

Bowls Tasmania South

Guidelines for Side Captains 2019/20

This guide has been prepared to ASSIST those bowlers who act as Side Captains.

It is the responsibility of the Side Captain to ensure that the proper conduct of the game of Bowls is observed within the parameters laid down in this guide.

All Side Captains must carry with them a copy of the Bowls Tasmania South Conditions of Play for Domestic Competitions (CoP) and a spare set of Club stickers.

As a Side Captain you carry the 'Duty of Care' for your players and should be mindful of their well being at all times. You have the responsibility that, any act or neglect on your part, does not contribute to a situation where your players would be exposed to unreasonable risk.

Players showing any form of distress should be consulted and the appropriate advice and/or action taken.

Side Captains should check that their players are **correctly attired** as per BA Logo Policy and the CoP section 1.8.

HOME GAMES

DUTIES PRIOR TO COMMENCING THE GAME;

1. Meet and greet the visiting Side Captain,
2. Ensure that the score cards and result sheets are correctly filled in with player's Given and Last names as required by CoP 3.19.
3. If any substitutes from another Club are used, clearly indicate on the card, their Given and Last name and the Club at which they are registered.
4. If **requested** to do so by the visiting Side Captain a green shall be timed by the opposing side captains in accordance with CoP 3.5.
5. Ensure that all flags are correctly hoisted.

Once the game has commenced the Umpire of the day (as listed on the scoring sheet) is in control and should overrule any decision made that is not in line with the Laws of the Sport of Bowls.

The Umpire should also make sure that all aspects of play are in line with the Laws of the Sport of Bowls, any disputes, queries or requests for clarification must be referred to the Umpire for resolution.

NOTE: It is the Umpire's responsibility to check that the green has been correctly marked and set out. However, if an Umpire cannot be appointed before the visiting team arrives then the Side Captain should ascertain that everything is in order.

DUTIES ON COMMENCING THE GAME;

1. Ensure that the trial ends do not continue past the designated starting time as set down in the CoP 3.10.
2. If your club does not have an Umpire then you **must** invite any visiting Umpire to officiate, CoP 3.8, a and b. At no time should a qualified visiting Umpire be overlooked in favour of an unqualified home side player. It is advisable that there is one Umpire per green so as not to continually expect Umpires to move between greens whilst trying to concentrate on their own game.
3. In the absence of an Umpire any qualified Measurer should be used CoP 3.8.
4. The Side Captains should toss to decide who has possession of the mat. For the first end only the winner of the toss must choose whether to keep the mat or give the mat away. This decision applies to all rinks in the team as set down in Law 5.2.3.
5. Advise players that instantaneous penalties apply to behaviour as listed in the BA policy 'Instantaneous Penalties'.
6. Advise players that smoking within 20 metres of greens and seating areas beside greens is not permitted during pennant competitions. This law includes E-cigarettes. An infringement notice for breach of this condition is included in the CoP 1.6.
7. Advise players that mobile phones or other electronic devices may not be used on the greens unless a legitimate reason has been given to the Umpire prior to the commencement of the game. Refer to BA Policy 'The Use of Personal Electronic and Communication Devices'.
8. An infringement notice for not observing the Smoking or Electronic Devices policy may be issued by a Side Captain or an Umpire as per CoP 1.6.

DUTIES DURING THE GAME;

1. Should the game be **interrupted due to inclement weather** (heat, cold, rain, wind etc) as per CoP Extreme Weather Policy, 1.14, the Side Captains should agree on what action to take. Before making any decisions with regard to weather etc, the Side Captains **must** first confer with the Umpire of The Day, to confirm that they have considered all the options available to them and to make sure their decision is in keeping with the Laws and the CoP. They should advise the players and the Umpire of their decision. If they are unable to make a decision the Umpire will make a decision and that decision is final.
2. If a game is suspended for any reason, **by the controlling Body**, the Umpire after an appeal by players, or by agreement between the Side Captains, any ends which have not been completed must be declared dead. Law 32 Game Stoppages
3. **Players are not permitted to leave the green** without advising their opponent and their absence should not exceed 10 minutes, uncompleted ends are not dead. Law 33 (Leaving the Green) lays down the conditions under which a player may leave the green. Breaking this law, by a player or team, could result in the game being forfeited to your opponent.
4. Infringement notices for improper conduct should be completed and signed by Side Captains and the Umpire before forwarding to the Match Committee with the result sheets.

DUTIES ON COMPLETION OF THE GAME

1. Collect score cards from your own team and verify that they match the visiting team cards (scores and ends played).
2. Ensure that the cards have been signed and that the time each team completed their game has been recorded on the card. Cards should be kept as a record of games played.
3. Each home club shall arrange for the results of all matches played on its greens to be entered into the results portal. The Pennant Results Form should only be used as a last resort for Side Captains absentees or in emergencies.
4. If a game has not been completed due to adverse weather conditions the results **must** still be entered into the results portal. If a computer/tablet/phone is not accessible the Pennant Result Sheet must be emailed to the statistician before 5pm on the day of play.
5. Ensure that all flags are lowered and any other equipment such as mats, jacks and umpiring equipment are stored away.
6. If you feel the green was not up to standard then you must rate the green condition truthfully and send a report to the Secretary BTS within 48 hours after the match.

SIDE CAPTAINS SHOULD MAKE PLAYERS AWARE OF MOVEMENT OF PLAYERS LAW A.4, C of P 1.12

For pennant/Fours this means that

1. at the start of each end the third may stay at the head with the skip until it is the third's turn to play.
2. the lead and second must always start at the mat end
3. after delivering their **FIRST** bowl, players will only be allowed to walk up to the head under the following circumstances
 - 3.1. leads; after the second player in their team has delivered their second bowl.
 - 3.2 seconds; after delivery of their second bowl
 - 3.3 thirds; after delivery of their **SECOND** bowl.
 - 3.4. skips; after delivery of each of their bowls.
4. in exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above (ie before the thirds second bowl but not before their first bowl). If a player does not meet the terms of this clause law 13 will apply.

Note:

As the third is allowed to remain with the skip at the beginning of the end until it is their turn to play, there should be no reason for the third to approach the head before their first bowl. And there should be good reasons (exceptional and limited), such as the jack moving and no longer visible, for the third to approach the head before their second bowl.

The Skip is also allowed to remain at the head until it is their turn to bowl and therefore has no reason to approach the head before their first bowl.

An Umpire is permitted to advise players of this Law (law 13.3).

BTS OFFICIALS PANEL

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