changing ends, wait until the Third has had their last bowl and it has come to rest, and then start to walk up the green.
- Don't go to the head unnecessarily.
- Walk close to the centre of the rink when changing ends: you could distract play on the adjacent rink; obey the encroachment rule. Do not trespass over neighbouring rinks.
- Do not interfere with the head until the results of the end have been agreed upon.
- Everyone at the mat end should assist in moving bowls after the end is declared.
- Always acknowledge good play from both your team and your opponent.
- Never applaud unlucky bowls, nor wave your opponents bowl through.
- Respect the green surface, always bend to straighten the mat. Don't drop bowls from the bank onto the green, be careful not to walk in the ditch.
- If you lose, be a good loser - just as importantly be a good winner. Win or lose, always shake the hand of your opponents and thank them for the game.
- Clear the equipment from your rink after your game. Bowls should be carried from the green, particularly if another game is still in progress.
- Club house courtesy - home team players should sit with their opponents and offer the first drink.
- Place litter and cigarette ends in the bins and ashtrays.
- **Team member scoring in Pennant matches-** all players need to treat the score allocated to team mates during pennant matches as important and not frivolous i.e. help our Selectors pick the best teams each week.

## GLOSSARY OF TERMS

<b>Aiming line</b>	The directional arc that the bowl travels along from the point of delivery to the point it stops. The line of the bowl will vary depending on the prevailing conditions of the green (heavy, fast), the bias of the bowl, and the desired finishing position.
<b>Aiming point</b>	A point on the aiming line where the bowler focuses during delivery of the bowl.
<b>Blocker</b>	A bowl positioned on the green such that it would stop an opponent's bowl from reaching a defined point, usually the jack, based on its regular line.
<b>Boundary peg</b>	A marker placed on the bank to indicate the outside boundary of a rink. If a bowl finishes completely outside the boundary it is a dead bowl. If the jack is rolled outside the boundary when first delivered, it is returned to the mat for the opposition player to roll the jack. If the jack is moved outside the boundary after being placed on the centre line, the end is declared a dead end and is replayed, unless the competition has a local rule to spot the jack in such situations.
<b>Dead end</b>	A partially completed end that has to be replayed, by reason of the jack going outside the rink or green boundaries, or an umpire ruling that due to an action, the head cannot be returned to its previous state.
<b>Drawn end</b>	At the conclusion of an end if the closest bowl of each player or team is judged to be the same distance away from the jack, no score is recorded, but the end counts for games that are based on playing a number of ends.
<b>Draw shot</b>	The standard shot where players aim to deliver their bowl as close as possible to the jack or a designated position.
<b>End</b>	The playing of the jack and all the bowls of all players (or teams) once in a single direction, resulting in either a number of shots for one of the teams, a dead end, or a drawn end.
<b>Grass or green</b>	Refers to the width of the bowl required to enable it to stop at a designated point within the rink. To take more grass is to bowl wider than your previous delivery.
<b>Head</b>	The group of bowls, including the jack that has come to rest within the boundary of the rink.
<b>Resting toucher</b>	A bowl that remains in direct physical contact with the jack after being delivered.
<b>Shot</b>	Shot can have several meanings. The shot or shots are the number of points scored in an end. It can also mean the type of delivery e.g. a draw shot, and during an end the bowl that is currently nearest the jack.
<b>Side</b>	A group of players that make up a team. In pennant play, a side will be made up of six to sixteen players, divided up into groups of three or four, also known as a rink.
<b>Timing of the green</b>	In pennant competitions the green is timed before play commences. This is usually carried out by a representative from each side.
<b>Toucher</b>	A bowl that makes contact with the jack during its initial delivery.
<b>Weight</b>	The relative effort required to ensure a bowl, when delivered, reaches its intended target.