



Bowls Tasmania South

GUIDELINES FOR SIDE CAPTAINS

2011 – 2012

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GUIDELINES for Side Captains / Match Managers

*This guide has been prepared to **ASSIST** those bowlers who officiate as Side Captains /Match Managers.*

It is the responsibility of Side Captains/Match Managers to ensure that the proper conduct of the game of bowls is observed within the parameters laid down in this guide.

All Side Captains/Match Managers must carry with them a copy of Bowls Tasmania South Conditions of Play for Domestic Competitions.

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

Players showing any form of distress should be consulted and the appropriate advice/action taken. Tasmanian ambulance service will respond, do not attempt to transport any one in a private car.

Before leaving your own club for an away game you should make sure that all players are carrying at least **three (3) bowls**. In the event of a player having to stand down, the lead and second **must play three bowls** as set down in World Bowls

Law 46.2.2 refers to players who are absent at the start of the game.

D.R. 4.1.6 refers to players who have to stand down during the game

HOME GAMES.

Prior to the start of the game.

1. Meet and greet the visiting Side Captain/Manager
2. Ensure that the cards are correctly completed with player's **full names** and any substitutes **must** be indicated. If you are using opposite gender, you **must** fill in the **opposite gender substitute declaration form** and submit this form with the pennant result sheet
3. Invite the visiting Side Captain/Manager to participate in the timing of the green in accordance with **Conditions of Play for Domestic Competition 3.5**

4. Ensure that all required flags are correctly hoisted.

Once the game has commenced the UMPIRE is in control and 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/ Manager should ascertain that everything is in order.

Starting the Game.

1. Ensure that the trial ends do not continue past the designated starting time, as set down in **Conditions of Play for domestic Competitions 2.8.**
2. Should your club not have an **Umpire**, then you **must** invite any visiting **Umpire** to officiate. At no time must a qualified visiting **Umpire** be overlooked in favour of an unqualified home side player.
3. 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 whether to give the mat away, this applies to **all teams**, as set down in **World Bowls Law 18.2.**
4. Advise players that smoking is not permitted on the green and identify any specific area set aside for smokers, an infringement notice for ' **No Smoking on the Green**' has been included in the Conditions of Play
5. An infringement notice for not observing the 'No Smoking on the green Policy' may be issued by a Side Captain or an Umpire as per Conditions of Play 1.7 (a) 2

During the Game.

1. Should the game be interrupted due to inclement weather, as per BTS policy, the Side Captains/Managers should agree, and advise the players accordingly. If the Side Captains are unable to make a decision the **Umpire must be consulted** and the Umpires decision is final.

2. If a game is suspended for any reason, any ends which have not been completed **must be** declared dead and **must be** replayed. **World Bowls Law 50.2.**
3. The use of Mobile Phones “on the green” is not permitted under **Section 1.7 of Conditions of Play for Domestic Competition**, However there may be A specific reason why a player may need to keep a mobile phone turned on within their bag, on the rink surrounds, and must advise, and get approval from the Umpire
4. Players are not permitted to leave the green without advising their opponent and their absence should not exceed **10 minutes. World Bowls Law 51** 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. **WBL 51.8**
5. Infringement notice for improper conduct relating to the Code of Behaviour should be completed and signed by Side Captains and the Umpire before forwarding to the Match Committee with results sheet etc.

On completion of the Game

1. Collect the score cards from your own team and verify that they match the visiting team cards (scores, ends, and where there is only three players per rink refer Conditions of Play 3.12)
2. Ensure that the cards have been signed, and that the time each team completed their game has been entered on the card. Where there is only three players per rink refer to Conditions of Play 3.12
3. In conjunction with the visiting Side Captain/Manager complete the results form and fax this together with all other relevant documentation (opposite gender form/infringement notice etc.) to the BTS Statistician, and provide the visiting Side Captain/Manager with a copy for their records.
4. A result sheet has to be faxed to the Statistician even if a game has not been completed due to inclement weather etc.
5. Ensure that all flags are lowered and any other equipment such as mats/jacks etc., are stored away.

6. Despite any agreements that may have been made with your opposition Side Captain, if you feel that the green was not up to standard then you must rate the green condition **truthfully** on the result sheet.

Personal Notes