

FOURS PLAY

Players and their duties

The Skip

- (1) The skip shall have sole charge of the team and his players shall observe his instructions.
- (2) With the opposing skip he shall decide all disputed points and when both agree, their decision shall be final.
- (3) If both skips cannot agree, the point in dispute shall be referred to and considered by an umpire, whose decision shall be final.
- (4) A skip may at any time delegate his powers and any of his duties to other members of his team, (including keeping the score card) provided that such delegation is notified to the opposing skip.
- (5) The designated person shall keep a record of all shots scored for and against his team and shall at all times retain possession of the score card whilst play is in progress.
- (6) He/she shall see that all names of all players are entered on the scorecard.
- (7) He/she shall compare his record of the game with that of the opposing player as each end is declared.
- (8) At the close of the game, record on the scorecard the time the game finished and then sign their own and the opposing skip's score card.

The third

- (1) The third player may have assigned to him the duty of measuring any and all disputed shots.
- (2) Inform the skip the number of shots scored for or against their team as each end is completed.

The Two

- (1) The second player plays his bowls alternately following the lead.

The Lead

- (1) The lead of a team to play first in a match shall place the mat and deliver the jack, ensuring that the jack is properly centered before playing the first bowl.

Order of Play

- (1) The leads shall play their two bowls alternatively, with each successive pair of players playing alternatively to the end.
- (2) No one shall play until his opponent's bowls has come to rest.
- (3) The order of play shall not be changed after the first end has been played.

Please note: The skips can transfer the duties of marking the scorecard to other members of the team provided the cards are kept by the same opposing player.