

THE ETIQUETTE OF BOWLS

1. INTRODUCTION

Bowls is a competitive as well as a social game and enjoyed equally by men and women of all ages. It is a game played in an atmosphere of fellowship and sociability which is maintained by a traditional code governed through polite behaviour and common courtesy between team mates, club and technical officials, club members and spectators.

Etiquette revolves around maintaining the essential spirit and character of the game. There is absolutely no place in this great game for the use of foul or abusive words or negative body language before, during or after a game. Every game should be played in a sporting and friendly manner and the pleasure you derive from the game will be enhanced by observing this code. Always be grateful to participate and to enjoy the friendship of your team mates and opponents.

2. YOU AND YOUR CLUB

- 2.1 Membership involves obligations. Study your notice boards regularly to see what is expected of you and when it is your turn for club duty.
- 2.2 Be appreciative of the office bearers and committee members. They unselfishly give their time and energy so that you can play and enjoy your game. Offer to assist wherever you can.
- 2.3 Be punctual and willing to abide by decisions. Actively support all social functions and competitions organized for your enjoyment and the benefit of the club. This expresses appreciation for the efforts put in by fellow club members.
- 2.4 No club can function without sufficient funds to manage and maintain the facilities. Consequently you are expected to accept your portion of the financial burden and to support fund raising activities.
- 2.5 Some experienced players do not put their tabs in at social sessions. Their action is harmful to the club, contrary to the etiquette of the game and a deplorable practice which should be strongly opposed.
- 2.6 The formation of cliques is not in the best interest of the club and should be discouraged. All members should welcome newcomers and encourage them to participate in all club activities. Special attention should be given to younger members as they are the future of the club.
- 2.7 It is good etiquette which foster club spirit for members to support their clubmates who have reached the final stages of any representative competition. On such occasions supporters should preferably be in bowling attire.
- 2.8 When attending the funeral of a bowler it is good etiquette to wear your highest honours, blazer and attire.
- 2.9 Regard it as an honour to be selected in any position in a representative game for your club. Respect the decision of the selectors. A team is not just made up of very good players- it is made up of very good bowlers with character.
- 2.10 Be proud of your club. Never do anything by word or deed that may reflect against it. Do your part to enhance the reputation of your club and be active in the recruitment of new members.

2.11 It should be an honour to serve your club in whatever position where your expertise may be required.

3. CLUB MANAGEMENT

3.1 The President

Respect should be paid to the president. His job is not an easy one. For the term of his appointment he is the head of the club. They should not be expected to sort out petty differences that arise between members. Members themselves with a little give and take and a friendly handshake should resolve these differences.

Presidents too have acts of courtesy to perform by meeting and welcoming new members and making them feel at home.

3.2 The Secretary.

The secretary who is the custodian of the clubs' constitution; holds a very important position and is the link between the committee, club members, district and the public.

By advising the secretary of any personal changes you will ensure that club records are kept up to date.

3.3 The Competition Secretaries

This is perhaps the most thankless job in the club. Assist them by honouring your commitments and help them to complete their full programme. Acquaint yourself with the conditions of play for each tournament you enter.

3.4 The Selectors

Selectors do not have an easy task. It is the selection committee's task to select teams on merit and compatibility and club member's should accept when they are chosen to play. If it is necessary to omit usually good players, or perhaps select them for a lower team, it is good etiquette for the convenor of the selection committee to inform the players concerned and explain to them the reason for the committee's decision. It is etiquette for the players to accept the decisions made and not to discredit them in gossip.

3.5 Club Property

Treat club property as your own. Ensure that mats jacks and water cans are returned after use. Waste paper, empty bottles or cans should be deposited into rubbish bins. Smokers should use the demarcated areas and cigarette butts to be placed in the ashtrays provided.

4. YOU AND THE GREEN

The green is the most important asset of your club. The green keeper spends many hours endeavouring to give you a good playing surface. You can assist by:

4.1 Using the steps when stepping on or off the green. Not stepping up and down from the bank.

4.2 Carefully placing your bowls on the playing surface, and not dropping them onto the green.

4.3 By varying the position of the mat, ensuring an even wear over a large area of the green.

4.4 Not stepping into the ditch. If you do, you will transfer sand onto the green, which will damage the mower and the grass.

4.5 Wear heeless footwer which has either a smooth or ribbed sole [maximum depth of 2 mm of the ribbed ection of the sole making contact with the green.

- 4.6 Not sitting on the bank as this causes damage to the edge.
- 4.7 Place your bowls bag and any other utensils behind the rink number or scoreboard.
- 4.8 When using a bowls lifter device, place it safely aside on the green so that it will not become a dangerous obstacle for your fellow bowler.
- 4.9 Not grumbling when play is called off for any reason.
- 4.10 Assisting in putting away the jacks, mats, scoreboards and water cans, if the green staff has gone off duty.
- 4.11 Never blame the green for bad play. Part of playing the game is to master the green. It is the same for all players.

5. BEFORE THE GAME

- 5.1 Be punctual. Arrive before the scheduled starting time of a game and do not keep your opponent[s] waiting. If prevented by any unforeseen circumstance from being on time, send a message. Failure to arrive at the appointed time may cause you to incur penalties.
- 5.2 If you are drawn to play in a game and find it necessary to scratch, notify your opponent, the relevant tournament official and the club on whose green you were to play. Disciplinary action can be taken against you if you do not report your intention to scratch in advance to the controlling body.
- 5.3 When tossing, the home player tosses, and the visitor calls. Use a coin.
- 5.4 Start the game with introductions and a friendly handshake with your opponents and your teammates. At the end a handshake and thanks for the game will show proper courtesy.

6. LEADS AND SECONDS

- 6.1 It is customary for a player in Singles, or a lead in Pairs, Triples or Fours to place the opponent's bowl alongside the mat, while he is centering the jack. In a more competitive game the opponent might choose to pick up his own bowl as part of his routine delivery. Check with your opponent first. This little act immediately places the two opponents on friendly terms. If your team has lost the end, handing the jack and mat to the opposing lead is one of the gestures that helps to make the game pleasurable.
- 6.2 Leads should await the directive of their skip before placing the mat and delivering the jack.
- 6.3 Seconds should never make up their mind as to what shot they are going to play. The second should wait for the skip's instructions before stepping onto the mat, and then obey them implicitly without suggesting an alternative shot.
- 6.4 After the leads and seconds have played their bowl and before going to the head, it is customary for the second of the team playing first, to place the third's bowl on the mat.
- 6.5 Leads and seconds should only offer advice through the player in charge of the head-skip or third. There is nothing worse than to see a lead or second indicating behind the third or skip's back.

- 6.6 Keep your attention on the game throughout. It is not etiquette to play your bowls and then to take no interest in the development and result of the head. Use the time between playing your bowls to contribute to the team through encouragement and mentally prepare for your next shot.
- 6.7 The scores have to be determined by the thirds. Leads and seconds should show interest in the results of the head without interfering. A quiet intimation from the lead or second that the third may be overlooking a shot will be welcomed by the third.
- 6.8 Do not move any bowl in the head before the thirds have decided on the result. This will avoid any arguments and unpleasantness which could lead to your team having to concede a shot or shots.
- 6.9 In a Fours or Triples game it is time saving if the lead gets on with laying the mat and delivering the jack, whilst the other lead and seconds attend to the collecting of bowls and marking the scoreboard. In a Pairs game both leads should contribute to the collecting of bowls before attending to the scoreboard and placing the mat.
- 6.10 Never tell the third what shot to play at the crossover when you have failed. This adds more pressure in an already pressure situation as the third is busy preparing mentally for the shot to be played as agreed on with the skip

7. THIRDS

- 7.1 A talking third is a liability whilst a silent third is an asset to his team. Except when he is in control of the head the third should remain silent unless the skip asks for advice.
- 7.2 Discussions with the skip should take place at the head if the position is tricky. Never tell your skip what shot to play at the crossover. S/he has already mentally prepared for the shot to be played.
- 7.3 The third may advise the skip if the head has been changed, but s/he must not control his play.. Should the skip decide not to act on the third's suggestion, s/he should accept it with grace.
- 7.4 The score has to be determined by the thirds who will measure if necessary. At the completion of an end do not walk around the head looking at it from different angles and arguing about which is the shot bowl. Get down right away and measure doubtful shots. The third of the team who is conceding the shots must remove the bowls from the head.
- 7.5 If your opponent, when measuring, happens to overlook a shot in his/her favour, suggest s/he measures that shot. This is a generous interpretation of etiquette and one much appreciated, for bowls is a game for gentlemen.
- 7.6 The third acts as the link between the skip and the rest of the team and at the crossover should encourage and compliment the lead and second for good play.
- 7.7 The Third should mark the touchers of his skip and remove any dead bowls.
- 7.8 After the thirds played their bowls and before going to the head, it is customary for the third of the team playing first to place the skip's bowl on the mat.

8. SKIPS

- 8.1 Skips are the custodians of etiquette on the green, and are there for qualities of leadership, as well as for their playing ability. Skips who conform to the rules of etiquette contribute much enjoyment and pleasure, not only to their teammates but also to their opponents.
- 8.2 Skips should not allow themselves to become so engaged in conversation with their opposite number as to neglect their chief duty of giving their whole attention to the game and to ensure that their team enjoys the match and to have a positive influence on their play.
- 8.3 When directing the player on the mat, the skip must retire behind the jack as soon as the bowl has been delivered. When the bowl has come to rest stand back as possession of the rink is then transferred to the opposing team.
- 8.4 Once the bowl has come to rest no further instructions may be given, nor remarks made. Skips may only talk to their player at the mat while their team is in possession of the rink.
- 8.5 Skips are in charge of their team and their directions should be clear and concise and be followed without question. A skip should be gracious enough to confer with the third and his team as to the shot he intends to play. Respect is earned, not demanded. A skip should decide which shot to call before speaking to ensure that the player on the mat is not in two minds about the shot to play when delivering. A skip should also only give positive directions to ensure that the player on the mat can concentrate on what to do during the delivery routine, rather than to concentrate about what not to do.
- 8.6 A lead or second may offer a timely comment on the situation at the head or point to a shot that has been overlooked. Leads and seconds have as much interest in the game as any other member of the team. Remember that your team consists of all the players and that team cohesion is a recipe for success.
- 8.7 Remember that the players in your team are as anxious to win as you are. It is poor etiquette to show annoyance or disappointment by waving or dropping your hands or duster should a teammate not perform. A wise skip will encourage the team with a complimentary remark. A pat on the back or giving a high five, instills confidence.
- 8.8 If necessary, a skip should indicate to the player the state of the head before the bowl is delivered. A skip should acknowledge good bowls from his/her team as well as from the opponents.
- 8.9 Provided the opposing skip has no objections, it is an appropriate gesture for a skip to pick up the opponent's bowl and hand it to him when he is about to get on the mat.
- 8.10 After a skip has played the last bowl in an end and it has come to rest, the opposing skip should pick up the mat.
- 8.11 Skips usually delegate the measuring of shots to their thirds. A skip is at fault if he interferes with the performance of the third's duty.
- 8.12 It is the duty of the skip who wins the toss to keep control of the scoreboard. The opposing skip is required to keep the scorecard if both a board and card are being used.
- 8.13 Cohesive teams are usually successful teams. Players should give their skip loyal support and comply with directions. A happy team is a winning team and a winning team is a happy team.

9. TEAM ETIQUETTE

- 9.1 If you wish to earn the respect of your opponents and your team, you in turn must extend respect to them.
- 9.2 While play is in progress, refrain from having conversations with someone on the bank or with players on adjoining rinks and keep still in the head when a player is on the mat, nor obscuring the number and boundary pegs.
- 9.3 When the lead has delivered the jack, players must ensure that the rink number plate is visible to facilitate centering of the jack.
- 9.4 Players not in the act of playing or controlling play must stand 2 metres behind the head or 1 metre behind the mat and ensure that their shadow does not fall on the jack or across the player's delivery line. When a long end has been set, or the jack falls into the ditch, stand on the bank.
- 9.5 Players at both ends of the rink should refrain from unnecessary movement and talking when a player is about to play. Failure to avoid annoyance is one of the worst discourtesy in the game of bowls.
- 9.6 Never argue with the skip about the shot you have been asked to play as this shows lack of confidence in your skip's tactical abilities, and can harm team spirit.
- 9.7 Do not comment on any bad bowl delivered by the opponents, but acknowledge good play.
- 9.8 Acknowledge and become excited about good shots played by a teammate.
- 9.9 Concentrate on your own game for the duration thereof. Failure to do this can be most disturbing to your teammates.
- 9.10 Any disabled players should be assisted whenever possible.
- 9.11 Do not make excuses for bad play. If a green happens to be bad; play it- it is the same for both sides. As in most sports, you make your own luck. The good fortune will go to the team with the most bowls in the head and the team who mastered the green first. Be humble in victory, and graceful in defeat.
- 9.12 Never criticize the performance of your teammates during or after a game.
- 9.13 Do not complain when the opposition gets a good result through a fluke. **Keep quiet.**
Do not say "well played" if your team gets a similar fluke. Admit a fluke openly.
- 9.14 Do not say "thank you" if your opponents happen to give the shot away.
Rather say "bad luck".
- 9.15 Avoid arguments with members of your own team or with your opponents. It takes two to invoke a scene, do not be one of them.
- 9.16 If you follow your bowl after delivery, do not obstruct the view of your opponent. Remember it is law that you must either be behind the head, or behind the mat, when your bowl comes to rest.
- 9.17 Know the boundaries of your duties as a player in a particular position. Never try to exceed them as you may interfere with the duties of others.

- 9.18 When crossing over to the head or mat all players should do so only after the last played bowl has come to rest. Confine yourself to your own rink and walk in the centre of the rink at a brisk rate. Taking your time when walking up to the head is unacceptable.
- 9.19 When an umpire [technical official] is called to measure, all players must stay away from the head. Umpires and markers render their services voluntarily, and they should be treated with respect. If the umpire is called to measure or rule on any question, dispute or difference during a game, and s/he decides against you, remain a good sportsman and accept his decision. Extend a word of thanks to the officials after each game.
- 9.20 If an end should be restarted, or at the completion of a game, carry your bowls to the opposite bank.
- 9.21 If you borrow anything, remember to return it to the owner.
- 9.22 When playing against a visiting team, or player, at your club, extend your hospitality and attend to their requirements. To be engaged after a game with reciprocal refreshments fosters friendship and gives this great game its magnetic charm.

10. SINGLES

- 10.1 In singles you will need a marker. Be ready to do your share of marking when called upon.
- 10.2 While your opponent is playing, stand well behind him/her, and do nothing to distract him/her or break his/her concentration.
- 10.3 You may not ask the marker for information once your bowl has come to rest.
- 10.4 If you wish to study the head, you may only do so when you have possession of the rink, and, if the conditions of play do not have any restrictions about the players visiting the head. It is customary to request permission from the marker to visit the head.
- 10.5 Remain within your rink, either behind the head or behind the mat when your bowl has come to rest.
- 10.6 Await your opponent's agreement on the number of shots before moving any bowls. In bowls you may not take shots. the opposition must concede shots.
- 10.7 Collecting the bowls is a joint efforts in singles- do not hesitate to do your fair share.
- 10.8 At the conclusion of the game, thank the marker, flip board operator and the umpire. The winner should offer refreshments to the opponent and marker.

11. SPECTATORS

Spectators may not offer advice to players or interfere with the playing of the game. Applaud good shots of both sides. Do not engage in conversation with the markers whilst they are on the green.

12. SPORTSMANSHIP

BAD sportsmanship, for example sledging, is considered unsportsmanlike conduct. Using unsporting terms or making unsporting comments that could upset an opponent, talking in a loud voice to a spectator when the opponent is in the act of playing, moving in the head, or doing anything intended to distract a player in an attempt to destroy their concentration, are

examples of poor etiquette. Bad sportmanship conflicts with the spirit of the game and is unacceptable.

13. CONCLUSION

13.1 The more players involved in a game, the greater the need for observing etiquette. The team that is considerate, good-humoured and having fun will have achieved harmony and will have gained respect. Observing etiquette makes friends, avoids friction and makes bowls a sport that everybody can enjoy.

13.2 Etiquette requires that you behave in a polite and friendly manner at all times. It is in this spirit and feeling of fellowship that every player loves and enjoys. Every game, no matter how competitive, is conducted in a sporting and friendly manner. At the conclusion, everyone shakes hands and leaves the green together to enjoy each other's company in the clubhouse.

13.3 This is etiquette and what bowls is all about.. The spirit of bowls is seen in the harmony and genuine friendship that develop both on and off the green.

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ROLBAL ETIKET

1. INLEIDING

Rolbal is kompetierend sowel as 'n sosiale spel wat ewe-eens deur mans en dames van alle ouderdomme gespeel word. Dit word gespeel in 'n atmosfeer van vriendskaplikheid en geselligheid wat gehandhaaf word deur 'n tradisionele gedragkode van doodgewone hoflikheid teenoor teenstanders, spanmaats, tegniese beamptes, klublede en toeskours.

Etiket het te make met die instandhouding van 'n onontbeerlike gees en karakter van die spel. Daar is absoluut geen plek in hierdie pragtige spel vir die gebruik van vuil -of skeltaal of negatiewe liggaamstaal, voor, gedurende of na wedstryde nie. Elke wedstryd behoort op 'n sportieween vriendelike wyse gespeel te word en die plesier wat daaruit geput word, word verderversterk deur die handhawing van hierdie kode. Wees altyd dankbaar vir elke geleentheid om te kan deelneem en geniet die vriendskap van spanmaats en teenstanders.

2. JY EN JOU KLUB

- 2.1 Lidmaatskap bring verpligtinge mee. Bestudeer die kennisgewingborde en stel vas wat van u vereis word en wanneer dit u beurt vir klubdienste is.
- 2.2 Wees waarderend teenoor die ampsdraers en bestuurslede. Op onselfsugtige wyse gee hulle van hulle tyd en energie sodat jy jou spel kan speel en geniet. Bied jou hulp aan wanneer dit benodig word.
- 2.3 Wees betyds en gewillig om by besluite te berus. Ondersteun daadwerklik alle sosiale funksies en kompetisies wat vir jou genot en tot voordeel van die klub gereël word. So toon jy jou waardering vir die moeite wat deur jou medeklublede gedoen word.
- 2.4 Geen klub kan voortbestaan sonder finansies om die fasiliteite te bestuur en te onderhou nie. Gevolglik word verwag dat u, u geldelike verpligtinge sal nakom en alle fondsinsamelingsprojekte sal ondersteun.
- 2.5 Somige spelers neem nie deel aan sosiale spel nie. Hulle optrede benadeel die gees van die klub. Dit is teenstrydig met die etiket van die spel, afkeurenswaardig en moet ten stekste teengestaan word.
- 2.6 Die vorming van eksklusiewe groepe is nie in die beste belang van die klub nie en moet vermy word. Alle lede behoort nuwelinge vriendelik te verwelkom en hul aan te moedig om aan klubaktiwiteite deel te neem. Spesiale aandag moet aan jonger lede gegee word want hulle is deel van die toekoms van die klub.
- 2.7 Dit is goeie etiket en bevorder klubgees om klublede, wat finale stadiums van verteenwoordige kompetisies bereik het, te ondersteun. By sulke geleenthede behoort ondersteuners in amptelik rolbaldrag geklee te wees.

- 2.8 Wanneer begrafnisse van spelers bygewoon word is dit goeie etiket om in die hoogste amptelike drag geklee te wees.
- 2.9 Beskou dit as 'n eer om jou klub in enige wedstryd te verteenwoordig, Respekteer die besluite van die keurders. 'n Span bestaan nie net uit goeie spelers nie, maar uit goeie spelers met karakter.
- 2.10 Wees trots op jou klub. Moenie iets doen of sé wat negatief op die klub kan reflekteer en jou klub in die steek laat nie. Doen jou deel om die klub se goeie naam te bevorder en wees aktief betrokke met die werwing van nuwe lede.
- 2.11 Dit behoort 'n voorreg te wees om jou klub te dien in enige posisie waar jou kundigheid benodig word.

3. DIE KLUBBESTUUR

3.1 DIE PRESIDENT

Vir die duur van sy ampstermyn is die president die hoof van die klub en behoort gerespekteer te word omdat sy taak nie altyd maklik is nie. Daar moet nie verwag word dat hy moet optree om kleinlike geskille tussen lede te besleg nie. Sulke geskille behoort tussen lede onderling met 'n gesindheid van tegemoetkoming selfs opgelos te word. Presidente het ook hoflikheidstake om te verrig deur nuwe lede te ontmoet en tuis te laat voel.

3.2 DIE SEKRETARIS

Die sekretaris is die beskermer van die konstitusie en vervul 'n belangrike rol en is die skakel tussen die komitee, klublede, distrik en die publiek. Deur die sekretaris in kennis te stel van enige veranderinge van persoonlike inligting, sal u verseker dat klubrekords op datum bly.

3.3 DIE KOMPETISIESEKRETARISSE

Dit is heelwaarskynlik die ondankbaarste taak in die klub. Maak hul taak makliker deur jou verpligtinge na te kom sodat hul, hul vol program kan voltooi. Stel jou self ophoogte van die spel en die voorwaardes van elke kompetisie waarvoor u ingeskryf het.

3.4 DIE KEURDERS

Die keurders het nie 'n maklike taak nie. Dit is die keurders se taak om spanne op verdienste en hul vermoë tot samespel te kies en spelers moet die posisie waarin hul verkies word aanvaar. Indien goeie spelers weggelaat word, of tot 'n laer span gekies word, behoort die sameroeper van die keurkomitee die betrokke spelers in te lig en die rede tot hul besluit te verduidelik. Dit is etiket dat spelers die besluit van die keurders aanvaar en om hulle nie agterna met 'n geskinder te beswadder nie.

3.5 KLUBEIENDOM

Hanteer klub eiendom asof dit jou eie is. Sorg dat matte, wit balle en waterkanne terug gesit word. Sorg dat papier, bottels, en blikke in vullishouers geplaas word. Rokers moet binne die afgebakende areas rook en sigaretstompies in die asbakke plaas wat voorsien is.

4. JY EN DIE PERK

Die bane is die grootste bate van enige klub. Die baanopsigter spandeer baie ure in 'n poging om vir jou 'n goeie speeloppervlakte te gee. Jy kan hom help deur;

- 4.1 die trappe te gebruik om die perk te betree. Moet nooit die wal daarvoor gebruik nie.
- 4.2 balle versigtig op die speeloppervlakte neer te sit en dit nie daarop te laat val nie ;

- 4.3 die posisie van die mat te verander om sodoende te verseker dat die speeloppervlakte oor 'n groter gebied gebruik word;
- 4.4 nie in die sloot te trap nie. Indien jy dit doen, word sand op die perk gebring wat die gras en grassnyer sal beskadig;
- 4.5 deur haklose skoene met 'n gladde of geriffelde sool te dra [die maksimum diepte van geriffelde gedeelte van die sool wat kontak maak met die baanoppervlakte moet 2mm wees];
- 4.6 nie op die wal te sit nie, omdat dit die kante sal beskadig ;
- 4.7 jou rolbalsak of enige ander bykomstighede agter die baannomer en telbord te plaas ;
- 4.8 indien jy 'n toestel om jou rolballe op te tel gebruik, dit veilig eenkant op die baan te plaas sodat dit nie gevaar vir u medespeler inhou nie ;
- 4.9 nie te kla indien spel vir enige rede afgelas word nie ;
- 4.10 indien die baanpersoneel van diens is, te help om die witballe,matte,telborde en waterkanne weg te sit.
- 4.11 nooit die baan te blameer vir swak spel nie.Om die baan te bemeester is deel van die spel. Dit is dieselfde vir elke speler.

5. VOOR SPEL BEGIN

- 5.1 Wees stiptelik, kom voor die bepaalde aanvangstyd van die spel aan en moenie jou teenstander[s] laat wag nie. Indien onvoorsiene omstandighede jou verhinder om betyds te wees, stuur 'n boodskap. Versuim om op die bepaalde tyd daar te wees, mag strafmaatreëls tot gevolg hê.
- 5.2 Indien jy geloot is om te speel en dit is nodig dat jy onttrek, stel jou teenstander en die toernooibeampste in kennis. Jy moet ook die klub op wie se perke jy sou speel in kennis stel. Tugstappe mag teen jou geneem word indien jy nie jou voorneme om te onttrek betyds aan die beheerliggaam bekend maak nie.
- 5.3 Wanneer geloot word, gooi die tuisspeler die muntstuk op en die besoeker roep.
- 5.4 Begin die spel deur jouself en jou span bekend te stel aan jou teenstanders met 'n vriendelike handdruk.'n Handdruk en bedanking aan die einde toon behoorlike hoflikheid.

6. EERSTES EN TWEEDES

- 6.1 Dit is gebruikelik vir 'n enkelspeler of 'n eerste in pare, drie-of vierspel om sy teenstander se bal langs die mat neer te sit terwyl hy die witte sentreer. In 'n meer kompeterende wedstryd mag die opponent dit verkies om sy eie bal op te tel as deel van sy roetine. Bevestig eers met jou opponent. Hierdie klein gebaar plaas teenstanders onmiddelik op 'n vriendelike voet.Om die witte vir die ander eerste aan te gee wanneer jou span die skof verloor het, is een van die gebare wat die spel so aangenaam maak.
- 6.2 Die Eerste moet wag op die instruksie van die skipper voordat hy die mat plaas en die witte aflewer.

- 6.3 Tweedes behoort nie vooraf te besluit watter skoot hulle gaan speel nie. Tweedes behoort te wag vir die skipper se opdragte voordat op die mat gegaan word en dit dan volkome te gehoorsaam sonder om 'n ander skoot voor te stel.
- 6.4 Nadat die eerstes en tweedes hul balle gespeel het en alvorens hul na die kop beweeg, is dit gebruiklik vir die lei of tweede van die span wat eerste speel om hul derde se bal op die mat te plaas.
- 6.5 Eerstes en tweedes behoort slegs raad te gee aan die speler in beheer van die kop. Daar is niks erger as om te sien dat 'n eerste of tweede agter die rug van 'n derde of skipper iets vir die speler op die mat beduie nie.
- 6.6 Bepaal jou aandag deurentyd by die spel. Moenie jou balle aflewer en daarna geen belang in die ontwikkeling en uitslag van die skof stel nie. Gebruik die tyd tussen jou aflewerings om geestelik vir die volgende skoot voor te berei en om jou spanmaat aan te moedig.
- 6.7 Die telling word deur die derdes bepaal. Eerstes en tweedes behoort belang te stel in die uitslag van die skof sonder om in te meng.. 'n Onopsigtelike aanduiding van die eerstes of tweedes dat die derdes moontlik 'n skoot nie raaksien nie, sal deur die derde verwelkom word.
- 6.8 Moenie enige bal uit die kop verwyder alvorens die derdes die uitslag van die kop bepaal het nie, Dit sal onaangenaamhede en argumente vermy en mag aanleiding gee dat 'n skoot prys gegee word.
- 6.9 In 'n drie-of vierspel word tyd gespaar as die eerste voortgaan om die mat te plaas en die witte af te lewer, terwyl die ander eerste en die tweedes omsien na die bymekaar maak van balle en opskryf van die telling. In 'n parespel moet beide die eerstes die balle bymekaar maak alvorens die mat geplaas word en die telbord by gewerk word.
- 6.10 By die verbyloop van die mat na die kop, moet nooit vir die derde beduie watter skoot om te speel nie as jy gefaal het. Dit plaas addisionele druk in 'n reeds spannende situasie op die speler deurdat h/sy reeds geestelik ingestel is om die skoot te speel wat met die skipper ooreengekom is.

7. DERDES

- 7.1 'n Babbelende derde is 'n risiko terwyl 'n besadigde derde tot voordeel van 'n span is. Behalwe wanneer hy in beheer van die kop is, behoort die derde stil te bly tensy deur die skipper vir raad gevra word.
- 7.2 By 'n netelige situasie behoort die skipper en derde by die kop oorleg te pleeg. Moet nooit jou skipper met die verbyloop beïnvloed oor die skoot wat h/sy moet speel nie. H/sy het alreeds sielkundig voorberei oor die skoot wat hul wil speel.
- 7.3 Indien die kop verander het mag die derde die skipper van raad bedien maar hy moenie sy spel beheer nie. Indien die skipper nie die derde se voorstel volg nie, moet hy dit op 'n hofflike wyse aanvaar.

- 7.4 Die uitslag van 'n skof word deur die derdes bepaal wat sal meet indien nodig. By voltooiing van 'n skof moenie om die kop loop om dit van verskeie hoeke af te bekyk en te stry oor watter bal die skootbal is nie. Gaan onmiddellik voort en meet skote waaroor twyfel bestaan. Die derde wat die skote weggee moet die balle uit die kop neem.
- 7.5 Terwyl 'n teenstander meet en hy moontlik 'n skoot in sy guns nie raaksien nie, stel voor dat hy dit meet. Dit is 'n sportiewe gebaar wat deur dames en here van inbors op prys gestel word.
- 7.6 Die derde funksioneer as die skakel tussen die skipper en die res van die span en tydens die verbyloop behoort hy die eerstes en tweedes te komplimenteer en aan te moedig tot goeie spel.
- 7.7 Die derde moet die raak balle van sy skipper merk en dooie balle verwyder.
- 7.8 Nadat die derdes klaar gespeel het en alvoereens na die kop beweeg word, is dit gebruiklik vir die derde van die span wat eerste speel om die skipper se bal op die mat te plaas.

8. SKIPPER

- 8.1 Skippers is die beskermheer van rolbaletiket en word aangestel weens hulle leierseien-skappe en speelvermoë. Skippers wat etiketreëls nakom sal tot die groter genot en plesier van spanmaats en teenstanders bydra.
- 8.2 Skippers behoort nie, so in 'n geselsery betrokke te raak, dat hulle, hul vernaamste plig, naamlik om volle aandag aan die spel te skenk, versuim nie. Skippers moet verseker dat hul spanmaats die spel geniet en altyd positief is.
- 8.3 Wanneer jy vir jou speler op die mat opdragte gee moet jy agter die witte terugtree sodra hy sy bal afgelewer het. Wanneer die bal tot stilstand gekom het, moet jy terug staan omdat besit van die baan dan aan die teenstanders behoort.
- 8.4 Sodra die bal tot stilstand gekom het, mag geen verdere opdragte gegee word of aanmerkings gemaak word nie. Skippers mag slegs met hul spelers praat terwyl die speler op die mat is en hulle span in besit van die baan is.
- 8.5 Skippers is in beheer van die span en opdragte behoort eenvoudig en duidelik gegee te word en moet sonder enige betwyfling nagekom word. 'n Skipper behoort hofflik genoeg te wees om met sy derde en sy span te beraadslag oor watter skoot hy/sy van voorneme is om te speel. Respek word verdien, nie afgedwing nie. Die skipper moet besluit watter skoot gespeel moet word alvorens opdragte aan die derde gegee word om te verhoed dat die speler op twee gedagtes hink wanneer hy/sy bal aflewer. Die Skipper moet duidelike instruksies gee sodat die speler op die mat kan konsentreer op sy aflerwering-roetine en nie moet huiwer oor wat om te doen nie.
- 8.6 'n Eerste of tweede mag kommentaar lewer oor die situasie by die kop wat van belang is, of mag 'n skoot wat moontlik nie raakgesien word nie, uitwys. Eerstes en tweedes het net soveel belang in die spel as enige andere lid. Onthou dat die span uit al die spelers bestaan en dat 'n hegte eenheid binne spanverband sukses beteken.
- 8.7 Onthou dat die spelers in jou span net so begerig is om te wen soos jy. Dit is swak etiket om ergerlikheid of teleurstelling te toon deur jou hande of lappie rond te swaai, sou 'n spanmaat nie goed speel nie. 'n Skipper sal sy span aanmoedig met 'n kompliment, 'n klop op die rug of 'n "vatvyf" wat wonders verrig.

- 8.8 'n Skipper behoort indien nodig, die stand van die kop vir sy speler aan te dui voordat die bal afgelewer word. 'n Skipper behoort die spel van sy span en die goeie skote van sy teenstander te erken.
- 8.9 Indien die opponerende skipper geen beswaar het nie, is dit 'n vriendelike gebaar om sy bal op te tel en vir hom aan te gee wanneer hy die mat betree.
- 8.10 Nadat 'n skipper die laaste bal van 'n skof gespeel het, en dit tot stilstand gekom het, behoort die teenskipper die mat op te tel.
- 8.11 Skippers deligeer gewoonlik die plig om te meet aan hul derdes. Dit is verkeerd as die skipper met die derde se pligte inmeng.
- 8.12 Dit is die plig van die skipper wat die loot gewen het, om die telbord op datum te hou terwyl die opponent verantwoordelik is vir die telkaart.
- 8.13 'n Hegte span is gewoonlik suksesvol. Spelers moet lojale ondersteuning aan hul skippers bewys en sy opdragte uitvoer. 'n Gelukkige span is 'n wenspan en 'n wenspan is 'n gelukkige span.

9. SPAN ETIKET

- 9.1 Om die respek van jou teenstanders en spanmaats te verdien, moet jy op jou beurt respek teenoor hulle betoon.
- 9.2 Moenie met iemand op die wal of met spelers van die aangrensende baan gesels terwyl spel aan die gang is nie. Bly stil wanneer 'n speler op die mat is en maak verseker dat die baannommer en grensperre sigbaar is.
- 9.3 Wanneer die eerste die witte aflewer moet die spelers aan die teenoorgestelde kant seker maak dat die baannommer sigbaar is.
- 9.4 Terwyl spelers nie besig is om te speel of spel te beheer nie, moet hulle 2m agter die kop of 1m agter die mat staan. Hulle moet seker maak dat hul skaduwee nie oor die witte of oor die afleweringsslyn van 'n speler val nie. Wanneer dit 'n lang skof is of die witte in die sloot beland, moet op die wal gestaan word.
- 9.5 Spelers aan beide kante van die baan moenie onnodig beweeg en praat wanneer 'n speler gereed maak om te speel nie. Die versuim om enige steurnis te voorkom, is 'n ernstige oorskryding van beleeftheid in rolbal.
- 9.6 Moenie met skippers redeneer oor die skoot wat jy gevra is om te speel nie. Dit toon 'n gebrek aan vertroue in jou skipper se taktiese vaardighede en kan die span se spangees beïnvloed.
- 9.7 Moenie op enige swak bal van jou teenstanders kommentaar lewer nie, maar erken goeie spel.
- 9.8 Erken en raak opgewonde oor 'n goeie skoot deur 'n spanmaat.

- 9.9 Konsentreer op jou eie spel vir die volle duur van die wedstryd. Versuim om dit te doen kan baie hinderlik vir jou spanmaats wees.
- 9.10 Enige gestremde speler moet waar moontlik gehelp word.
- 9.11 Moenie vir swak spel verskoning maak nie. Moenie 'n swak perk die skuld gee nie, speel die perk, dit is dieselfde vir beide kante. Soos in die meeste sportsoorte, maak jy jou eie geluk. Die geluk sal met die span wees met die meeste balle in die kop asook die span wat die perk die eerste bemeester. Wees nederig as jy gewen het en beleefd as jy verloor het.
- 9.12 Moenie jou spanmaats se spel gedurende of na spel kritiseer nie.
- 9.13 Moenie kla as 'n teenstander 'n goeie resultaat as gevolg van 'n geluuskoot kry nie. **Bly stil.** Moenie sê "goed gespeel" as jou span 'n soortgelyke geluuskoot kry nie. Erken jou eie geluuskoot openlik.
- 9.14 Moenie "dankie" sê indien jou teenstander die skoot weggee het nie. Sê liever "julle is ongelukkig".
- 9.15 Vermy argumente met jou spanlede of teenstanders. Twee persone is nodig vir 'n argument. Moenie een van hulle wees nie.
- 9.16 Moenie jou teenstander se uitsig belemmer as jy jou bal agtervolg nie. Die reël bepaal dat jy agter die kop of agter die mat moet wees wanneer jou bal tot stilstand kom.
- 9.17 Ken die omvang van jou pligte as speler. Moenie dit probeer oorskry nie, jy mag dalk met die ander se pligte inmeng.
- 9.18 Al die spelers moet na die kopkant beweeg slegs nadat die laaste afgelewerde bal tot stilstand gekom het. Bly in die middel van jou eie baan met 'n flink stap. Tydsame opstap na die kop is nie aanvaarbaar nie.
- 9.19 Wanneer 'n skeidsregter [tegniese beampte] geroep word om te meet, moet alle spelers van die kop wegbeweeg. Skeidsregters en merkers lewer vrywillige diens en moet met respek behandel word. Indien die skeidsregter geroep word om te meet of om oor enige vraag, verskil of dispuut gedurende die spel te beslis en sy beslissing is teen jou, aanvaar dit en bly 'n goeie sportman.
- 9.20 Indien 'n skof oorgespeel moet word, of by voltooiing van 'n spel, moet jy jou balle na die teenoorgestede kant dra.
- 9.21 Indien jy enigiets geleen het, besorg dit terug aan die eienaar.
- 9.22 Wees gasvry as jy by jou klub teen 'n besoekende span of speler speel en gee aandag aan hul behoeftes. Om na die wedstryd hul vir wederkerige verversings te nooi en gasvryheid te betoon dra by tot hierdie spel sy unieke karakter.

10. ENKELSPEL

- 10.1 Merkers word in enkelspel benodig, wees dus bereid om, wanneer jy gevra word, ook as 'n merker op te tree.
- 10.2 Staar ver genoeg agter jou teenstander terwyl hy/sy speel en moenie iets doen om die aandag af te trek of hy/sy konsentrasie te breek nie.

- 10.3 Jy mag nie die merker vir enige inligting vra nadat jou bal tot stilstand gekom het nie. Dit is gebruiklik om toestemming van die merker te kry om die kop te besoek.
- 10.4 Indien jy die kop wil bestudeer, mag jy dit slegs doen wanneer jy in besit van die baan is en indien die voorwaardes van die kompetisie geen beperkinge plaas op die besigting van die kop deur spelers nie.
- 10.5 Bly in jou baan en wees, of agter die kop, of agter die mat wanneer jou bal tot stilstand gekom het.
- 10.6 Wag vir jou teenstander om saam te stem oor die getal skote voordat jy enige balle verwyder. Die steenstander moet die skote afgee.
- 10.7 In enkelspel moet albei teenstanders balle bymekaar maak. Moenie huiwer om jou plig na te kom nie.
- 10.8 Bedank die merker, skeidsregter en telbordoperateur aan die einde van die wedstryd. Die wenner van die wedstryd behoort verversings vir sy teenstander en die merker aan te bied.

11. TOESKOUERS

Toeskouers mag nie advies aan spelers gee of met die spel in meng nie. Gee applous vir goeie skote van beide kante. Moenie met merkers gesels terwyl hulle op die perk is nie.

12 SPORTMANSKAP

Onsportiewe gedrag, soos byvoorbeeld hekelary, hoort nie by 'n sportman/vrou nie. Onsportiewe uitdrukkings of aanmerkings terwyl 'n teenstander speel, om luidkeels met 'n toeskouer gesprek te voer, in die kop te beweeg of enigiets te doen wat daarop gemik is om 'n speler se aandag af te trek of om sy konsentrasie te verbreek, is in teenstelling met die gees van die spel. Dit word as onsportiewe gedrag beskou en ten sterkste afgekeur.

13 SLOTSOM

- 13.1 Hoe meer spelers aan 'n wedstryd deelneem hoe groter is die noodsaaklikheid om die etiketreëls na te kom. Die span wat bedagsaam, vriendelik, kalm en die spel geniet, vorm 'n hartlike geheel wat respek afdwing. Deur etiket na te kom word vriende gemaak, wrywing vermy, en word rolbal 'n sport wat almal kan geniet.
- 13.2 Etiket vereis dat jy ten alle tye soos 'n ware heer/dame sal optree. Dit is hierdie gees, hierdie gevoel van vriendskaplikheid wat elke rolbalspeler koester en geniet. Elke wedstryd, hoe kompetender ook al, word op sportiewe en vriendelike wyse gespeel. Aan die einde skud almal hande en verlaat die perk saam om mekaar se geselskap in die klubhuis te geniet.
- 13.3 Dit is etiket en waaroor rolbal gaan. Tydens spel, óf weg van die baan, word in die gees van rolbal, hegte vriendskapbande gesmee.