

Revised 1st June 2025



PINNER BOWLING CLUB

A Guide for Club Members



A WORD FROM THE PRESIDENT



4th February 2023

Dear PBC member

Lawn Bowls is a friendly sport with high standards of conduct. Traditionally, good sportsmanship has played a big part in the game. Pinner Bowling Club, which was established in 1953, prides itself on being, above all, a friendly club: “The friendly little club in the park”. The Club’s Committee is keen to keep it that way. If we are successful, we will keep our existing members happy and we will attract new members - at a time when membership at many bowls clubs is falling.

Much depends upon players showing respect for one-another, behaving well on the green and being polite to fellow players, opponents and guests of the Club.

To help players, especially new members, to understand how our Club works, the Committee felt it would be helpful to set out its thinking on the subject. These are, if you like, our guidelines for ensuring that the Club remains friendly, happy and sociable – and not so formal or rules-driven that we put off new members from joining.

If we are able to play bowls in the spirit of these guidelines, then we are well on the way to preserving the friendly nature of our club.

For the keener aficionados, some of the more common bowls-related questions are presented in an informal way at the end of this guide.

I hope you find these guidelines helpful and user-friendly. If you have any suggestions for improving them, then please contact any member of the Committee with your ideas. We would welcome them. The Committee have agreed to update these guidelines from time to time to reflect members’ views. Thanks are due to Oxhey Bowls Club for the use of their guide as a starting point.

Happy bowling!

Colin Jones

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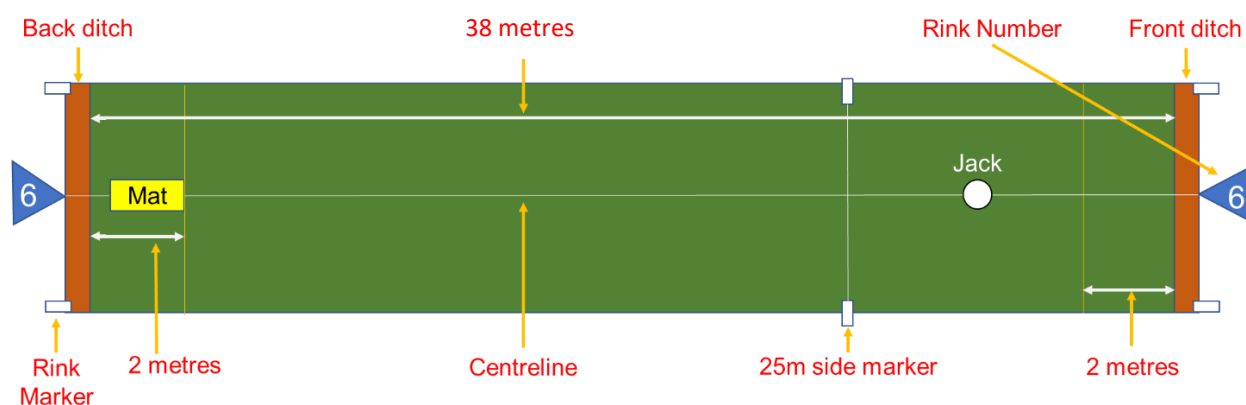
President, Pinner Bowling Club, 2022/3

SOME BASIC RULES OF PLAY

Here is a short guide on certain basic rules of play, which we hope you will find useful. Wherever “he/him” is used, “she/her” or “they/them” may be substituted.

1. The Rink

First, let’s take a look at the rink. Although all World Bowls measurements are in metres (m) and that is the unit of measure for this guide, our 1950s green was made in imperial units. At Pinner Bowling Club, each rink is 38.4m long (42 yards) and approximately 5.5m wide (6 yards). At each end of the rink, there is a metal marker showing the rink number – this is positioned to show the centre line of the rink. There are also white markers at each side of the green which are 25m from each ditch; these show the minimum distance the jack has to travel in order to be a valid delivery. We also have white markers to be used to indicate 2m from the ditches (not shown in the diagrams). Further white rink markers are placed at both ends of the rink to denote the rink width.



The diagram above shows the mat at its closest possible position to the back ditch and the jack is shown in a valid position.

2. Where to place the mat

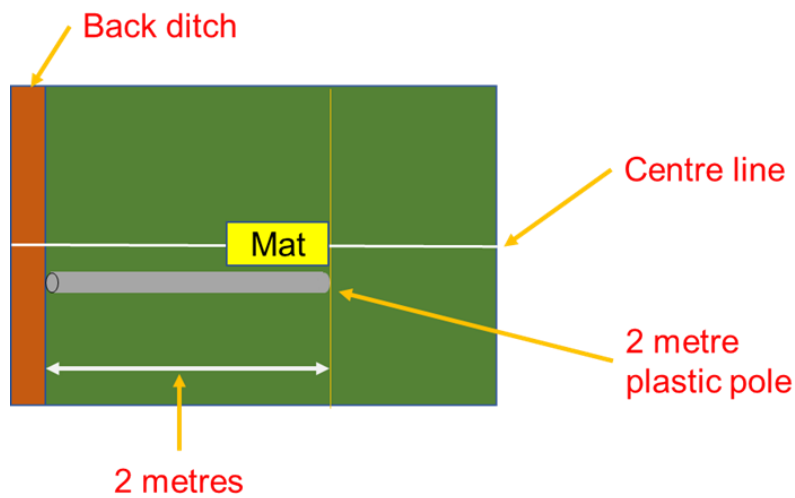
The mat must be placed along the centre line of the rink, directly in line with the rink numbers at each end. If it is off-centre, your Skip (or Marker in the case of a singles match) at the other end of the rink will ask you to move it. The Skip should then stand astride the centre line directly in front of the rink number and direct the re-positioning of the mat.

Before bowling his first wood, the lead player will have to decide how far up the rink to place the mat. Let’s look first at the minimum length from the ditch behind the bowler when about to bowl (the back ditch).

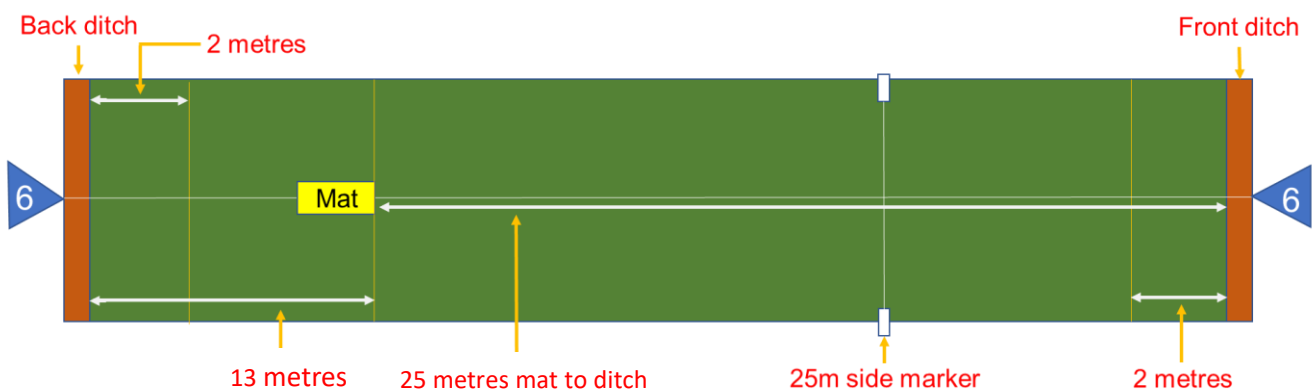
Measuring from the back ditch: The *front* edge of the mat must be at least 2m from the back ditch (i.e. the edge of the green). It is very common for the mat to be placed at or near this minimum position.

If there is any doubt as to whether the mat is too close to the back ditch, we use the 2-metre white plastic poles provided at each end to check.

The pole should be placed on the ground, with one end of the pole at the edge of the rink (next to the ditch). The other end of the pole should mark the position for the *front* end of the mat.



Measuring to the front ditch: The *front* edge of the mat must be at least 25m from the front ditch. Instead of placing the mat as shown above, a lead bowler may decide to move the mat further up the green. This usually creates a shorter length of end, which favours those who find it hard to bowl long woods. But this is also done to disrupt the rhythm of a game when you're losing!



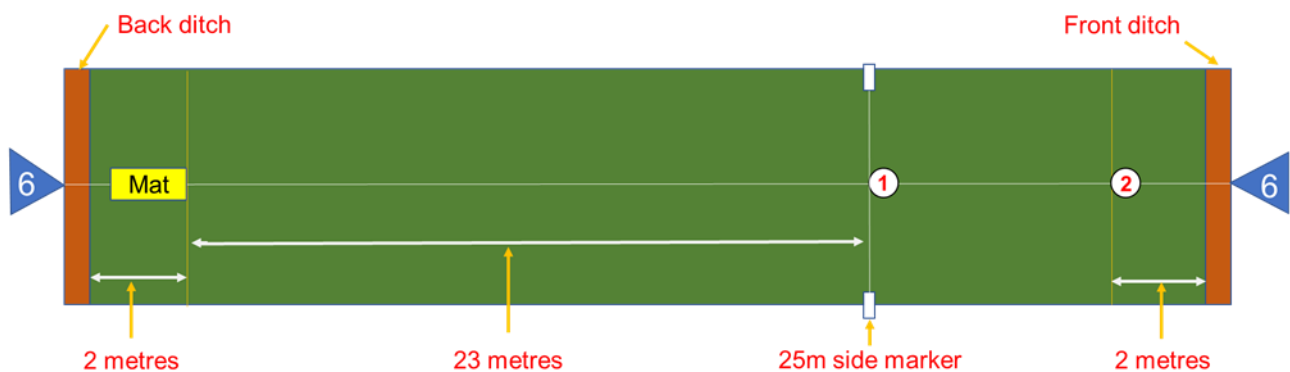
This diagram (not to scale) shows the farthest distance up the green that the mat may be placed (i.e. 25m from the front ditch). Since our green is just over 38m from back

ditch to front ditch, this means that the mat may be placed as far as 13m from the back ditch.

However, if (when playing at home) the mat is placed a full 13m up the green, it will be very difficult to place the jack accurately exactly 23m from the mat and no more than 2m from the front ditch. In practice, the jack can be delivered long and then be repositioned at the 2m line.

3. Delivering the Jack

The length of the jack

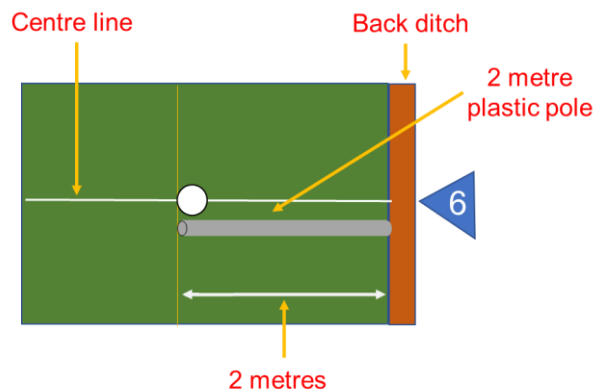


This diagram shows the minimum and maximum lengths of a validly delivered jack. Jack 1 is the minimum, jack 2 is the maximum.

- The jack must always travel a minimum of 23m.
- If the mat has been placed exactly 2m from the back ditch, this means that the jack must reach the white 25m marker on the side of the green.
- If the mat is placed farther up the green, then it must still travel at least 23m. If there is any question as to whether the jack has travelled 23m, a player can call for the length of the jack to be measured. We do this by using the long measure from the umpire's kit kept in the cupboard to the left of the ladies' changing-room door. It is relatively rare for this to be done – more likely to happen in matches.
- If the jack comes to rest less than 23m from the front of the mat – or is delivered into the ditch or outside the rink - then it is returned to the bowler's end. The Lead from the opposing team is then entitled to re-place the mat where he wishes on the centre line and to re-deliver the jack to the length that suits him. In those circumstances, it is still the first lead player who bowls the first wood, although he/she will have lost the advantage of placing the jack at a preferred length. If the

second Lead also delivers an invalid jack, the jack is placed 2m from the ditch and the mat placed where the first Lead chooses.

- If a lead player delivers the jack and it comes to a stop within 2m of the front ditch, then his/her Skip will move the jack to a position on the centre line which is exactly 2m from the front ditch. In order to do so, he will use the 2m pole – these are always made available at each end of the rink. The jack should be positioned as shown below – note the position of the jack relative to the end of the pole.



Centring the jack

However long the jack is, it must always be centred by the Skip or Marker. The jack is placed on the centre line of the rink, running between the 2 rink numbers. The Skip is best instructed where to place the jack by the bowler indicating with his arms which side the Skip should move the jack – and by how much. Try to indicate the distance to move the jack with your arms to the side of you, not in front of your body, as this makes it easier for the skip to see your indication.

4. The Use of Groundsheets

When the ground is soft, it is easy to damage the surface of the green when delivering the wood. The damage happens where the wood first makes contact with the grass and can produce depressions or create divots.

In these conditions, the decision will be taken by the Green Ranger, Captain of the Day or rollup organiser, to put down protective matting or groundsheet to prevent damage to the green. A groundsheet will be placed just in front of the bowler's mat, as shown below. This will be done at each end, assuming both ends need protection. The mat will be placed at the start of the game so that the front of the mat is 2m from the back ditch. When groundsheet are used, it will not be possible to move the mat further up the green during the game.



5. Measuring

Where it is unclear which wood is closest to the jack, the Second player in a triples or pairs will measure the distance between the jack and the woods in contention.

This is most commonly done using a string measure. The measure is placed so as to touch the jack (at the nearest point to the wood being measured) and the string and pointer extended (with the button on the measure being held down) to the nearest part of the wood being measured.



Using a string measure

When the pointer just touches the wood, release the button so that the distance is fixed. The bowler will then place the measure against that part of the jack closest to the second wood being measured and hold the pointer against that second wood to check whether it is closer to or further away from the jack than the first wood.

If the 2 woods are so close to the jack that it is impossible to place the measure between them, then calipers must be used.



Using calipers

A Second player will always carry a measure – and, if needed, calipers (large and small) are available in the Umpire's kit.

If one wood is leaning against another, it may be necessary, when measuring, to place some form of wedge against it to prevent it from falling over, which could change the distance from the jack. Wedges are kept in the Umpire's kit. Other suitable objects for wedging may be used and of course, players may carry their own wedges.

6. Scoring

Once the score has been determined after an end, it is the responsibility of the Second player in the team that won the end to let the 2 Skips at the other end of the rink know the result. This is done by clearly tapping the left shoulder with the right hand once for each shot scored by that team. Sometimes the Second in the losing team will indicate the score – in this case it is done by tapping the opposite thigh once for each shot lost.

The Second is also responsible for putting up the score on the scoreboard. Of course, if the scoreboard is at the other end, then this will be done by the Skip.

It is the responsibility of the 2 Skips to enter the score on their scoresheets or delegate this to another team member. Each Skip or his delegate will carry a scoresheet with them throughout the game – and will check that these accord with the scoreboard after each end.

The scoreboard below shows the Home team's score, the number of ends played, and the Away team's score.

The scoresheet below shows that Trevor (playing at home) won the first end with 2 shots, and then Peter (playing away) pulled back, scoring 2 shots in the second end and a further 3 shots in the third end. The home team or player is always written on the left of the scorecard.



A scoreboard of the type we use

This shows the Home team with 2 points; the Away team with 5 points – after 3 ends.

Date 1 6 21		Rink No. 6		
Trevor		vs Peter		
		1		
		2		
		3		
		Skip		
SHOTS	TOTAL	ENDS	SHOTS	TOTAL
2	2	1	0	0
0	2	2	2	2
0	2	3	3	5
		4		
		5		
		6		
		7		

A scoresheet after three ends

This reflects the score shown on the scoreboard to the left.

TEAM POSITIONS & MATCHES

In this section, we set out the role of each player in a team – and a quick word about Club matches.

1. TEAM POSITIONS

A. THE TRIPLES GAME

Since most games we play are triples, we'll start there. Each player bowls three woods and usually the game consists of 18 ends.

In a triples game, the three roles are:

- Lead
- Second
- Skip.

Each has a distinct role. And, if each player carries out his role, without being prompted, then things run smoothly and more quickly.

At roll-ups at Pinner Bowling Club, one person (any person) will take responsibility to either oversee a random draw using numbered and coloured discs or help organise pairs or triples depending on the number of players. To help players, especially inexperienced ones, guidance will be given in the requirements for each position and players are encouraged to “have a go” at all positions. Playing as skip, for example, gives a very good view of the game and will help players understand the responsibilities and requirements of other positions and understand better the instructions given from the head and why.



Having been allocated a position, here is what each player needs to do.

The Lead

The Lead player places the mat and then delivers the jack – placing it in a position that best suits his team: long, medium or short. Often the Skip will stand where he/she wants the jack to land up. The Lead should follow the Skip's instructions when delivering the jack and the Skip will then centre it.

It is said that the Lead's role is "to put up and shut up". However, the Lead has one more task: if his/her team loses an end, it is the Lead's job to collect in the woods (after the outcome has been agreed) and to move them at least 1m behind the mat.

The Second

Having bowled and walked to the other end of the rink, the Second's role is to stand at the head (i.e. where the jack lies) and provide the Skip who is bowling with information about the head as it develops.

If a wood touches the jack, it is the Second's job to chalk-mark the wood, (without moving it) with either a stick of chalk or chalk spray. If a chalked wood is subsequently knocked into the ditch, it will be classed as live and still in play.

Once everyone has bowled, it is the job of the Seconds from both teams to determine the outcome of the end, including (if necessary) any measuring. It is important that only the 2 Seconds participate in this process (unless of course there is a marker). Other team players should not become involved.

When counting the score, to avoid any confusion, some bowlers place the winning woods which have already been counted onto a wiping cloth. This is to separate them from the rest of the head in case there is any dispute about numbers from the opposite team.

The Skip

As the team captain, the Skip takes all the key decisions. The 2 Skips will toss for who starts. The Skip may instruct the other members of his team where to bowl and they should comply with these instructions.

In a match, it is the Skip's responsibility to record the score on a scorecard and to ensure that the scoreboard correctly reflects the score unless he delegates this duty. For the team that has won the end, it is the job of either the Skip or the Second in that team (whoever is standing at the scoreboard end) to update the scoreboard.

B. THE PAIRS GAME

In a Pairs game, the 2 players on each side are: Skip and Lead. Four woods are bowled by each player and normally 18 ends are played. The Lead carries out the role of both the Lead and the Second in a triples match, and stands at the head to provide the Skip who is bowling with information about the head as it develops.

C. THE FOURS GAME

In a Fours (or Rinks) game, the four players on each side are: Lead, Second, Third and Skip. Only 2 woods are bowled by each player and normally 21 ends are played. When the Skip bowls, it is the job of the Third to stand at the head and provide the Skip with information about the head as it develops.

2. MATCHES AGAINST OTHER CLUBS

When playing matches against other clubs, there are a few things to bear in mind:

- First of all, members are encouraged to sign up for club matches. It's good experience, great fun and we are often short of match players. Never feel that you are not good enough. Lists appear on the noticeboard in the clubhouse a few weeks before the match dates. Then, a few days before the match, check to see if you have been picked; if you have, put a tick against your name to show that you are still available.
- On the green, introduce yourself to the visiting team and find out who is your opposite number.
- Before the match begins, you will usually be invited to play 2 trial ends. This is to get the feel for the green. For each of the 2 ends played, you will bowl 2 woods. It's sensible to bowl 1 on the forehand and the other on the backhand to find out how the green is playing on both sides. However, on occasions, no trial ends will be played. In this case it is usual for only 1 shot to count for each of the first 2 ends unless agreed otherwise by the Skips.
- It is common practice, after the trial ends, to shake hands with each member of the visiting team and to wish them a good game.
- Whenever you play (but particularly in matches), it is a courtesy when others are bowling to stand well behind the mat - and not to disturb their concentration.

- Remember that you represent Pinner Bowling Club and are responsible for upholding the good name of the Club. So, best behaviour!
- When playing a match at home, you are the host team and it is your job to make the guest team feel welcome. It is an accepted courtesy that you offer your opposite number refreshment from the clubhouse after the match. If your opponent stays a while, he or she may buy you a drink back, but it is not obligatory.
- We charge a match fee of £3 whether at home or away. However, there is usually a raffle (the cost is £1 per person) at both home and away matches to raise a modest sum towards the cost of the tea and biscuits. Sometimes a “spider” competition is held before a friendly game in which each player simultaneously bowls 1 wood to a “spider” placed at the centre of the green; the cost is £1 per person to further raise money.

FOOTWEAR AND CLOTHING

1. Footwear

A. Flat-soled Shoes

It's really important that all players wear flat-soled bowls shoes when playing on our green. Wearing shoes with heels (however low) or soles that are ribbed or uneven can mark the green, affecting play, and in the interest of safety no sandals please. For all playing members and guests using the green, we therefore ask that they wear shoes with completely flat soles. Ideally, these should be proper bowls shoes: white, brown or grey.

This applies to every type of game, whether it's a roll-up, informal evening game or a club match.

Any player wearing shoes likely to damage the green will be asked to change them.

When we invite members of the public to attend our Open Days, we state clearly that flat-soled shoes must be worn. It may be that we are able to exercise more discretion on these few occasions each year, since we are always keen to attract new members. However, members of the public will not be allowed to participate if their shoes are likely to damage the surface of the green.

B. Changing Shoes

Members are asked not to wear their bowls shoes when travelling to and from the Club, but to change into their bowls shoes at the clubhouse. This will avoid bringing stones, grit or other material onto the green. Also, research indicates that this increases the risk of introducing unwanted fungi to the green.

2. Clothing

Members are asked to wear appropriate clothing when playing bowls at the Club. What is appropriate depends upon the occasion. For this purpose:

A. 'Whites' means:

- Ladies should wear a white top or the Club shirt, with white trousers, skirt or shorts.
- Men should wear a white shirt or the Club shirt, with white trousers or shorts.
- If worn, sweaters, windcheaters and hats should be white.

B. 'Greys' means:

- Ladies should wear a white top or the Club shirt, with grey trousers, skirt or shorts.
- Men should wear a white shirt or the Club shirt, with grey trousers or shorts.

- If worn, sweaters and windcheaters should be white if playing away, but may be white or grey at home.
- Hats should be predominantly white if playing away, but may be white or grey at home.

When wearing Whites or Greys, tops and shirts should have sleeves (long or short) and a collar and shorts be tailored.

C. 'Informal' means:

- Ladies may wear tops of any colour, with trousers, skirts or shorts of any colour.
- Men may wear a shirt or T-shirt of any colour, with trousers or shorts of any colour.
- If worn, sweaters, windcheaters and hats may be of any colour.
- No denim please.

To be clear, whatever clothing is worn, flat-soled shoes must be worn on all occasions.

The dress for specific events is set out below:

Event	Dress
Matches with other clubs	Whites or Greys (according to the fixture list).
Club competitions that have season-end finals	Informal or Greys in all rounds except the Finals. Whites to be worn on Finals weekend.
Mid-season competitions (e.g. David Scott Pairs and Manning Triples)	Informal or Greys
Roll-ups	Informal or Greys
Practice or games at other times	Informal or Greys
Open Days	Informal, members to wear Greys

ETIQUETTE

Bowls has a reputation for high standards of behaviour and good sportsmanship. Here is a summary of the most common rules of etiquette that Pinner Bowling Club endorses.

1. Timing

- Arrive at least 15 minutes before the allocated time, dressed correctly, and change into your bowls shoes so that the game can start on time.

2. A Helping Hand at Home Games

- Help to put out the equipment before the game. Don't leave it for the same stalwarts to do every time.
- At the end of a game, help to collect together and put away all the bowls equipment used on your rink.
- At the end of the post-match social, help to close the clubhouse window shutters and lock up the bowls shed and toilet block (both ends).

3. Politeness

- Dress appropriately for your game.
- Shake hands with your opponent(s) before and after a game
- Avoid criticising any player's shot, whether on your team or an opponent.
- Stay on your rink and support your team during the game.
- Concentrate on your own game – don't wander off or be distracted by other games.
- Avoid standing in a position that obscures the rink number when the jack is being rolled – and avoid standing in a position that obscures the rink boundary markers or the rink number during play (some bowlers use these as aiming points).

4. Play your role

- Know what your role is (see the section on Team Positions above) and do what you have to do promptly.
- If you are playing Lead, be ready for the start of each end.
- Leave it to those responsible for agreeing the score without chipping in.
- Do not remove any woods from the head until the outcome of the end has been agreed and then help to move the woods away from the head.
- Before changing ends with the Skips, It is courteous for the Lead, Second or Third to place on the mat the wood of the Skip who is about to bowl.

5. Avoid Distractions

- Stand still and well back behind the mat when a bowler is about to bowl.
- Avoid talking or doing anything which might distract a player when he or she is about to bowl.
- When walking up to the head, walk up the middle of the rink until reaching the head and avoid stepping over the woods.
- And, when reaching the head, don't linger around it so as to obstruct the Skip's first bowl.
- When at the head, stand still and well back from the head.
- Keep your shadow off the jack.
- If you have to leave the green for any reason, ask your Skip first and get back quickly. Don't take short-cuts across other rinks, but walk around the perimeter of the green. Also, stand still if someone is about to bowl on any rink that you are passing.



6. Respect the Green

- Take care to protect the playing surface at all times.
- Wear flat-soled shoes at all times when playing.
- Don't drop your woods onto the grass or damage the green with badly delivered bowls.
- Where practical, step onto the green using the steps. However, where this is not practical, for example to leave and/or re-enter the green away from the steps whilst play continues on other rinks, step down gently onto the edge of the green, preferably by first placing a foot in the ditch. Take care as the edge of the green can be slippery when wet and may slope towards the ditch.

FURTHER INFORMATION

1. Woods

If you are a new bowler looking to buy some woods, it might be wise to check first with an experienced player so that you know what size of woods to buy. Try these:

- **Pinner Bowling Club:** Second-hand woods are sometimes available at the Club. Ask one of the coaches. These are normally sold for about £50 for a set of four woods.
- **Online:** New and second-hand woods can be bought online, for example on eBay or Amazon. There are also a number of specialist suppliers – details are set out at the end of this Guide. Please note that we make no recommendations about any of these suppliers.
- **Local Bowls Shops:** You may prefer to inspect the woods before you buy. Try the specialist bowls shops listed at the end of this Guide. They are all reasonably local.

2. Bowls Footwear and Clothing

- **Pinner Bowling Club:** We sell new Club shirts at approximately £25 each. Ask Evelyn Grafton.
- **Online:** The online suppliers and local shops listed at the end of this Guide supply bowling shoes and clothing.

3. Bowls Coaching

Currently, Pinner Bowling Clubs has 1 accredited coach: Richard Segalov and several other senior players who guide and instruct. They will instruct a new member in the basics of the game until they are ready to become a full playing member.

4. Bowls Rules and Guidance

A copy of the Laws of the Sport of Bowls (Fourth Edition) can be downloaded for free from www.worldbowls.com (go into the *Laws & Umpiring* section and select *Laws of the Sport*).

Also, a copy of these Laws is available at the clubhouse (in the cupboard by the ladies changing room door).

Bowls England produce a small booklet entitled 'Guidance for New Bowlers'. Copies are normally available from the Secretary. Otherwise try Bowls England (Tel: 01926 334609 - www.bowlsengland.com).

5. Social events

Social events are listed on your Fixture Card and displayed on the Notice Board. Income from these events is necessary for the day-to-day running of the club and members are encouraged to support these events.

6. 100 Club

Members receive an application form each year for the 100 Club. The income from the 100 Club also supports the day-to-day running of the club and members are encouraged to purchase tickets for themselves as well as for family and friends.

7. First Aid Box

You will find the First Aid box by the clubhouse entrance door.

8. Accidents

Report an accident to a committee member: see your fixture card.

9. Safety and Insurance

Members and visitors are responsible for the security of their personal property while visiting the club. They should sign in when visiting the club. The signing-in book is by the clubhouse entrance door.

10. Safeguarding Overview

No-one involved in sport and physical activity - whether as a volunteer, participant, spectator or elite athlete - should ever have to worry about abuse or harassment. We at PBC are committed to Safeguarding and want to ensure all those who participate can do so in a safe, positive and enjoyable environment. All safeguarding concerns must be reported to PBC's Safeguarding Lead and by him to the Bowls England Lead Safeguarding Officer, whether the issue is inside or outside of the sport.

As a club we have adopted the Safeguarding Policies and Guidelines approved by Bowls England, the details of which are on their website.

Some useful contacts:

- Harrow Council (main number) – 0208 863 5611
- Harrow Council Children's Services – 0208 901 2690
- NSPCC Helpline - 0808 800 5000; or email: help@nspcc.org.uk
- Ann Craft Trust - 0115 951 5400; or email: ann-craft-trust@nottingham.ac.uk

- Bowls England Lead Safeguarding Officer Helen Slimm - 07858 502191 or email: helen.slimm@bowlsengland.com

11. Housekeeping

The clubhouse and toilets are cleaned every Monday and Friday by members and the cleaning rota is displayed by the kitchen serving-hatch. Members return a form in March/April each year with their subscription renewal form indicating their availability to clean. Except in special circumstances all members are expected to take their turn in cleaning as listed on the noticeboard. It is your responsibility tick off your name or arrange a substitute.

12. Afternoon tea for home matches

Members make and serve tea and biscuits (weekdays) or tea and cake (weekends) to players in home matches, as shown on the fixture list. The duty rota is displayed by the kitchen serving hatch. Members complete and return a form in March/April each year with their subscription renewal form indicating their availability to make and serve tea. It is your responsibility tick off your name or arrange a substitute.

All provisions will be supplied for you from the kitchen.

13. Hours of play

For casual and roll up play the green is available for use between 11am and dusk. Competition play may start earlier, but must defer to any green maintenance work by our contractor.

14. Website

Visit www.pinnerbowlingclub.co.uk for club information and other useful documents.

PBC COMPETITIONS

We run 2 main types of competition

- Those drawn by the Captain and Vice-Captain early in the season with matches to be played by specified dates and a final played on Finals Weekend in early September
- “On the day” competitions

1. Captain’s Competitions

- Venture Bowl

The Club’s premier 4-wood singles competition.

- Gil Sirkett Cup

A 4-wood handicap singles competition.

- West House Cup

A 2-wood handicap singles competition.

- Charles Chapman Cup

The Club’s handicap 4-wood singles competition. This competition may only be entered by a player who has not won any singles competition at any club.

- Bessingby Pairs Cup

A 4-wood handicap pairs competition.

All the singles competitions mentioned above are first player to 21 shots and require a marker. The pairs competition is played over 18 ends and does not require a marker though one may be used if requested. To manage it, each competition will have an appointed supervisor, usually a senior player, who is responsible for granting date extensions of usually no more than 10 days in extenuating circumstances. All entrants are expected to be available to play on Finals Weekend and are asked to withdraw immediately if they become aware that this is not possible.

All handicaps must be entered on the score card at the first end and played off before actual scoring commences. Players with a “-3” handicap must score 24 shots to win. Players with a “+3” handicap must score 18 shots to win. In the pairs competition the combined handicaps of both players in each pairing must be entered on the score card.

The top player(s) on the Competition Sheet (the Challenger”) is responsible for contacting their opponent(s), agreeing a date to play and, if appropriate, getting a club member to mark their match. Singles matches must have a marker.

All matches must be entered in the diary by the club-house entrance.

All matches must be played by the scheduled date unless agreed otherwise with the relevant Competition Supervisor.

If a competitor arrives more 15 minutes late for their match their opponent may claim a “walk over”.

Any dispute in connection with the match must be referred to the relevant Competition Supervisor.

The score card must be signed by the losing player.

The completed and signed score-card must be placed in the Competition Box.

The Winners name must be entered on Competition Sheet and an email, text, or WhatsApp message sent to the website coordinator.

2. On-the-day competitions

- David Scott Pairs
- Manning Triples

Both the above competitions are run as 1-day competitions. A sign-up sheet will be put on the noticeboard in the clubhouse for members to commit to playing. The exact format depends on the number of players signing up. If there are not enough players to complete the final team, a “first sign-up, first-to-play” policy will be applied. Players are divided by the organiser, into groups of Skips, Leads and for the Triples, Seconds. Players draw a counter to determine their team number. Matches are usually 5 or 6 ends only and the top 2 teams play a final match, usually comprising 6 ends.

SUPPLIERS

ONLINE SPECIALIST SUPPLIERS

Supplier	Location	Contact Details
Bowls World	Ipswich	www.bowlsworld.co.uk 01473 217787
Bowls Direct	Guildford	www.bowlsdirect.com 01483 536337
Shot Bowl	Peterborough	www.shotbowl.com 01778 348788
The Bowls Shop	Nottingham	www.thebowlsshop.com 0115 929 2233

Note Amazon and eBay are also sources of bowls accessories

RELATIVELY LOCAL BOWLS SHOPS

Supplier	Location	Contact Details
Herts Bowls Club	Bellmount Wood Avenue Watford, HERTS WD17 3BT	www.hertsbowlingclub.co.uk 01923 239981
Riverain Bowls Shop	Woolgrove Road, Hitchin, HERTS SG4 0AT	www.riverain.co.uk 01462 420617
Chiltern Bowlsweat	Unit C, Chiltern Commerce Centre, 45 Asheridge Road, Chesham, BUCKS HP5 2PY	www.chesham.cylex- uk.co.uk and www.emsmorn.com 01494 793939
Potters	“Roadshow” by arrangement at PBC	C/o Paul Hutchinson 078070102795

MORE DETAILED RULES OF THE GAME

The following information is provided to help you understand some of the rules of the game of bowls, which will help you as you gain experience, particularly if you mark a game. They are explanations of the laws of the game but do not supersede them.

1. Movement of Bowls

When a bowl has been properly delivered by a player and, having run its course, comes to rest, it is said to be either Live or Dead. If it touches the jack during its course on the green it becomes a “toucher”. A bowl which does not touch the jack is a “non-toucher”.

2. Live Bowl

A bowl which travels 14m or more from the front of the mat and comes to rest within the boundaries of the rink is called a Live bowl. A Live bowl is in play.

3. Touchers

A bowl which, in its original course on the green, touches the jack is called a “toucher”. It remains a Live bowl even though it passes into the ditch, provided it comes to rest in that part of the ditch within the boundaries of the rink. Its position in the ditch should be marked by the yellow marker-post on the bank. (Other clubs may have different marking devices.)

If the jack should be driven into the ditch by a “toucher” and comes to rest there, no subsequent bowl in the end being played can become a “toucher”.

A “toucher” shall be clearly marked or indicated with a chalk mark by a member of the player’s side. If a bowl is not so marked before the succeeding bowl comes to rest it ceases to be a “toucher”. Sometimes a “toucher” may be nominated at the head rather than chalked by the Skip or Second of the playing side - usually when a stick of chalk is being used and there is concern that chalking the bowl could cause it to settle down.

The act of marking the wood must not interfere with the flow of the game. If the next player does not give the marker time to mark the wood before his delivery, the maker must mark the “toucher” before that subsequent wood comes to rest. It is good practice for the marker to suggest to the players before the match begins that he be allowed time to mark a “toucher”.

Care should be taken to remove “toucher” marks from the bowls before the playing of the succeeding end. Should a bowl be played with such marks not removed the marks shall be removed immediately when the bowl comes to rest, except if that bowl has become a “toucher” during the end in play.

If the jack has been driven into the ditch and then displaced from its position in the ditch by a bowl delivered later in the end (i.e. by a non-toucher), it must be restored to its original position in the ditch. If a later bowl drives a “toucher”, still lying on the green, into the ditch, displacing the jack lying in the ditch, the jack is not restored to its former position. The same rule applies if a “toucher”, driven into the ditch, displaces another “toucher” lying there.

4. Dead Bowl

A dead bowl is one which:

- travels less than 14m from the front of the mat;
- finishes in the ditch not having touched the jack;
- comes to rest so that the whole of the bowl is outside the boundaries of the rink;
- has been driven beyond the side boundaries of the rink by another bowl.

A toucher becomes a dead bowl if:

- it comes to rest so that the whole of the bowl is outside the boundaries of the rink;
- it has been driven beyond the side boundaries of the rink by another bowl.

A bowl must be removed from the rink and placed on the bank immediately it is determined to be “dead”.

Should a player carry a bowl to the jack end of the rink, that bowl does not become a dead one.

It is permissible for a bowl to travel beyond the side boundary of the rink and return again to the rink without becoming “dead”, provided it comes to rest with part, if not the whole, of the bowl within the rink. Under no circumstances shall a boundary thread be lifted while the bowl is in motion.

5. Rebounding Bowl

Touchers which rebound from the bank to the rink remain live bowls and continue in play.

Non-touchers rebounding from the bank to the rink become “dead” bowls. Similarly, “non-touchers” rebounding from the jack lying in the ditch, or from “touchers” lying in the ditch, become “dead” bowls.

6. Displaced Bowls

If a bowl is displaced from its position by a non-toucher rebounding from the bank it should be restored as near as possible to its original position by a player of the opposing side.

Players must take great care not to disturb live bowls until the end has been completed and shots awarded. Should a player taking part in the game interfere with a bowl still in motion, or displace a live bowl at rest on the green or toucher in the ditch, the Skip of the opposing side can choose one of four courses of action. He may:

- restore the bowl as near as possible to its former position;
- let it remain where it rests;
- declare the bowl “dead”;
- have the end played again in the same direction.

Should a bowl be moved when it is being marked, or measured, it must be restored to its former position by an opponent. If such displacement is caused by a Marker or Umpire, the Marker or Umpire shall replace the bowl.

Bowls in motion, or live bowls at rest – including touchers in the ditch – which suffer interference or displacement by a person not playing in the rink or by a bowl played from another rink, should be placed in a position acceptable to the Skips. If the Skips are unable to reach agreement the end is declared “dead” and is played again in the same direction. Similar action is taken if a bowl in motion, or at rest on the green, suffers interference or displacement by any object lying on the green or interfering with the game.

7. Movement of Jack

An end is started by the delivery of the jack along the centre line of the rink and, if necessary, its positioning, so that it rests not less than 2m from the ditch.

While the jack remains within the boundaries of the rink, it is said to be “live” – if it is driven beyond the boundaries of the rink, it becomes “dead”.

8. Live Jack in Ditch

If a jack be driven into the ditch within the limits of the rink it shall be considered “live”, and shall not be moved except by a “toucher”. Its place shall be marked by the white marker-post placed immediately in line with and on top of the bank, above the place where the jack rests.

9. Dead Jack

The jack becomes “dead” if it is driven by the bowl in play:

- over the bank;
- over the side boundary;
- into an opening of any kind in the bank;
- so that it rebounds to a distance of less than 20m, as measured in a straight line, from the centre of the front of the mat to the nearest point of the jack.

A jack which is driven partly over a boundary thread, but not wholly beyond it, does not become “dead” and remains in play.

When the jack is “dead”, the end is declared “dead” and must be played again in the same direction. The rule applies even if all the bowls have been played.

10. Boundary Jack

A jack driven to the side boundary, but not wholly beyond it, remains live and in play. In such a position, the jack may be played to from either side, even though the bowl may pass outside the side limits of the rink.

A bowl played at a boundary jack which comes to rest within the limits of the rink remains live and in play.

If a bowl comes to rest outside the side boundary of the rink, after it has been played at a boundary jack, it becomes “dead”. The result is the same even if the bowl touches the jack and then comes to rest beyond the boundary, or comes to rest touching the jack but wholly beyond the side boundary.

11. Dead End

A dead end is not counted as a completed end even if all the bowls required to be played have been played.

A dead end must be replayed in the same direction unless the skips (or opponents in Singles) agree to play it in the opposite direction. (If the jack and bowls need to be transferred to the opposite end of the rink before the end is replayed, they must be transferred in a way that avoids distracting players on neighbouring rinks.)

If the skips or opponents in Singles or the Umpire declare an end “dead”, the first to play in that end must also play first when the end is replayed.

12. Rebounding Jack

If the jack is driven against the bank and rebounds on to the rink it remains in play. Similarly, if the jack is lying in the ditch and it is operated on by a “toucher” so that it remains on the rink, it remains in play.

13. Displaced Jack

If the jack is displaced from its position by a non-toucher rebounding from the bank it should be restored, as near as possible, to its original position by a player of the opposing side.

If the jack has been played into the ditch and it is displaced from its position by a non-toucher, then the jack must be restored to its marked position by a player of the opposing side.

14. Position of Players During Play and “Possession of the Rink”

“Possession of the rink” belongs to each side in turn, belonging to the side whose bowl is being played. As soon as each bowl comes to rest, “possession of the rink” is transferred to the other side unless a bowl becomes a “toucher” (when possession is not transferred until the toucher has been marked).

Players not in possession of the rink must not interfere with their opponents, distract their attention, or in any way annoy them.

A player or Skip may only seek or give advice or information when in possession of the rink.

The position of players during play is important. Players standing at the head of the green, unless directing play (i.e. the Skip or number 3 in a rinks game, or Second in a triples game), must stand behind the jack and away from the head. The player directing play may stand in front of the jack, but must retire behind it as soon as the bowl is delivered. All players at the mat end of the green, other than the one actually delivering a bowl, must stand behind the line of the rear of the mat.

15. Playing Out of Turn

All players must stick rigorously to their order of play in each end. If a player plays out of turn, the opposing Skip may:

- stop the bowl while it is still running and have it played in its proper turn;
- if the bowl has displaced the jack or a bowl, accept the situation or, alternatively, have the end played afresh.

16. Playing The Wrong Bowl

A bowl played by mistake is replaced by the player's own bowl.

17. Changing Bowls

A player is not allowed to change his bowls during the course of a game or, in a resumed game, unless a bowl has been so damaged in the course of play, in the opinion of the Umpire, the bowl is unfit to play.

18. Interruptions

The Umpire may stop a game, or the teams may mutually agree to cease play, on account of the weather, or because of darkness. When the game is resumed the score will be as it was when the interruption occurred, an end that was not completed not being counted. On resumption, if one of the four original players in a rinks team is not available, one substitute player is allowed.

19. Result of the End

The bowl(s) nearer to the jack than any of the opponents' bowls are the scoring ones.

To allow all the bowls to come finally to rest, up to 30 seconds, after the last bowl has stopped running, may be claimed by either side before counting the shots, not 30 seconds from the time claim.

The jack or bowls may not be moved until the Skips have agreed the number of shots. Exception is made, however, where a bowl must be moved to allow the measuring of another bowl. This should be done by the player giving the shots or by agreement.

If the nearest bowl of each team should be touching the jack, or they are agreed to be the same distance from the jack, the end is declared "drawn" and no score is recorded. The end is counted as a played end.

Great care must be taken when measuring a bowl to ensure that the positions of other bowls are not disturbed. If the bowl to be measured is resting on another bowl that prevents the measurement, the players must use the best available means to secure it in its position before removing the other bowl. Similar action should be taken where more than two bowls are involved or where measurement is likely to cause a single bowl to fall over or change its position.

20. Duties of a Marker

The following information on the duties of the marker applies to PBC competitions only. For matches at District level and higher, more detailed rules may apply.

In a Fours or Triples game the Second player keeps the score; in a Pairs game either of the partners may function as scorer; in a Singles game the score should be kept by a

Marker. During the playing of each end, he remains at the jack end of the rink and, in addition to keeping the score, he performs the following duties:

- Controls the game in accordance with the World Bowls Laws. Before play commences, he examines all bowls to ensure they are from the same set and ensures that the rink is the correct width.
- Centres the jack, and places a full-length jack 2m from the ditch.
- Ensures that the jack is not less than 23m from the front edge of the mat, after it has been centred.
- Removes the mat from the rink if it has been left there by the players at the conclusion of the previous end.
- Stands at one side of the rink, and to the rear of the jack. However, once a bowl has been delivered, he can move to observe if the wood becomes a “toucher”, or out of the firing line if a wood is delivered with weight.
- Answers enquiries about the position of woods from the player in possession of the rink and also, if requested, which bowl he thinks is shot.
- Chalks all touchers, and marks the position of the jack and touchers in the ditch. He removes all “non-touchers” from the ditch, and all “dead” bowls to the bank.
- Does not move, or cause to be moved, either jack or bowls until each player has agreed to the number of shots.
- Measures carefully all debated shots when requested by either player. If unable to come to a decision satisfactory to the players, he calls in an Umpire. If an official Umpire has not been appointed, the Marker selects one. If there is no suitable Umpire, the Marker assumes that role. The decision of the Umpire is final.
- Enters the score on the scorecard at the conclusion of each end and advises the players of the score. When the game is finished, he ensures the score card containing the names of the players, name of the competition and handicap (if relevant) is signed by the losing player, and placed in the competition results box.
- Ensures that one of the players, or himself, advises the PBC webmaster of the result.

21. Duties of an Umpire

An Umpire is responsible for resolving any disputes on the green and for providing the deciding judgement if a marker has not been able to do so.

Approved by the PBC Committee on 4th February 2023.