

Twilight Bowls: Player Roles and Rules of competition

Team Roles and Protocols:

The Lead: If in control of the end will place the mat before bowls are kicked into position for the next end; deliver the jack and assist with bowls kicking after the end finishes. Not become involved in measuring.

The Second will collect the scorecard from the club house and deliver the scorecard to the official table, assist with bowls kicking. Not become involved in measuring.

The Third will be the sole measurer and judge of shots in collaboration with the other third; decide on the score after discussion with the opposing third, inform the skipper; work closely with the skipper on team management and strategy. When measuring the third will move each measured bowl aside and ensure that bowls kicked are in a safe position. Measure from the Jack to the bowl.

The Skip will control the strategy and keep score and be responsible for team organization in general including - adherence to the twilight alcohol rules, notification of team non-attendance; green care, dress and behaviour standards, finding fill ins, liaising with the match organizer and/or Team co-ordinator and may delegate another team member to skip.

Rules: Competition rules [A summarised version of 'The Laws of the Sport of Bowls']

- i. If the lead delivers the jack into the ditch, the opposing Skip may place the jack at a point of their choosing and on the centre line.
- ii. If the jack comes to rest after the lead has delivered off the centre line, the lead's skipper will move the jack to the centre line at the same distance.
- iii. If any bowler bowls without one foot on or above the mat the delivered bowl will be removed from the green for that end. A bowl delivered without one foot on the mat prior to the delivery action is illegal and will be removed.
- iv. If the jack is knocked sideways out of bounds the jack will be replaced on the T mark closest to where the Jack crossed the boundary but not in line with the boundary marker.
- v. If the Jack is knocked into the ditch within the boundary pegs it shall remain there untouched with following bowlers attempting to get closest. If a delivered bowl touches the jack and rolls into the ditch it shall remain untouched and in play.
- vi. Any bowl that ends in the ditch within the rink boundaries without touching the jack before entering the ditch shall be removed for that end
- vii. A bowls that, after delivery collides with another from the next rink shall be re-bowled.
- viii. A skipper can lift a bowl on another rink and replace it if one of his teams' bowls is about to collide with it.
- ix. If a bowl is delivered out of sequence or a wrong bowl is delivered it will be removed from the green for that end.
- x. A bowl is deemed out of bounds if it is outside the rink in its entirety and decided by the skippers by eye.
- xi. An end is short and must be replayed if it is estimated by the skippers to be less than the distance between the two side marker pegs.
- xii. A team can adopt a measuring device of its own choosing. [piece of string to an official tape] but the best available to both teams must be used.