

## Bowling Etiquette and Team Roles

### **Dress Code**

- Ensure that you know the dress code for each game (i.e. whites or greys).
- The club colours are white tops with collars, sleeves (long or short) and the club badge. Members can wear white or grey tailored trousers or shorts as appropriate.
- Lady members can wear regulation skirts or cropped tailored trousers. White Sweaters can be worn and with a badge (optional).
- Hats and waterproofs must be white. White, tan or grey shoes must be regulation approved with flat soles.
- Badges are available to purchase from the Treasurer for £5 or cotton shirts with embroidered badges can be purchased from PSF Ltd Gordon Road, Whitehall BS5 7DL (0117 9619999). Prices from £10.50.

### **Match Day**

#### **Before the Start**

- Arrive on time and be appropriately dressed 30 minutes before the start time.
- For home matches No.1s and No.2s assist with the placing of equipment at the rinks before the start.
- If on arrival, members are playing do not walk across rinks that other people are using.
- Introduce yourself and shake hands with your opponent(s) both before play commences and after the game is complete.
- Try to remember your opponent's name and be polite and civil at all times even if things are not going the way you would wish.

#### **During the Game**

- During the game do not move around the head when your opponent is about to deliver his/her bowl.
- Stand well back from the head, keep quiet and do not do anything that would distract your opponent.
- Wait until the bowl has been delivered before moving.
- If you are at the same end as the player delivering a bowl you must stand behind the mat and stay out of the player's line of vision.
- Bear in mind that some bowlers like to see the rink boundary markers and the centre pin while playing so make sure that you are

not obscuring them.

- On sunny days you must also ensure that your shadow does not fall on the jack.
- Please try not to drop your bowls onto the green and ensure that your delivery is not causing scuff marks or otherwise damaging the green.
- Observe the rules for possession of the rink - possession of the rink will belong to the player or team whose bowl is being played. As soon as each bowl comes to rest, possession of the rink will transfer to the opposing player or team after allowing time for marking a toucher as soon as it comes to rest.
- Once you have bowled your wood, stay on the mat so that you can learn from the path of the wood and receive feedback from the Skip. Please note that the Skip is not allowed to talk to you once you vacate the mat.
- Keep aware of the score on your own and other rinks.
- Unless you are the No.3, keep well back from the head to enable the No.3s to agree who has shot.
- Do not give an opinion on who has shot unless you are playing No.3.
- Only when the shots scored have been agreed should the woods in the head be moved. The No.1s are expected to clear the head using the pusher, assisted by the other players.
- During the game encourage your team mates, do not criticise them. Commend good shots and learn to accept that flukes are a part of the game. Sometimes they go for you, sometimes against.
- After the Game you should once again shake hands with your opponent(s) and congratulate/ commiserate with them appropriately.
- For home matches it is also customary to offer to buy your visiting opposite number a drink at the end of the game.
- Where a marker has been involved in a singles game you should also offer the marker a drink.

## **End of the Match**

- For home matches No.3s & No.4s assist in the clearing away of the equipment whilst ensuring that you don't distract other players whose matches have not been completed.

- In League matches leave the scoreboards on the rinks until all the rinks have finished playing.

Knowledge of the above will make you a more respected bowler, keep things friendly and contribute towards the enjoyment of the game for everyone involved, both on and off the green.

**Please note that smoking is only permitted in the designated area and not on the green**

### **The Players Roles in Team Games**

#### ***The Skip***

- *Know your team and their woods and what they are able to do with them.*
- *Know whose starting jack.*
- *Generally, let the Lead dictate the jack length.*
- *Check that the jack has covered the minimum length or request a measure.*
- *Issue clear instructions to all players.*
- *Decide all disputed points with the opposing skip, making sure that any decision reached is in line with the Laws of the Sport of Bowls.*
- *Be responsible for the score card while play is in progress, unless delegated to No.2.*
- *Enter the names of all players of both teams on the score card.*
- *Record, on the score card, all shots scored for and against the team as each end is completed, unless delegated.*
- *Compare the score card with that of the opposing skip as each end is completed; and at the end of the game sign it.*
- *At any time, delegate their own powers and any of their own duties to any other members of the team as long as they tell the opposing skip immediately.*

#### ***The No.3***

- *Arrive with chalk and measuring tape.*
- *Keep a close watch on the game.*
- *Bowl as instructed by the Skip.*

- *When at the head, give the Skip any information or advice requested.*
- *Decide with your opposite number the shots scored after each end.*
- *Measure any and all disputed shots.*
- *Tells the Skip the number of shots scored for or against at the completion of each end.*

### **The No.2**

- *Be aware of the head status before playing.*
- *Try to play the shot requested by the Skip.*
- *Be prepared to keep the scorecard, if requested to do so by the Skip*
- *For home games, maintain the scoreboard.*

### **The Lead - No.1**

- *Be aware as to which side has the starting jack and for each end played.*
- *If your mat, play first in an end by placing the mat; and delivering the jack to your preferred length unless directed otherwise by the Skip.*
- *Make sure that the jack is centred before delivering the first bowl of the end.*
- *If your opponents win the end, fetch the pusher and clear the woods aided by other players.*

*In addition to the duties specified in the preceding clauses any player may undertake such duties as may be assigned to him by the Skip.*