

# IXWORTH BOWLS CLUB

## **AN INTRODUCTION TO BOWLING**

This booklet has been produced by the members of Ixworth Bowls Club Executive Committee.

It is intended that it should be read by all new and existing members so that they may be familiar with the basic rules of the game of bowls, the etiquette of bowling and the general guidelines of bowling at Ixworth Bowls Club.

## **1. THE DUTIES OF PLAYERS**

### **1.1 The make up of a bowling rink.**

The term 'rink' has two definitions. The first relates to the divisions of the green, the second is a group of three players. All our league matches are played in rinks or blocks. Within a rink each player has a particular role.

#### **1.1.1 The Lead.**

The 'Lead' starts the game by placing the mat in line with the rink marker at a minimum distance of 2m and a maximum of 4m from the edge of the green, except for the first end when it must be placed at the 2m mark; he/she then casts the jack to the required distance, which must be at least 23m from the front of the mat. If the distance is not reached, or the jack rolls into the ditch, or it is cast off rink; then it is returned for the opposing lead to cast it. On any end other than the first, an opposing lead may change the position of the mat. Once the jack has been 'centred' both leads play alternately delivering all their bowls. It is often said that a lead should not contribute to any discussion regarding the game, at Ixworth we believe that if a lead has a contribution to make then they should discuss it with the Second.

#### **1.1.2 The Second**

The 'Second' as well as bowling his/her bowls alternately with the opposing second; also informs the Skip of any changes to the 'head' and suggests what shot should be played. He/she also records the score on the completion of each end on both a score card and the scoreboard. In a game of pairs these duties transfer to the lead or skip.

#### **1.1.3 The Skip**

The 'Skip' is the third player to bowl and is in charge of the rink. The other players take instruction from the skip, including the length of jack to play to, the type of shot to bowl etc. The skip may also transfer some of the duties of the second to the lead.

## **2. FREQUENTLY ASKED QUESTIONS**

There are two codes of flat green bowls played at IXWORTH BOWLS CLUB, English Bowling Federation (EBF) and English Bowling Association (EBA). As we play in more EBF competitions than EBA, the following points relate more to that code. The full laws of both codes can be found in the booklet rack in the clubhouse.

### **2.1 What is 'Foot Faulting'?**

At the point of delivering the bowl the player must have one foot entirely within the confines of the mat, either in contact with it or directly above it, failure to do so is foot faulting and may incur a penalty.

### **2.2 What if I Play out of turn?**

If a player plays out of turn, the opposing players may stop it in its course or allow it to remain where it comes to rest. If it moves either the jack or bowl(s) the opponents can declare the end 'dead'.

### **2.3 Where do I stand?**

When another player is bowling, all players at the bowlers end must stand behind the jack. They should not converse with each other or the skip. When at the 'head' all players must stand 2m behind the head, with the exception of the player giving instruction to the bowler.

#### **2.4** What if I Move a Bowl?

When a bowl is disturbed from its course by the party to whom it belongs, then the bowl is declared 'dead', if by an opponent it is replayed or left where it comes to rest. Similar rules cover bowls that are moved after they come to rest; although there is provision for replacing it as near as possible to its original position.

#### **2.5** Can the position I play in be changed?

After the completion of any end, and before the start of the next the positions of the players can be changed; for example the skip may change places with the lead or the second. It is the skip who controls these changes.

#### **2.6** When do I Deliver a bowl?

A player must not bowl until the previous bowl has come to rest. It is important to remember that after your own bowl has come to rest the ownership of the mat has transferred to the opposition.

#### **2.7** When can I ask a Question?

You can only ask a question of a marker or team mate when you have ownership of the mat/rink, and as ownership changes when a bowl comes to rest it means you cannot ask any questions until you are ready to deliver your next bowl.

#### **2.8** What do I do on completion of an end?

The last player to bowl should remove the mat to the bank, but not until the bowl has come to rest. After the score has been agreed upon, including any measurements; all players must assist in moving the bowls in readiness for the next end.

#### **2.9** What Bowls count in the score?

Only those bowls that are closer than the opponents closest bowl can score; but they must not be more than 2m from the jack!

*It is useful for all members to acquaint themselves with the laws of the game. Remember that some of the above answers are only applicable to Federation Bowling.*

### **3. DO'S AND DON'TS**

Sometimes players are unaware that they are behaving in a way that can upset others, some things however should be clearly apparent.

#### **3.1 Language**

It is important to recognise that bad language, language of a sexist or racist nature, or language likely to bring the game of bowls into disrepute is not tolerated on the bowling green.

## 3.2 Actions on the Green

It should be recognised that gesticulating in an aggressive manner, or berating other team members in a way likely to cause distress is not permitted.

## 3.3 Etiquette

Every game begins with introductions, a friendly handshake and wishes for a good game.

During the game you should not:

- \* Speak loudly while others are bowling.
- \* Applaud or congratulate a member of the opposition whose bowl gives you the shot.
- \* Say anything that could be construed as sarcastic
- \* Stand in the line of vision of the player bowling
- \* Say well bowled to an obviously lucky bowl from a team mate, for example one that 'wicks' in for shot
- \* Move about in the head
- \* Blame the green, conditions or your opponents bowls

You should:

- Commend a good shot from team mates and opponents alike.
- Accept 'flukes' against you in good grace
- Congratulate your opponent on the game whether you win or lose
- Wish your opponent success in any other competitions they may play in if you have won, and
- Wish them well in the next round if you have lost.

And remember always finish with a handshake.

## 4. DRESS CODE

The dress code for all competition bowling whether for the club or in a county, league or club competition consists of:

Flat sole bowling shoes  
Grey trousers or skirt  
White tailored shirt or sleeved blouse  
Club tie (men only)

*Note. The club is actively pursuing the introduction of club shirts, when they are available, and have been registered, they may be worn in place of the white tailored shirt and club tie, or the sleeved blouse – as long as all members in a team are dressed alike.*

## 5. BOWLING AT IXWORTH

## 5.1 Non Competitive Bowling

For friendly roll-ups; which take place on Tuesday, Thursday and Sunday afternoons; and for Friday Youth Coaching sessions, the formal dress code need not be adhered to, but bowling shoes are still required.

To protect the green, non-competitive games should be played between rinks unless the greenkeeper directs otherwise. If the green is beginning to show signs of wear in the area just in front of the mat, players are requested to move the mat to a point in front of the 4m mark when playing a friendly game.

## 5.2 Bowling for the Club

Every bowler at Ixworth can play for one or more of the four league teams we put out each week. To make yourself available for selection, enter your name on the team lists that are displayed on the notice board just inside the entrance.

For novice players it is important that either the captain, ladies captain or a member of the executive has seen you play, either when you are practicing or at one of the roll up sessions, so that a decision can be made on your best position in a block. It is useful to put your name down for any friendly matches the club may be involved in, so that your skills can be noted.

The selected team will be displayed on the outside notice board. If you are selected to play or have been selected as a reserve tick your name. If you require transport to an away fixture make your requirement known, and be at the agreed pick-up point in good time. If you intend to travel direct to the away green write 'direct' next to your name. If you cannot play read the instruction on the team sheet and do as it says.

Reserves are encouraged to turn up for a game in case there are unforeseen circumstances. Remember it is a privilege to play for your club.

## 5.3 Entering Competitions

### 5.3.1 County Competitions

These have to be entered at the end of the season in preparation for the following year. To enter them write your name together with partners for Pairs or Triples on the entry form which is posted on the notice board to the left of the kitchen door. The home drawn player will receive a card and must contact the opponent to arrange a date, offering at least two and avoiding county or representative games, the dates of which are listed in the handbook.

### 5.3.2 League Competitions

These are entered during the beginning of the season following the same pattern as the County Competitions. Matches are arranged in the same way

### 5.3.3 Club Competitions

The lists for these competitions are put up roughly in the middle of the season on the notice board in the changing room lobby. When the draw has been made, this is displayed on the same notice board. It is the duty of **both** players to arrange a date for the fixture