

**THE ETIQUETTE
OF BOWLS AND
MARKERS:**

GUIDE FOR BEGINNERS

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PART ONE – THE ETIQUETTE OF BOWLS

1. INTRODUCTION

- 1.1 Wherever any reference to the male gender is mentioned in these rules, it shall be equally applicable to the female gender.
- 1.2 The game of bowls, whether competitive or social, is played in an atmosphere of fellowship and sociability. This atmosphere is maintained by a traditional code governed by common courtesy and gentlemanly behaviour between opponents, teammates, club officials, club members, and spectators. It is those little extras that give this agreeable pastime its great charm.
- 1.3 Etiquette is therefore concerned with preserving the essential spirit and character of the game. There is no place in this magnificent game for the use of foul or abusive language before, during or after a game.
- 1.4 Every game should be played in a sporting and friendly manner. Always be proud to participate. The pleasure you derive from the game will be enhanced by your observance of this code.

2. YOU AND YOUR CLUB

- 2.1 Membership involves obligations, other than merely playing bowls.
- 2.2 Be appreciative of the office bearers and committee members. They unselfishly give their time and energy so that you can play and enjoy your game. Offer to assist wherever you can.
- 2.3 Be punctual and willing to abide by decisions. Actively support all social functions and competitions organized for your enjoyment and the benefit of the club. This shows your appreciation of the effort put in by fellow club members.
- 2.4 The cost of running your club is always in the thoughts of your committee, as without sufficient funds, no club can function. Consequently you are entreated to accept your portion of the financial burden and to support all fund raising activities.
- 2.5 Some experienced bowlers do not put their tabs in at club sessions. This is a deplorable practice. By not participating their action is harmful to the club, contrary to the etiquette of the game, and should be rigorously suppressed.
- 2.6 The fellowship of bowls is not advanced by the tendency towards the forming of cliques, and should be suppressed, as it is hostile to the best interest of the club. All members should welcome new comers and show friendliness towards them. New members should be encouraged to participate in all club activities.
- 2.7 It is good etiquette and good club spirit for members to support their clubmates who have reached the final stages of an outside competition. On such occasions supporters should preferably be in bowling dress.

- 2.8 Regard it an honour to be selected in any position in a representative game for your club.
- 2.9 Be proud of your club, never do anything by word or deed that may reflect against it. Do your part to enhance its reputation so that it will be known as a fine club.

3. THE CLUB EXECUTIVE

3.1 The President

Respect should be paid to the president, who, for the term of his appointment, is head of the club. The path they tread is generally not a smooth one. They should not be worried by petty differences that arise between members. Members themselves with a little give and take and a friendly handshake should resolve these differences. Presidents too have acts of courtesy to perform by meeting and welcoming new members and making them feel at home.

3.2 The Competition Secretary

This is perhaps the most thankless job in the club. Assist him by honouring your commitments and help him to complete his full programme.

3.3 The Selectors

Selectors do not have an easy task. However, if they select teams on merit and compatibility club members should not grumble. If it is necessary to omit usually good players, or perhaps select them for a lower team, it is good etiquette for the convenor of the selection committee to inform the players concerned and explain to them as they are out of form they have been reluctantly replaced. It would then be good etiquette for the player to accept the position.

4. YOU AND THE GREEN

The greenkeeper spends many hours endeavouring to give you a good playing surface, which is the most important asset of any club. You can assist by:

- 4.1 Using the steps, if available, when stepping onto or off the green.
- 4.2 Carefully placing your bowls onto the playing surface, and not dropping them onto the green.
- 4.3 By varying the position of the mat, thereby ensuring an even wear over a larger area of the green.
- 4.4 Not stepping into the ditch. If you do, you will transfer sand onto the green, which will damage the mower and the grass.
- 4.5 Not sitting on the banks as this causes damage to the edge.
- 4.6 Not grumbling when play is called off for any reason.

5. BEFORE THE GAME

- 5.1 Be punctual; arrive before the scheduled starting time of a game and do not keep your opponent or opponents waiting. If prevented by any unforeseen circumstance from being punctual, send a message. Failure to arrive at the appointed time may incur penalties.
- 5.2 If you are drawn to play in a game and find it necessary to scratch, notify your opponent. Also notify the club on whose green you were to play. Disciplinary action can be taken against you if you do not report your intention to scratch in advance to the controlling body.
- 5.3 When tossing, the home player tosses, and the visitor calls.
- 5.4 Start the game with introductions and a friendly handshake with your opponents and your teammates. At the end a handshake and thanks for the game will show proper courtesy.

6. LEADS AND SECONDS

- 6.1 It is customary for a player in Singles, or a lead in Pairs, Triples or Fours to place the opponent's bowl alongside him, while he is centering the jack. This little act immediately places the two opponents on friendly terms. If his team has lost the end, handing the jack to the opposing lead is one of the gestures that help to make the game pleasurable.
- 6.2 Seconds should never make up their mind as to what shot they are going to play. The second should wait for the skip's instructions, before stepping onto the mat, and then obey them implicitly without suggesting an alternative shot.
- 6.3 After the leads and seconds have played their bowls, it is customary, before going to the head, for the second of the team playing first, to place his third's bowl on the mat.
- 6.4 Leads and seconds should not offer advice to the third or skip, unless they are asked. There is nothing worse than to see a lead or second indicating behind the third or skip's back.
- 6.5 Keep your attention on the game throughout. It is not etiquette to play your bowls and then to take no interest in the development and result of the head.
- 6.6 The score has to be determined by the thirds who will measure if necessary. Leads and seconds should show interest in the result of the head without interfering. A quiet intimation from the lead or second that the third may be overlooking a shot will be welcomed by the third.
- 6.7 Do not move any bowls in the head before the thirds have decided on the result. This will avoid any arguments and unpleasantness.
- 6.8 It is time saving, in a Fours or Triples game, if the lead gets on with the laying of the mat and delivering the jack, whilst the other lead and the seconds attend to the collecting of bowls and marking the scoreboard.

7. THIRDS

- 7.1 Before leaving the mat end, the third should place his skip's bowl on the mat, if his skip is to bowl first.
- 7.2 The third should remain silent until the skip asks for advice.
- 7.3 At the crossover, the wise skip would rightly confer with his third if the position is tricky, but while he may seek the thirds advice it does not necessarily follow that he must adopt it.
- 7.4 The third may advise the skip if the head has been changed, but he must not control his play. Should the skip decide not to act on the thirds suggestion, he should accept it with good grace.
- 7.5 Do not walk around the head looking at it from different angles and arguing about which is the shot bowl. Get down right away and measure doubtful shots.
- 7.6 If your opponent, when measuring, happens to overlook a shot in his favour, suggest he measures that shot. This is a generous interpretation of etiquette and one much appreciated, for bowls is a game for gentlemen.
- 7.7 If your lead or second draws your attention to a shot that you have overlooked, thank him; it is the team that is playing and an overlooked shot may mean the loss of the game.

8. SKIPS

- 8.1 The custodians of etiquette on the green are the skips who are there for qualities of leadership, as well as for their playing ability. Skips who conform to the rules of etiquette will contribute much enjoyment and pleasure, not only to their teammates but also to their opponents.
- 8.2 Skips should not allow themselves to become so engrossed in conversation with their opposite number as to neglect their chief duty of giving their whole attention to the game.
- 8.3 When directing your player on the mat, retire behind the jack as soon as his bowl has been delivered. When the bowl has come to rest stand aside and give possession to the opposing skip.
- 8.4 Once the bowl has come to rest, no further instructions may be given, nor remarks made. Skips may only talk to their player while their team is in possession of the rink. As soon as each bowl has come to rest, possession of the rink is transferred to the opposing team.
- 8.5 The Skip is in charge of the team and his instructions should be followed without question. A good skip should be gracious enough to confer with his third and his team as to the shot he intends to play. Respect is earned, not demanded.
- 8.6 A lead or second may offer a timely comment on the situation at the head, or point to a shot that has been overlooked. Leads and seconds have as much interest in the game as any other member of the team. Remember that your team consists of all the players.

- 8.7 Remember that the players in your team are as anxious to win as you are. It is poor etiquette to show annoyance or disappointment should a teammate not perform. A wise skip will encourage his team with a complimentary remark, an occasional pat on the back, or a shake of the hand.
- 8.8 If necessary, a skip should indicate to his player the state of the head before his bowl is delivered.
- 8.9 It is a nice gesture for a skip to pick up his opponent's bowl and hand it to him when he is about to get on the mat.
- 8.10 After a skip has played the last bowl in an end and it has come to rest, and no measurements from the mat are required, the opposing skip should pick up the mat.
- 8.11 Skips usually delegate the measuring of shots to their thirds. A skip is at fault if he interferes with the performance of the third's duty.
- 8.12 Cohesive teams are usually successful teams. Bowlers should give their skip loyal support and comply with directions.
- 8.13 The Skip will keep the card and update it after the completion after each end.

9. TEAM ETIQUETTE

- 9.1 If you wish to earn the respect of your opponents and your team, you in turn must extend respect to them.
- 9.2 While play is in progress, refrain from having conversations with someone on the bank or with players on adjoining rinks.
- 9.3 When the lead has delivered the jack, players must ensure that the rink number plate is visible.
- 9.4 Players not in the act of playing or controlling play must stand either behind the jack and away from the head if they are members of the team which is not in possession of the rink or 1 meter behind the mat, and ensure their shadow does not fall on the jack, or across the **player's** delivery line. When a long end has been set, or the jack falls into the ditch, stand on the bank.
- 9.5 Bowlers at both ends of the rink should refrain from unnecessary movement and talking when a player is about to play.
- 9.6 Never argue with the skip about the shot you have been asked to play as this shows lack of confidence in your skips tactical abilities, and can affect team cohesion.
- 9.7 Do not comment on any bowl after delivery, as this will be irritating to both teammates and opponents.
- 9.8 Acknowledge any good shot played by a teammate or by an opponent.
- 9.9 Concentrate on your own game for the duration thereof. Failure to do this can be most disturbing to your teammates.

- 9.10 Any disabled players should be assisted whenever possible.
- 9.11 Do not make excuses for bad play. If a green happens to be bad, - play it - it is the same for both sides. As in most sports, you make your own luck. The good fortune will go with the team with the most bowls in the head. Be humble in victory, and be graceful in defeat.
- 9.12 Never criticise the performance of your teammates during or after a game.
- 9.13 Do not complain when the opposition gets a good result through a fluke. Keep quiet. Do not say, "Well played" if your team gets a similar fluke. Once again, keep quiet. Admit a fluke shot openly.
- 9.14 Do not say "thank you" if your opponent happens to give the shot away. Rather say "bad luck".
- 9.15 Avoid arguments with members of your own team or with your opponents. It takes two to invoke a scene, do not be one of them.
- 9.16 If you follow your bowl after delivery, do not obstruct the view of your opponent. Remember it is a law that you must either be behind the head, or behind the mat, when your bowl comes to rest.
- 9.17 Know the limitation of your duties as a player. Never try to exceed them lest you interfere with the duties of others.
- 9.18 Do not comment on any bad shot played, whether you play lead, second, third or skip.
- 9.19 When going to the jack end, all players should do so only after the last played bowl has come to rest - be careful to confine yourself to your own rink.
- 9.20 When an umpire is called to measure, all players must stay away from the head. Umpires and markers render their services voluntarily, and they should be treated with respect. If the umpire is called to measure or rule on any question, dispute or difference during a game, and he decides against you, remain a good sportsman and accept his decision.
- 9.21 If an end should be restarted, or at the completion of a game, be careful not to disturb adjoining rinks as all bowls must be carried to the opposite end and may NOT be delivered .
- 9.22 If you borrow anything, remember to return it to the owner.
- 9.23 When playing against a visiting team at your club, extend your hospitality and attend to their requirements.

10. SINGLES

- 10.1 In singles you will need a marker, be ready to do your share of marking when called upon.
- 10.2 While your opponent is playing, stand well behind him, and do nothing to distract him, or break his concentration.

- 10.3 You may not ask the marker for information once your bowl has come to rest.
- 10.4 If you wish to study the head, you may only do so when you have possession of the rink, and if the conditions of play do not have any restrictions of players visiting the head.
- 10.5 Remain within your rink, and either behind the head or behind the mat when your bowl has come to rest.
- 10.6 Await your **opponent's** agreement on the number of shots before moving any bowls.
- 10.7 Collecting the bowls is a joint effort in singles - do not hesitate to do your fair share.
- 10.8 At the conclusion of the game, thank the marker and the umpire. The winner of the game should offer refreshments to an opponent and marker.

11. SPECTATORS

Spectators may not offer advice to players. Applaud good shots of both sides. Do not engage in conversation with markers, whilst they are on the green.

12. GAMESMANSHIP

Gamesmanship is considered as unsportsman-like conduct. Using unsporting terms or making unsporting comments that could upset an opponent, talking in a loud voice to a spectator when an opponent is in the act of playing, moving in the head, or doing anything intended to distract a player in an attempt to destroy their concentration, are examples of poor etiquette. This is construed as gamesmanship and conflicts with the spirit of the game.

13. CONCLUSION

- 13.1 The more players involved in a game, the greater the need for observing etiquette. The team that is considerate, good-humoured and undemonstrative will have achieved harmony and compelled respect. Observing etiquette makes friends, avoids friction, and makes bowls a sport that everybody can enjoy.
- 13.2 Etiquette requires that you behave like a gentleman at all times. It is this spirit, with this feeling of fellowship that every bowler loves and enjoys. Every game, no matter how competitive, is conducted in a sporting and friendly manner. At the conclusion, everyone, shakes hands, and leaves the green together, to enjoy each other's company in the clubhouse.
- 13.3 This is etiquette, and what bowls is all about. The spirit of bowls is seen as the harmony, the genuine friendships that develop, and the democratic acceptance of racial equality irrespective of class, colour, or creed.

PART TWO - THE ETIQUETTE AND DUTIES OF A MARKER

1. INTRODUCTION

This information is to be read with the Laws of Bowls. Every marker should have a thorough knowledge thereof. In the absence of an umpire the marker will control the game in accordance with the Laws of the Game. Marking is a skill, which can be acquired by any bowler. A competent marker is an asset to Bowls, and adds to the enjoyment of the game by both players as well as the spectators. A marker is involved, albeit in a neutral way. A competent marker is a competent measurer. Some players may prefer to measure their own shots, which they are entitled to do. A competent marker earns the players confidence. A competent marker reads the head, and anticipates the next shot to be played while standing unobtrusively in the background. He anticipates what the players might expect from him, but only when necessary does he move in to do what is necessary and then moves out leaving the players to get on with their game.

2. DRESS

Markers should be properly dressed, as prescribed by the Laws of Bowls, by-laws of your club or district.

3. BEFORE STARTING THE GAME

- 3.1 Make sure that you have a piece of chalk, as well as a suitable string measure, a watch, props for bowls and the jack, and a pen or pencil as well as a coin.
- 3.2 Obtain the scorecard from the Umpire, Tournament Official, or Competition Secretary.
- 3.3 Find out who will be the Umpire on duty on your green, if flip boards are being used, introduce yourself to the flip board operators who will be doing duty on your rink.
- 3.4 Determine from the Umpire what should be done in the event of inclement weather.
- 3.5 Introduce yourself to the players.
- 3.6 Write the names of the players on the scoreboard in the same sequence as on the scorecard.
- 3.7 Acquaint yourself with the distinctive markings on the two sets of bowls, and ensure that these markings are the same on both sides. Report any irregularities to the umpire.
- 3.8 Ensure that bags or any other object, including the scoreboard and mat are placed not closer than the number plate, and corner pegs, from the edge of the bank.
- 3.9 Tell the players that you intend marking a toucher as soon as it has come to rest.

- 3.10 Obtain the agreement of both players that you can remove a dead bowl from the green or ditch as soon as it has come to rest.

4. TRIAL ENDS

- 4.1 Ask the players whether they intend to play one or two trial ends. It should be noted that either player is entitled to play one trial end of four bowls, or fewer, in each direction, even if his opponent does not wish to do so.
- 4.2 The players must toss and the winner decides who shall play first.
- 4.3 Centre the jack at the length requested by the player on the mat, and ensure (MAKE SURE—if you are in doubt call the Umpire and let him MAKE SURE) it is not less than 23 metres from the centre of the mat line nor less than two metres from the front ditch.
- 4.4 Centre the jack as indicated by the player on the mat, using your hands, as it is more precise.
- 4.5 Do not stop a bowl, or place your foot on the jack during trial ends to prevent a delivered bowl from moving it. Allow the jack or any bowl to come to rest, or run into the ditch if necessary. The player is entitled to see the full effect of his delivered bowl.
- 4.6 Replace the jack on the centre line if it has been moved.
- 4.7 Indicate to the player the distance every bowl stops short of, or runs beyond the jack.
- 4.8 Remove each bowl with your hands after it has come to rest.

5. LAYING THE MAT

If the mat has not been properly centred, draw the player's attention thereto and, if necessary, assist the player to centre the mat.

6. DELIVERING THE JACK

- 6.1 When the jack is delivered, allow it to come to rest before centering it, and when doing so, do not let your shadow fall on the jack, and do not obscure the number plate.
- 6.2 Remember the jack must be centred before its distance from the mat is measured. (In this regard, remember that the coloured pegs should only be used as a rough guide.)
- 6.3 If, before the first bowl has been played, you are in doubt as to whether the jack, after it has been centred, is less than 23 metres from the centre of the mat line, call the umpire to measure the distance, after consultation with the players. If either player requests you to call the umpire, you must call the umpire.
- 6.4 Assist the umpire with the tape measure at the mat if requested to do so.

- 6.5 If the jack is delivered out of bounds, that is to say into or beyond the ditch, or if it comes to rest wholly beyond either side boundary, or less than 23 metres from the centre of the mat line it must be returned to the players. The opposing player then has the right to relay the mat and deliver the jack. If the jack is again delivered out of bounds, you must centre it, 2 **meters** from the front ditch. The player, who is first to play, may place the mat where he wishes on the centre line subject to the mat being not less than 25 meters from the front ditch.
- 6.6 If the jack is delivered to less than 2 metres from the front ditch, it must be centred at 2 **metres** from that ditch.
- 6.7 No one shall be permitted to challenge the legality of the original position of the jack after the first to play has delivered the first bowl.

7. **DURING PLAY**

- 7.1 You must control the game in accordance with the Laws of Bowls. If you note any infringement of the Laws, draw the umpire's attention to the infringement.
- 7.2 Having centered the jack, take a step to one side and two steps back and remain perfectly still. Ensure that you do not obscure the **players'** view of the corner peg or the number-plate and also ensure that your shadow does not fall on the jack or on the jack of the adjoining rink.
- 7.3 Ensure that at all times you pay attention to the game. This enables you to mark touchers before the next bowl is delivered and you can answer any questions directly.
- 7.4 Do not approach the head unless it is to mark a toucher, or erase a chalk mark on a bowl, or indicate a toucher or non-toucher or answer a question.
- 7.5 Answer specific questions of a player who is in possession of the rink (though he need not necessarily be on the mat) relating to the head as it is at that moment. Once a player's bowl has come to rest and time has been allowed for marking the toucher, possession of the rink passes to the opponent and he is not permitted to ask any question until it is his turn to play again.
- 7.6 Do not by any gesture indicate to the players that there has been a change in the head, unless there was a change after you answered a player's question (e.g. a bowl fell over and changed the situation), in which case you must indicate to the players.
- 7.7 Observe strict impartiality, give no advice whatsoever to either player or give any information not specifically requested or in any way guide or direct the play or either player. Do not by any word or action, give the impression that you favour either of the players or that you are pleased or disappointed with any shot. Do not commiserate with or congratulate either player until the end of the game.
- 7.8 Give your full attention to the game. Do not engage in conversation with spectators or a marker or players on the adjoining rink.

8. TOUCHERS

- 8.1 Mark a toucher neatly on the tread (not across the rings, dimples, or emblem) as soon as it has come to rest and before the next bowl is delivered, even though the next player is already on the mat and ready to deliver his bowl (he is not yet in possession of the rink). Remember that a bowl is a toucher if, after it has stopped it falls over the touches the jack before the next bowl is delivered. In such a case mark it as soon as the next bowl is delivered.
- 8.2 Erase chalk marks on any played bowl, which does not again become a toucher. Do not lift a bowl to erase a chalk mark, but mark it with an "O".
- 8.3 Indicate to the players that a bowl is a toucher but that it is not being marked for fear of disturbing it. Indicate similarly a non-toucher, which has not had a previous mark, erased, for fear of disturbing it.
- 8.4 Note the position of touchers and the jack in the ditch by drawing lines, north, south, east, west from them.

9. BOWL OR JACK NOT TO BE STOPPED

- 9.1 Do not stop any bowl or jack from running into the ditch or over the side boundary of the rink. A bowl played on its wrong bias, or a bowl running on its correct bias but played so narrow that it crosses the side boundary, should be stopped as soon as possible after having crossed the side boundary. A bowl running on its correct bias but played so wide that it cannot return to the rink in its natural course, should not be stopped, but removed as soon as it has come to rest.
- 9.2 If a bowl from an adjacent rink, running on its correct bias, is likely to displace a bowl at rest in the head, the latter bowl must be lifted to let the neutral bowl pass and then be replaced. If such a neutral bowl is likely to displace the jack STOP the bowl and return it to be replayed.

10. DEAD BOWLS AND NEUTRAL OBJECTS

- 10.1 Remove dead bowls from the rink or ditch and place them on the bank not closer than the number plate and corner pegs, from the bank edge.
- 10.2 See that the ditch and rink are kept clear of any neutral jack, bowl, or other objects.

11. GAME INTERRUPTED

- 11.1 If a game is interrupted for any valid reason (other than an arranged interval), note the time (on the back of the scorecard) and whether the end has been completed or not. Ask the players to initial the scorecard against the last completed end, and you as the marker should also initial

it . The game is resumed with the same score, irrespective of how long it has been interrupted. An end commenced, but not completed, shall be dead. If a game has been interrupted because of inclement weather, no additional trial ends will be allowed if the game is restarted on the same day (even if conditions have changed drastically). If the game is restarted on another day, the normal trial ends will be allowed. An end not measured or decided, at the time the players left the green is a dead end even if all bowls had been played.

11.2 Remain at the same end of the rink if an end has to be replayed, unless both players agree to play in the opposite direction.

11.3 There shall be no interval during a singles match.

12. JACK MOVEMENT

If the jack, as a result of legitimate play, is moved to a position, which you think is less than 20 metres from the centre of the mat line, call the umpire and have the distance measured before the next bowl is delivered. If either player requests you you must call the umpire.

If the distance from the centre of the mat line is less than 20 metres, the end must be restarted. This may happen at any time during the course of the end, even after the last bowl has been delivered.

13. BOWL PLAYED OUT OF TURN

Draw the attention of the players to a bowl played out of turn immediately it has been delivered but do not stop it unless requested to do so by the opposing player.

14. PLAYING THE WRONG BOWL

Do not stop the bowl if a player has delivered his opponents bowl. Let it come to rest and then replace it with the player's own bowl. If you are afraid of disturbing the head in the process, or inexperienced in the technique to be used, call the umpire.

15. BOWL LEFT UNPLAYED

Before determining the score, make sure that all bowls have been played, and if there is still a bowl to be played, provided it is the last bowl, draw the attention of the player concerned to his bowl still to be played, which he must either play or declare.

16. DETERMINING THE SCORE (Golden rule – do not touch or remove any bowl at any time)

16.1 Remain at the head until both players are present, and have agreed to the number of shots.

16.2 Measure for shots ONLY when requested to do so by either player. Whilst measuring, do not allow either player to interfere with or assist you. Remember that the players may also do their own measuring if they so desire. Do not suggest to the players that there is a possibility of another shot as you have no authority in determining the number of shots. It is the duty of the

players to determine the number of shots.

- 16.3 Under no circumstances may you remove any bowl from any head, either before, or after, measuring. The only people that may break up the head are the players, or the umpire, after measuring.
- 16.4 If you inadvertently displace either the jack or a bowl while measuring, replace it as near as possible to its former position.
- 16.5 Allow both players to see you measuring and ensure that both are satisfied. Remember that either player may appeal to the umpire against your decision. If you consider it necessary to prop any bowl, inform the players of your intention to do so. Allow thirty seconds to elapse if requested by either player (the thirty seconds to commence from the time of the request) before propping the bowl or measuring for shot.
- 16.6 Do not hesitate to call the umpire:
- (a) When you have any doubts.
 - (b) When you are unable to make a decision, or it is a close measure, or one with which you experience difficulty.
 - (c) When either player is dissatisfied with your ruling in regard to a shot or any other debatable point.
 - (d) When you require assistance in measuring.
- 16.7 Do not move, or allow to be moved, either the jack or any bowl, until both players have agreed as to the number of shots, or the umpire has given a decision.
- 16.8 Do not break up the head. This should be done by the players, or by the umpire, if the latter was called to measure for shot.
- 16.9 Do not assist in gathering up the bowls.

17. SCORING

- 17.1 Write and check the score on the scoreboard and the scorecard at the conclusion of each end, before centering the jack, for the next end, so that you can stand still and concentrate on the game after the jack has been **centered**.
- 17.2 Do not announce the score, unless requested, by either player.
- 17.3 Write only 21 shots on the scorecard and scoreboard even though the winner has scored more than 21 shots after determining the score in the last end: e.g. 22 – 15 is wrong, it should be 21 – 15.

18. NO SCORE

If, after all the bowls have been delivered, or the last bowl declared, the nearest bowl of each player is touching the jack, or is deemed to be equidistant from it, (in which case you must call the umpire), there is no score. The end is drawn and it is counted as a played end so that the score must be brought down unchanged. The next end is played in the opposite direction and is started by the same player who played first in the drawn end.

19. REMOVING THE MAT

Remove the mat at the conclusion of each end if left on the rink by the players, and place it on the bank no closer than the number plate, and corner pegs, from the bank edge.

20. COMPLETION OF THE GAME

- 20.1 Complete the scorecard and check it against the scoreboard.
- 20.2 Sign the scorecard and have it signed by both players.
- 20.3 Put the time of completion of the game on the card.
- 20.4 Hand the scorecard to the umpire, or the official on duty.

CONCLUSION

REMEMBER:

WHENEVER IN DOUBT – CALL THE UMPIRE.

AND

**NEVER EVER TOUCH OR REMOVE BOWLS IN THE
HEAD**