

Yealmpton Bowling Club



Rules & General Guidance for Members

Version 2 2018

Introduction

The Club is bound by its Constitution, and these Rules should be read in conjunction with that Constitution. These Rules are maintained by the Management Committee who may amend them as necessary.

The Club is affiliated to Bowls Devon & Bowls England and is subject to the Rules & Regulations, and guidance, issued by them. A list of such documents are included at Appendix 1.

All Rules & Regulations will be strictly adhered to at all times.

Yealmpton Bowling Club is a constituent part of the Yealmpton & District Athletics and Recreation Association and is a private club that operates on funds raised by membership subscription; details of membership are contained in the Constitution.

All the work required to run the Club is undertaken by volunteer members. All members are encouraged to join in as a volunteer on the numerous activities required to run the Club. Indeed there are some activities that are a requirement of membership, mainly clubhouse cleaning and making tea on match days. Rota lists for these activities are placed on the notice board in the clubhouse at the start of each season and/or other location as may be deemed necessary

There are also two other teams that are essential to the Club - the "Green Team" which is responsible for maintenance of the green and the "Brown Team" for maintenance of other aspects of the site; there is overlap between the two and they work closely together.

Matches

Club Matches

The Fixture Secretary will arrange all Club games with other clubs and produce a fixture list of all matches prior to the start of the season.

The selection of teams for matches will be made from those who have notified their availability. Team sheets shall be posted on the designated notice board at least seven days prior to the match and/or other location as may be deemed necessary.

Selection Committees are defined in the Constitution and are elected at the AGM.

Club Competitions

Club competitions will be approved by the Management Committee and managed by the Competitions' Committee, which is defined in the Constitution and its members elected at the AGM. Rules for Club Competitions are shown at Appendix 2. All decisions by the Competitions Committee are final.

All Competitions are played under World Bowls "Laws of the Sport of Bowls", the Crystal Mark Edition, which includes domestic arrangements for Bowls England. Copies are held by the Club Secretary and the Ladies Secretary, with a Club copy on the Notice Board

Conduct

Etiquette on the Green

Conduct is governed by :-

- Bowls England Regulations;
- Bowls England Code of Conduct
- Laws of the Sport of Bowls.

Details may be obtained from Bowls England, including their website.

For beginners, the English Bowls Coaching Scheme produces a booklet entitled "Guide for Beginners", which contains useful information on etiquette and many other aspects of bowling conduct. Copies may be obtained via the website (www.englishbowlscoaching.com); the Club Secretary also holds a copy.

Some useful tips are also shown at Appendices 3A, 3B & 3C. All questions regarding etiquette should be addressed to the Club Coach.

Dress Code

The Club shirt/blouse must be worn for all representative matches i.e. league & cup matches, mixed friendly matches and county competitions.

Grey trousers must be worn in all men's representative matches, except in the Saturday League and any cup final when white trousers must be worn.

White skirts or trousers must be worn for all ladies matches with the exception of evening games when grey skirts or trousers must be worn. Appropriate waistcoats or jackets may also be worn.

White skirts or trousers must be worn for all mixed friendly matches & Club competition finals.

For Club play: grey trousers or skirts and a white top or Club shirt must be worn.

For casual play: dress is casual trousers, slacks and skirts; also shirts with collars and sleeves for the men and blouses for the ladies. Club shirts may also be worn.

Smart, tailored shorts may also be worn for casual play, Club Competitions, except finals, and all competitive matches, if the Rules of the Competition allow.

Regulation bowling shoes must be worn at all times.

Visitors

Members are allowed to bring visitors to the Club for a roll-up. A green fee set by the Management Committee will be charged for each visit. The member is responsible for the conduct of the visitor and must record each occasion in the Visitors Book provided for that purpose, collect the fee due and pass it to the Club Treasurer.

A maximum of three visits will be allowed per visitor per season.

Club Arrangements.

Club Nights

Club Nights are held every Friday evening from May to September – see the Fixture List for the exact dates and times; there are also Club roll-up games similar to Club nights on most Bank Holiday afternoons – watch the Notice Board and/or other location as may be deemed necessary.

General guidance on Club Nights is shown at Appendix 4.

New Member Procedures

One or more New Member days will be held each season and will be shown in the Fixture List. The green will be closed to all members not involved in assisting with the recruits.

There are a set of procedures detailing the coaching and introduction of new members and is shown at Appendix 5.

Availability of Green.

The green will be open to members as follows.

1000 – 1200 morning session

1300 – 1700 afternoon session

1800 – sunset evening session.

Priority will be given as follows:

- Ladies County Games e.g. Benevolent Triples, when no other play is allowed;
- League & Cup fixtures;
- Club Competition finals days;
- Friendly and invitation games (e.g. Patrons & President matches);
- County competition games;
- New members days (including the Yealmpton Athletic Club Gala day);
- Club Competition matches;

- Roll-ups.

All sessions are subject to the discretion of the Green Marshal, who will decide if the green is unfit for play or requires essential maintenance work.

Except for roll ups, use of the green must be booked & recorded in the Rinks Availability Book; this includes all uses in the list above (except roll ups). Every effort will be made to effect green maintenance work before the morning session, but where the Green Marshal requires planned time beyond this, it will be recorded in the Rinks Availability Book. If, unusually, emergency work is required on the green, this will take priority over all other activities.

Rules & Regulations.

Appendix 1

The following is a list of Rules & Regulations issued by Bowls Devon:

Articles of Association;

Rules & Regulations 1 to 70;

Duty of Care Booklet relating to Fire Risk Assessment and Management;

Useful Information Booklets on:

Supporting Clubs;

Health & Safety;

Policies, Legislation and Licensing;

Protecting Your Club & Members.

Copies of this information is held by the Club Secretary.

Each year the Club organises competitions for its members; these are summarised below.

The Competitions are:-

- Men's Singles : Handicap Cup; Men's Championship.
- Ladies Singles : Ladies Championship; Ladies 2 woods; & Handicap Cup.
- Men & Ladies Singles : Chairman's Cup; Novices.
- Pairs : Mixed Pairs; Husband & Wife; the & Ashcroft Challenge Shield.
- Triples : Mixed Triples.
- Fours (Rinks) : The Herbie Chilcott Cup.

Members wishing to enter these Competitions should add their names to the appropriate lists, which are placed on the Notice Board in the Clubhouse at the start of the season and/or other location as may be deemed necessary. A fee per person per entry is levied and this goes towards Club funds; the fee is set by the Management Committee at the beginning of every season.

For singles competitions and the Husband & Wife competition, the Competitions Committee hold a draw to identify who plays who in the first round(s). A competition sheet showing the draw, and the date by which each round must be completed, is placed on the Notice Board (and/or other location as may be deemed necessary) and used to record the results through to the final. These dates will be strictly adhered to, except in the case of illness. If for any other reason, a match cannot be played by the completion date of that round, the winner must be determined by toss of a coin. Each singles match requires an independent marker (who cannot be a relation or a partner).

All matches must be booked in the Rinks Availability Book. In each game, the first listed is referred to as the challenger; he or she is responsible for agreeing the date & time of the game with the opponent, arranging for a marker, where necessary, and entering details in the Rinks Availability Book. Games are spread over the season. A Club Final Day(s) is arranged (and shown in the Fixture List) on which all singles finals and the Husband & Wife Final, are played; no rollups are allowed on Club Finals days.

For pairs (except the Husband & Wife Competition), triples (Mixed Triples) and rinks (the Herbie Chilcott Cup), the Competitions Committee draw the members playing in each team and, as for singles, create a competition sheet. These games do not require a marker. The games in each competition are played over a number of weekends and these are identified in the Fixture List. Greys are worn except for the final, when whites are worn. (The exception to these arrangements is the Husband & Wife Competition which follows the procedures for single games).

For the Ashcroft Challenge Shield, the Competitions Committee draw the members playing in each team and create a competition sheet which is placed on the Club notice board in the usual way and/or other location as may be deemed necessary. This draw is made in front of Club members prior to the start of the last Club night in July. These games do not require a marker. Each player will use 3 bowls and the winners determined by the highest score after 18 ends, with a deciding end if scores are equal. A cash prize will be given to the winners & runners-up by the sponsors (the Ashcroft family), who will determine the amount of the prizes each year.

Unless agreed otherwise by the Competitions Committee, Husband & Wife, Ashcroft Shield and singles games may be played during any of the morning, afternoon or evening sessions, commencing as close to the start time of the session as possible. In unusual circumstances a match may continue beyond the end time of the session into the reserve time between sessions, but may only continue into the next session if there is a suitable rink not reserved in the Rink Availability Book and not required for roll ups. If more than one match is being played on any session, a draw for rinks will take place at the start of the session using the “marked” golf balls kept in the cupboard.

Singles games are played first to 21 (plus any handicap in the Handicap Competition); the exception to this is the Ladies 2 Woods which is played to 21 ends. Triples are played over 18 ends plus any extra ends needed in the event of a draw. All other games are played over 21 ends, plus any extra ends needed in the event of a draw.

Whites are worn in all finals, otherwise the dress code is greys.

The handicap system for the Handicap Cup is shown at the end of this Appendix. The Novices competition can only be entered by members who have never won any of the Club’s singles competitions.

Winners and runners-up of all competitions are presented with Cups and Trophies at the end of the season. Winners and runners-up of the pairs, mixed triples & the Herbie Chilcott are provisionally also presented with Cups and Trophies at the end of the weekend allocated for that competition, and then re-presented with the other Trophies at the end of the season.

Substitutes will be allowed in all Club Competitions in accordance with the Bowls England Rules & Regulations.

Handicaps

All members who have represented the Club in 5 or more league matches receive a handicap of 2 shots. This handicap lasts for one year only and is allocated by the Competitions Committee at the start of each season.

All winners of the Men's or Ladies Club Championship Competition receive a handicap of 2 shots and Runners Up a handicap of 1 shot; this handicap is permanent.

Please remember that roll-ups are not permitted on Club Final’s Day, even if rinks are available!

If County and P&D League Competitions are scheduled at the same time as Competition matches, they always have priority in the choice of rinks.

Before The Game

1. Ensure that you are wearing the correct dress for the occasion;
2. Check the starting time of the game and arrive in sufficient time to change your footwear and be ready to start at the appointed time;
3. In a team game, welcome the guest team.

During the Game

1. Enter and leave the green by the steps if provided;
2. Do not drop your bowls on the green;
3. Shake hands with your opponent before and after the game;
4. Do not sit on the steps or the bank;
5. Do not drop litter in the ditches – use the receptacles provided;
6. Stand still while your opponent bowls;
7. Do not infringe the laws of rink possession;
8. Wait until the result of the end has been decided before collecting in the bowls;
9. If you are responsible for keeping score, compare your card with that of your opponent at regular intervals;
10. Unless you have been delegated to decide the shots at the completion of an end, do not interfere in any way with this process;
11. If an umpire has been called, stay clear of the head until a decision has been made;
12. If you have lost the game, remember to congratulate your opponent;
13. Never criticise the green or your opponent;
14. Acknowledge your fluke shots and commend an opponent's good bowling.

Please remember that running, dropping woods, smoking & drinking alcohol on the green are all forbidden.

Basic Laws And Etiquette For Playing And Marking. Appendix 3B

1. A marker is only required for singles matches.
2. Where players have the same stickers, familiarise yourself with the bowls.
3. Matches will be played over 21 ends or to 21 shots depending on the competition being played. If a handicap competition, calculate how many shots should each player needs to score.
4. The mat can only be given away at the first end by the player that has won the toss, or any extra deciding end should this be necessary.
5. The mat must be straightened before jack is delivered.
6. The jack must be straightened before checking the length. It must be a minimum of 2m from the front ditch and minimum of 23m from the mat line. It must pass the white markers on the side ditches nearest the marker. If you are not sure if it is legal bring it to the attention of the players. Use a measuring stick or long tape to check.
7. If the jack is delivered illegally, it should be returned for delivery by the opposition who has the right to move the mat.
8. If it is delivered illegally again the jack should be placed 2m from the ditch using the measuring stick. The jack must be placed to the side of the measuring stick with the front of the jack level with the front of the stick. The player that delivered the jack first may again move the mat to any legal length, but must do so before the jack is centred.
9. A jack is illegal if:
 - a. it goes in a ditch;
 - b. it is not 23m from the mat line or does not reach the 25m marker;
 - c. it goes off the side boundary of the rink;
 - d. a player foot faults, although this is not the concern of the marker;
 - e. it is delivered from an illegal mat (see above).
10. Only the player in possession of the mat may ask questions of the marker. If a player decides to visit the head, then the opposition may do so also.
11. Markers and players should stand behind and to the side of the head.
12. Markers should not wander around the head, during or after the end. Unless looking to answer a question or preparing to measure.
13. Touchers must be chalked before the next bowl comes to rest. If not then it ceases to be a toucher. If you are unable to chalk the bowl without it falling then inform the players that you are nominating it, chalk the bowl as soon as possible when it becomes safe to do so. Chalk on a non-toucher should be removed, without disturbing the bowl.
14. If the jack or toucher go in the ditch, place location markers above the ditch (white for the jack, yellow for a wood).

15. Sometimes a bowl or the jack might be moved by accident. There are too many variations to cover all variations here, but below are some of the more common situations:
 - a. The jack hits the foot of the marker as they are walking up the rink – return to the player to re-deliver.
 - b. Player kicks a bowl when stepping backwards – opposition should replace the bowl.
 - c. Marker knocks a bowl – players should agree to former position.
16. If either jack or bowl is moved during measuring then the marker shall replace it to its former position with both players agreement.
17. After the last bowl is played one of the players may request that a 30 second period be allowed to see if any leaning bowl may fall. After that time any bowls to be measured may be wedged.
18. If an end is declared dead no entry will be made on the scorecard. The end should be replayed in the same direction, unless agreed otherwise.
19. If it is not possible to determine shot, it is a tied end. The scorecard will show no score for each player on that end. If the tied shot is for second then one shot will be recorded for the player who has won the end.
20. It is for the players to agree the result of an end, not the marker.
21. When measuring, do not move any of the bowls. The players may disagree with the marker and may want to measure for themselves or get a third party to re-measure.
22. When measuring make sure both players are watching so they both agree which is shot.
23. Remember to keep scorecard and scoreboard up to date.

This is not a comprehensive list of events that could occur during a match but hopefully it is enough to help you on your way to becoming a competent marker.

12 Position of players.

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 the 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 which is 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.

(NB - If a player does not meet the terms of this law - see law 13).

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.

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 (see law 49.6), 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.

(NB - If a player does not meet the terms of this law - see law 13).

40 Players' duties

40.1 The skip

40.1.1 The skip will have sole charge of the team and all players in the team must follow the skip's instructions.

40.1.2 The skip must 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.

40.1.3 If the skips need to check any part of the Laws of the Sport of Bowls before reaching a decision, they must ask the umpire for an explanation.

40.1.4 If the umpire considers that a decision reached by the skips is not in line with the Laws of the Sport of Bowls, the umpire must overrule that decision so that it is in line with the laws.

40.1.5 If the skips cannot reach agreement on any disputed point, they must ask the umpire to make a decision. The umpire's decision is final.

40.1.6 If the Controlling Body has not appointed an umpire, the skips must choose a competent neutral person to act as the umpire.

40.1.7 The skip must:

40.1.7.1 be responsible for the score card supplied by the Controlling Body while play is in progress;

40.1.7.2 make sure that the names of all players of both teams are correctly entered on the score card;

40.1.7.3 record, on the score card, all shots scored for and against both teams as each end is completed;

40.1.7.4 compare and agree the score card with that of the opposing skip as each end is completed; and

40.1.7.5 at the end of the game, record on the score card the time that the game finished and then sign their own and the opposing skip's score cards.

40.1.8 For domestic play, Member National Authorities can decide the procedures for using a scoreboard instead of one of the score cards.

40.1.9 For domestic play, Member National Authorities can transfer the skip's duties described in law 40.1.7 to other members of the team. However, they must make sure that the duties are transferred to players whose positions, in order of play, are the same in each team.

40.1.10 Skips can, at any time, delegate their own powers and any of their own duties (except those described in law 40.1.7) to any members of the team as long as they tell the opposing skip immediately.

40.2 The third

40.2.1 The third can measure any and all disputed shots.

40.2.2 The third can tell the skip the number of shots scored for or against their team as each end is completed.

40.3 The lead

The lead of the team to play first in an end must:

40.3.1 place the mat as described in law 6.1.1; and

40.3.2 deliver the jack and make sure that it is centred before delivering the first bowl of the end.

40.4 Other duties

Along with the duties mentioned in the previous paragraphs of law 40, players can carry out any other duties assigned to them by their skip as described in law 40.1.10.

Club Nights.

Appendix 4

Supporting Club Nights and other Club events are important parts of Club life, and helps new members integrate and enjoy the fellowship that the Club provides.

Although the usual rules and etiquette of bowling are applied on Club Nights, the games are not played too seriously; this is a social as well as a bowling occasion. The main objective is to enjoy yourself in a relaxed environment.

Club Nights start at 6pm (or 5.30pm where indicated in the Fixture List), but it is wise to arrive 15–20 minutes earlier. This gives you time to change and gives the organisers time to arrange the rinks ready for a 6 o'clock start.

Dress code is greys.

Each player is charged a small fee which goes towards the purchase of a trophy for the player with the highest score at Club Nights over the whole season.

On arrival take a disc from the board placed outside the main door to the clubhouse; this tells the organisers how many players to cater for in arranging the rinks.

When ready, players will line up to return their disc, pay the fee and draw for rink, team and position within that team (lead, 2, 3 or skip). Exchanging positions with other members in your team is not encouraged, but requests from new players will be sympathetically treated – it can be daunting for beginners to play 3 or skip to more experienced players.

The number of ends played will depend on the numbers in each team (21 ends for 4s; 18 ends for triples) and the weather!

One rink is reserved for members who have just joined the Club and will be run by the Club Coach or someone nominated by him; this reserved rink enables new members to be integrated into the Club in the early days of their membership.

At the end of the game, help put equipment away.

Finally, let the organisers or any member of the Management Committee know if you have any problems, or ideas and suggestions to improve on the evening.

New Members Procedures.

Appendix 5

1. All new applicants will be given between 1 and 5 coaching sessions, followed by a “play-in” to assess their suitability for membership. The “play-in” will be conducted by a Club coach and the Green Marshall, or a member nominated by him.
2. The number of coaching sessions required will depend on the previous experience, and the ability of the applicant. The coach will determine when an applicant is ready for the “play-in”.
3. New players are normally ready for the “play-in” after **3 or 4** coaching sessions although this may be extended on agreement between the coach and the Management Committee.
4. On successful completion of the “play-in”, the applicant will be invited to complete an application form which will be passed to the Club Secretary. Either the proposer or the seconder must be a Club coach and, as new members must be confirmed by a Management Committee member, the application form should be countersigned by the Green Marshall or a Management Committee member.
5. An applicant may be refused membership at the discretion of the Management Committee, following advice from the Club coach and/or the Green Marshall or other Management Committee member. In these circumstances the Club Secretary will be directed to issue an explanatory letter to the applicant. There will be no right of appeal by the applicant. The Management Committee may, however, give the applicant the right to re-apply for membership the following year.
6. Successful applicants will be notified by the Club by issue of a Fixture List and copies of the Club Constitution and Rules.

Club Coaching

1. In addition to the coaching sessions for new applicants, coaching will be available to all full members as required.
2. Coaching will be divided into 3 categories – new applicants (up to the “play-in”), technique and practice.
3. **New applicants coaching** (up to the “play-in”) is as defined above.
4. **Technique coaching** aims to bring new members up to the standard required for participation in league fixtures in positions of lead and two, but is open to all full members wishing to improve or change their technique. This may be particularly relevant to those who “bump” the bowl in the course of delivery.

5. **Practice coaching** sessions aim to bring members up to the standard required for participation in league fixtures as threes and skips, as well as providing the opportunity for existing players to practice.

Marker's Duties

In addition to coaching, a training session covering all aspects rink etiquette and markers' duties will be available as necessary (see also Appendix 2A & 2B).