

## **ETIQUETTE AND SAFETY REMINDER.     Result of an end No 1**

The extract below is taken from Crystalmark 3 World Bowls rules and additions in **RED ARE RECOMMENDED PRACTICES**

22.1 A shot or shots refers to the bowl or bowls (called shot bowls) which is or are nearer to the jack than the nearest bowl played by the opposing team or opponent in Singles.

22.2 No bowl must be moved until the opponents have agreed whether it is a shot or not, except where a bowl has to be moved so that another bowl can be measured.

22.3 As the shots are agreed, each shot bowl can be removed from the head.

**THE PLAYER CONTROLLING THE HEAD AND THAT IS CONCEDED THE SHOTS SHOULD LIFT THE OPPONENTS SCORING BOWLS**

22.4 Shot bowls can be placed in a group where they will not interfere with measuring.

**WHERE MULTIPLE SHOTS ARE SCORED, WE SUGGEST YOU LAY THEM ON A TOWEL AS THEY ARE REMOVED TO AVOID CONFUSION**

22.5 If shot bowls have been placed in a group, the number of bowls in the group must be agreed by the opponents.

22.6 The skips or the marker where appropriate must be told (or have signalled to them) the number of shots scored in each end.

## **ETIQUETTE & SAFETY REMINDER. Toss for opening play No 2**

The extract below is taken from Crystalmark 3 World Bowls rules and additions in **RED ARE RECOMMENDED PRACTICES.**

5.2.1 The coaches in a side game (or, in their absence, representatives of the sides), skips in a team game or opponents in Singles must toss a coin.

5.2.2 The winner of the toss must choose whether to:

5.2.2.1 place the mat and then deliver the jack and the first bowl; or

5.2.2.2 tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).

5.2.3 The option chosen by the coach or representative who wins the toss in a side game will apply to all teams or Singles players (or a combination of teams and Singles players) who make up the side.

5.2.4 If the coin is tossed before the start of the trial ends, the option the winner of the toss chooses will apply to both the first trial end and the first end of the game.

**WE SHOULD NOT ROLL THE BOWLS AND SELECT LARGE OR SMALL DISCS TO DECIDE OWNERSHIP OF THE MAT-EVEN IN ROLL UPS.**

**BEFORE PLAY STARTS WE SHOULD ALL ENSURE THAT BOWLS HOLDERS/BAGS AND UNUSED BOWLS ARE PLACED SAFELY AWAY FROM THE STEP BEHIND THE BANK AND WALKWAYS.**

## **ETIQUETTE & SAFETY REMINDER    Position of players No. 3**

The extract below is taken from Crystalmark 3 World Bowls rules and additions in **RED ARE RECOMMENDED PRACTICES.**

### **12.1 In relation to the rink of play**

12.1.1 Players at the mat-end of the rink who are not delivering a bowl must stand at least 1 metre behind the mat.

12.1.2 Players at head-end of the rink and who are not controlling play must stand:

12.1.2.1 behind the jack if they are members of the team in possession of the rink;

12.1.2.2 behind the jack and away from the head if they are members of the team which is not in possession of the rink;

12.1.2.3 on the surrounds of the green if the jack is in the ditch; or

12.1.2.4 well clear of the head if it is not possible to stand on the surrounds.

12.1.3 As soon as a bowl is delivered, a player who is controlling play from a position that is either level with or in front of the jack, must take their position as described in law 12.1.2.

### **12.2 In relation to a neighbouring rink**

12.2.1 A player must not go into a neighbouring rink where play is in progress.

**IT IS THE NEIGHBOURING RINKS RESPONSIBILITY TO WATCH FOR BOWLS THAT MAY DISTURB THEIR HEAD.**

12.2.2 A player must neither go into nor walk along a neighbouring rink, even if it is not being used, while an opponent is about to deliver or is actually delivering a bowl.

12.2.3 If the rink of play is an outside rink a player must neither go into nor walk along the section of green that lies between the outside side boundary of the rink and the side ditch while an opponent is about to deliver or is actually delivering a bowl.

## **ETIQUETTE & SAFETY REMINDER.**

## **Possession of Rink No.4**

The extract below is taken from Crystalmark 3 World Bowls rules and additions in **RED ARE RECOMMENDED PRACTICES.**

13.1 Possession of the rink belongs to the player/team whose bowl is being played.

13.2 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.

**TOUCHER SHOULD BE CHALKED OR NOMINATED BEFORE THE NEXT BOWL COMES TO REST.**

13.3 If the umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, decides that the players in possession of the rink are being interfered with, annoyed or distracted in any way by their opponents,

13.3.1 the first time this happens the umpire must:

13.3.1.1 warn the offending player, while the skip is present; and

13.3.1.2 tell the coach, if they are present, that the player has received a warning.

13.3.2 on each occasion after this, the umpire must have the bowl last played by the offending player or team declared dead.

If that bowl has disturbed the head, the opponent must choose whether to:

13.3.2.1 replace the head; 13.3.2.2 leave the head as altered; or 13.3.2.3 declare the end dead.

**WHEN PLAYING IN TEAM GAMES THE POSSESSION OF THE RINK REMAINS WITH THE NEXT PLAYER WHO IS DUE TO PLAY DURING THE CHANGE OVER AND THE OPPOSING TEAM SHOULD NOT HOLD UP PLAY.**

## ETIQUETTE AND SAFETY REMINDER.

## Touchers No. 5

The extracts below is taken from Crystalmark 3 World Bowls rules, additions in **RED ARE RECOMMENDED PRACTICES**.

14.1 A bowl in its original course which touches the jack, even though it comes to rest in the ditch within the rink of play is a live bowl and is a toucher.

14.2 A bowl is also a toucher if, after having come to rest:

14.2.1 it falls and touches the jack before the next bowl is delivered; or

14.2.2 in the case of the last bowl of an end, it falls and touches the jack within the period of 30 seconds that applies under law 23.1.

14.3 No bowl will become a toucher if it plays onto the jack in the ditch.

14.4 The position of a toucher in the ditch must be marked by a brightly coloured indicator not more than 50 millimetres wide and not more than 100 millimetres high, and which is fixed vertically either against the face of the bank or on top of the bank, immediately in line with the toucher.

15.1 A toucher must be marked with chalk by a member of the team that delivered the bowl or the marker as soon as it comes to rest **or before the next bowl comes to rest**.

15.2 If, in the opinion of either skip or opponent or the marker, a toucher comes to rest in a position in which marking it would be likely to move the bowl or alter the head, the bowl must not be marked but nominated as a toucher instead.

15.3 If, before the next delivered bowl comes to rest or, in the case of the last bowl of an end, before a period of 30 seconds that applies under law 23.1, a bowl is neither marked nor nominated, it is no longer a toucher.

15.4 If a bowl has been nominated as a toucher and both skips or the opponents in Singles agree that further movement of the bowl means it must no longer be nominated, the bowl must be marked or have its mark removed as appropriate.

15.5 If a player fails to remove a mark from a bowl before delivery and that bowl does not become a toucher, a member of the opposing team or the marker must remove the mark as soon as the bowl comes to rest.

15.6 If either skip or opponent or the marker, a wrongly marked bowl comes to rest in such a position that removing the mark would be likely to move the bowl or alter the head, the mark must not be removed and the bowl must instead be nominated as a non-toucher.

## **ETIQUETTE & SAFETY REMINDER. Movement of Touchers No. 6**

The extracts below is taken from Crystalmark 3 World Bowls rules, additions in **RED ARE RECOMMENDED PRACTICES**.

16.1 The position of a toucher in the ditch will be validly altered if the toucher is moved by:

16.1.1 a jack in play;

16.1.2 another toucher in play; or

16.1.3 a non-toucher while it is partly on the rink and partly overhanging the ditch, as long as part of the non-toucher is still on the rink when it comes to rest after it has moved the toucher.

16.2 If a toucher in the ditch is moved by a non-toucher entering the ditch, law 37.7 will apply.

### **37.7 Bowl displacement by a dead bowl**

**If a toucher in the ditch is displaced by a dead bowl from the rink of play, an opponent or the marker must put it back to its former position.**

16.3 If, once its position has been marked, there is further valid movement of a toucher in the ditch as described in law 16.1, its new position must be marked as described in law 14.4 by moving the indicators and removing and redrawing the lines as appropriate.

**14.4 The position of a toucher in the ditch must be marked by a brightly coloured indicator not more than 50 millimetres wide and not more than 100 millimetres high, and which is fixed vertically either against the face of the bank or on top of the bank, immediately in line with the toucher.**

## **ETIQUETTE & SAFETY REMINDER.**

## **Dead Bowl No. 7**

The extracts below is taken from Crystalmark 3 World Bowls rules, additions in **RED ARE RECOMMENDED PRACTICES.**

17.1 A bowl is a dead bowl if:

17.1.1 it is not a toucher and comes to rest in the ditch; 17.1.2 it is not a toucher and rebounds onto the rink after contact with the face of the bank or with the jack or a toucher in the ditch;

17.1.3 after completing its original course or after being moved as a result of play, it comes to rest at a distance of less than 14 metres, as measured in a straight line, from the centre of the mat line to the nearest point of the bowl;

17.1.4 it passes completely outside the boundaries of the rink of play after being moved as a result of play;

17.1.5 in its original course, it passes outside a side boundary of the rink on a bias which would prevent it from re-entering the rink of play; or

17.1.6 in its original course, it comes to rest outside a side boundary of the rink even though it may have come to rest in contact with the outside edge of a line jack.

17.3 The skips or opponents in Singles must decide whether a bowl is dead or not as soon as they realise it is necessary. (If the players do not realise that a decision is necessary as soon as the bowl comes to rest, the decision can still be made even if a number of bowls have been played after the bowl in question came to rest.) If they cannot reach agreement, they must ask the umpire to make a decision.

17.4 A dead bowl must be removed from the rink of play as soon as it has been declared dead.

**DEAD BOWLS SHOULD BE PLACED ON THE MAT BEHIND THE DITCH OR WHERE THIS IS NOT POSSIBLE, IN AN AREA THAT IS NOT VISIBLE TO PLAYERS STANDING ON THE MAT AT THE OPPOSITE END OF THE RINK.**