

Torquay Bowls Club

Pennant Bowls Information

Below are a number of items that every pennant player is expected to know but has probably never been told!

General Information:

- Protect the green; always wear the correct footwear when practising/playing; and do not drop your bowls on the green.
- If at Torquay, ensure your opponent knows where the toilets, bar, water dispensers and smoking areas are and, if necessary, the location of sunscreen lotion.
- **Afternoon Tea**
At an approximate midway point during Saturday pennant the game will stop for afternoon tea. Each home player must bring a plate of food (Sandwiches, Cakes, Biscuits etc.) to be shared by both teams. Upon arriving at the club place your plate of food on the table with your skip's name (or in the fridge-marked with the skip's name).
As Midweek pennant starts earlier the mid-game break is at 12.15 pm for lunch. Afternoon tea is not required. You must however, bring your own lunch or purchase from the bistro.
- **Footwear: (Ref: Bowls Victoria Attire)** - footwear must have flat rubber heelless soles; manufacturers branding may be on footwear; sandals may be worn without socks **but thongs are not permitted** (excluding the "OOFOS OOriginal Thong" which is permitted by Bowls Australia under their approved footwear – specifically by make/model).
- **Dress/Uniform/Bowls attire:** all Torquay pennant players must wear the prescribed uniform – specifically the registered club pennant shirt and light royal blue registered lower garments.
This includes:
 - Torquay pennant shirt (which can be purchased from the club).
 - Royal blue pants, shorts, 3/4 pants, skirts or skorts with Bowls Australia (BA) National Merchandise Program (NMP) logo. (See definition at end of this document).
 - Approved flat soled bowls shoes (see above).
 - Torquay caps are available for purchase from the club – for all bowls games including pennant.
 - All other garments must include the BA NMP logo.
 - Where a white block hat is worn, this may include a club hatband (available from the club) or must have BA's NMP logo.
 - A variety of headgear is available from bowls shops - ensure that yours has the BA NMP logo and is preferably royal blue or white.
 - If you have been called up as an emergency but are not a regular pennant player and don't have the correct uniform, you should immediately inform a selector that you need to borrow some items.
- **Mobile phones: (Ref: Geelong Bowls Region Rules)**
A new ruling prohibits the use of mobile phones and electronic devices on the green or surrounds during play and there is a considerable penalty if you do.
So, turn them off (or at least on silent) and put them in your bag!

- **Alcohol on greens: (Ref: Geelong Bowls Region Rules)**
 In relation to GBR Pennant alcohol is not permitted on the playing surface under any circumstances whilst a game is in progress on the playing surface in question. If a participating player is observed to be consuming alcohol by the Umpire he will warn the player and advise his Skip and/or the Manager.
 If the player is found to be consuming alcohol on a second occasion the Umpire will immediately suspend him/her for the remainder of the day. Should this penalty be applied, no replacement or substitute player will be allowed for his/her team.
- **Smoking:** Smoking on the green is not permitted under any circumstances by participating players at any time whilst a game is in progress.
 Torquay's Smoking policy indicates all areas in the Torquay Bowls Club Precinct are designated SMOKE-FREE areas. Smoking is not permitted in the clubhouse; on the deck; on the greens and surrounds; or between the clubhouse and the greens. There are designated smoking area shelters located at the South/East and South/West corners of the property, away from the greens.
- **Remember you are playing for a side not just your team of 4.**
 Depending on the division, a Torquay side is made up of a number of teams of 4 players. The scores for all rinks are combined to determine the overall winner.
 Premiership points are allocated as follows: 2 points for each rink won and 10 points for winning overall. While it is important for you to win your rink, the overriding aim is for the side to win.
 With this in mind:
 - Always encourage Torquay players on all rinks.
 - Refrain from unnecessary movement and talking when an opponent is on the mat.
 - Cheering Bowls - ****Never!!!**** cheer bad opposition bowls or bad luck.
 - When somebody asks you - "How did you go?" They want to know whether the side won overall, then how your rink went.
- **Give the opposition room**
 As soon as your team's bowl has come to rest, control of the head reverts to the opposition. You must, except for the last bowl of the end, move away immediately and allow the opposition to take control. When changing ends, the Skip who is about to bowl and his Third must be given plenty of room to view the head. Move quickly to the other end.
- **Selection:**
 - Teams for Saturday pennant are selected on a Monday evening and will be displayed at the club and on the website by Tuesday morning.
 - Teams for Midweek pennant are selected on a Tuesday after Pennant and are available for viewing later that day.
 - You must play in the selected position.
 - For Saturday Pennant each selector is responsible for at least one side. They are available to discuss selection queries.
 - If you have placed your name on the Pennant List the selection committee will assume that you are available.
 - If you will be unavailable to play pennant on any particular week you must put your name on the 'Unavailable for Pennant' lists for that particular week (asap). Note that there are separate lists for Midweek and Saturday Pennant.

- If you have been selected to play for the coming week but suddenly become unavailable you must contact one of the selectors (preferably the one allocated to your side) immediately.
- **Before the Game:**
 - **Arriving for a Game and Trial Ends**
 - The designated start time for a Saturday pennant game is 1pm.
 - Midweek is 10.30am prior to the December break and 10.00am from January.
 - You should aim to be at the venue (home or away) 45 minutes before the start of the game and no later than 30 minutes.
 - A two bowl, two end practice (called trial ends) starts 15 – 20 mins prior to the start. It is important to get the trial ends started as match play must start at the designated time and trial ends must cease, whether they are finished or not.
 - **Travel to away games**
 - The departure time for away games is displayed on the selection board and website.
 - When travelling to away games it is assumed that you will travel as a team.
 - If you have made other plans it is important that you inform the other players in your team.
 - It is the skip's responsibility to ensure that somebody in his team is designated to drive and inform the team.

- **Player Roles**

In a team each player has a different role, it is important to understand these differences

Lead:

- Places the mat at the discretion of the skip.
- Delivers the jack as close as possible, to a distance determined by the skip.
- Plays draw shots close to the jack to lay a good foundation for the development of the head.
- Should practice the art of delivering the jack and try and perfect the basic shot of the game – “The draw shot”.

Second:

- Is given card, voting slips & envelope for player's green fees
- Should have the capabilities to draw to the jack or to a position as requested by the skip.
- Should be a competent “on shot” player.
- Needs to be a versatile and competent player.
- Keeps the score of each end on the card provided.
- Checks score after each end with opponent.
- Records the progressive score on the scoreboard, at each alternate end (when playing at home).
- Checks the total score at the end of game with opponent & signs the card.

Third:

- Should be a versatile and experienced player.
- Should be competent in playing all shots. Draw, metre on, resting shot, on shot and drive.
- Is the director for the time spent at the head.
- Acts as the measurer at completion of an end.
- Opposing thirds agree on shots scored and once declared, the result is final & number of shots cannot be reassessed.
- Should have a good knowledge of the rules.

Skip:

- Is the person in charge of the team.
- Needs to have tactical and bowling skills.
- Directs the players to develop the head.
- Should be a capable exponent of the game.
- Should have the capabilities to get the best from the team.
- Should have a comprehensive knowledge of the rules.
- Must display encouragement and never be critical.
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○ Umpire

One or two certified umpires are allocated by the home club to officiate on a pennant day. In most circumstances the umpire is playing at the venue. If you require a ruling, the resolution of a close measure or other matter resolved, you may call an umpire. Be patient, they may be about to bowl themselves.

Remember that once an umpire has made a decision on a measurement it cannot be questioned.

Note: The NMP Logo is a sub-brand that has been created by Bowls Australia to represent the National Merchandise Program and is the core visual used to identify and communicate the Program and its approved Licensed Manufacturers.