

League & Competition Rules

GENERAL RULES

1. Competition, Affiliation and League Membership Fees must be paid by the date of, or at, the fixture meeting to the Treasurer, otherwise the fees will be doubled.
2. All clubs must register all their players at least 24 hours before they are allowed to play in any league or otherwise competition match and clubs with more than one team, must confirm which team their players will be registered with. A list of registered players will be made available on the C & D website. Any additional players must be registered at least 24 hours before they are allowed to play in any league or competition match. **A NON-REGISTERED PLAYER IN A LEAGUE MATCH WILL INCUR A 5-POINT PENALTY.**
3. A club with more than one team may re-register a player from one team to another provided they have not already played.
4. All clubs shall endeavour to play at least one league match per week throughout the season and at least half the club's fixtures should be completed by 30th June. All fixtures **MUST** be completed by 31st August.
5. A member of the league shall not play for more than one club during a season, without the consent of the Management Committee.
6. In the case of a club having more than one team, a member of one team may play only three matches per season for each of the other teams. The maximum number of players per match to be three, who will play not more than one player per rink. **Any breach of this rule will incur a 4-point penalty.**
7. The league will be divided into divisions, as required. At the end of each season, the top two teams in a division will be promoted to the next higher division, whilst the bottom two teams in a division will be relegated to the next lower division, unless decided otherwise by the Management Committee.
8. For league matches, points will be awarded as follows: **3** points for a win, **1½** points for a tie, plus **1** point for each winning rink and **½** point for a tied rink.
9. Each league division will be won by the club scoring the greatest number of points. In the event of two or more teams leading a division with an equal number of points, shot difference will be taken into account. This also applies to the relegation situation.
10. Trophies will be presented to all league and competition winners at the Annual Dinner.
11. All perpetual trophies should be returned to the Representative Match Secretary on or before the AGM.
12. The Management Committee has authority to co-opt a member onto the Management Committee to fill a position not filled at the A.G.M or to fill a position which has become vacant during the year.
13. The Management Committee has permission to nominate fellow members, whom they consider having rendered loyal service to the league, over many years, to receive the title of LIFE MEMBER, who will be invited to attend all committee meetings as a guest.
14. In the event of any contingency arising that is not provided for in these rules, the Management Committee's decision shall be final

RULES OF PLAY

1. All players must wear flat regulation shoes or slippers, white tops or official club colours, grey bowls trousers, grey bowls skirts, grey bowls cropped trousers, grey bowls tailored shorts or Bowls England approved grey shorts in all league and competition matches.
2. All League and Gilbert Cup matches will commence by 6-30pm during May, June and July and by 6-15pm during August. With the agreement of both team captains earlier start times can be used to prevent a match finishing in near darkness.
3. In League and Gilbert Cup competition games all rink score cards will be laid face down and numbered by the visiting captain. A coin shall be tossed to determine which team shall play first, the captain winning the toss may put the opposition in to play first.
The result cards to be both COMPLETED and SIGNED by Both team captains and include the names of ALL players in the match. The result cards for each league match must then be sent to the League Fixture Secretary within three days, by the home club.
4. A team shall consist of four rinks each of three players. 18 ends of three bowls to be played. All four rinks must be played. If a team is short of players, rinks of two against three must be arranged. No player to play more than three bowls.
5. If a rink is a player short the order of play should be as follows:
A) When the pair of players win the jack.
The lead player of the pair casts the jack and plays one bowl.
The opposing lead plays two bowls.
The pairs lead plays one bowl (his/her second).
Then the triples lead plays one bowl (his/her third).

The triples second player plays one bowl.
The pairs lead plays one bowl (his/her third).
The triples No 2 plays his/her final two bowls.
The skips play their three bowls in the normal way.

B) When the triple wins the jack.

The triples lead casts the jack and plays two bowls.
The pairs lead plays one bowl.
The triples lead plays one bowl (his/her third).
The triples No. 2 plays one bowl.
The pairs lead plays one bowl (his/her second).
The triples No 2 plays his/her final two bowls.
The pairs lead plays his/her final bowl.
The skips play their three bowls in the normal way.

6. All rinks to be divided by white string: bowls touching the string shall become dead.
7. If the jack touches the string, goes into another rink or the ditch, the end will be counted but no score taken.
8. Skips will be allowed to change the order of their rink, between ends, as many times as they wish during the match in both League and Cup competitions.
9. In all League and Gilbert Cup matches only, the trial ends will be omitted, and the first two ends of the match will be played straight off, with only one shot being awarded on each of the first two ends.
10. If an end is disturbed the skips may come to an agreement; otherwise, the end shall be replayed.
11. Before the start of play in each end, the lead shall place the rear of the mat at least one yard from the rear ditch and not less than one yard from each string. The mat may be placed as far up the green as desired so long as a 21-yard cast is obtained, retaining the one yard from each string and ditch rule. No cast shall be less than 21 yards.
12. Any query about the length of the jack must be resolved before the first bowl is played. Once the first bowl has been played the end must be completed.
13. The jack and all bowls must be delivered from the mat with at least one foot on or above the mat. The mat must not be moved during the end. If the mat is inadvertently moved it must be restored to the original position.
14. The jack shall rest not less than one yard from the ditch and each string.
15. The event of the jack not resting properly after two casts the opposing lead shall deliver the jack and be allowed two casts. The opposing lead may reset the mat but shall not play out of order. If after four casts the jack has still not been cast correctly it reverts to the original lead.
16. No bowl shall count at the conclusion of the end resting more than one yard from the jack.
17. If after the completion of an end two bowls are touching and one bowl is resting on another, measurement is to be taken, as far as is possible, before the bowls are moved or touched.
18. Clubs may NOT alter dates of League matches without first contacting the League Fixture Secretary. Matches may only be postponed on the grounds of severe weather conditions, an unfit green, health, or safety issues. In the event of a match being postponed without notification and for any reason other than those noted above, the club calling off the match shall incur a 4-point penalty for each match postponed.
19. All postponed matches to be rearranged and played and the League Fixtures Secretary must be notified of this new date within 14 days, as the final agreement must be sanctioned by the Management Committee.
20. If prior to a match, the green is unfit for play, the home team shall notify the visiting team, if possible, at least two hours before play is due to start. If, however, during a match, the green becomes unfit, rule 22 applies.
21. Teams failing to turn up for a match, shall forfeit **SEVEN** points and will reimburse the cost of any expenses incurred by the non-defaulting team. The match will be rearranged, to the approval of the League Fixtures Secretary, within 14 days of the original match date.
22. Should a League match or a Gilbert Cup competition be stopped by the weather or other circumstances and 15 ends have been completed on ALL rinks, the result will stand. If any rink has completed more than 15 ends, the scores shall be taken as at 15 ends on all four rinks. Where fewer than 15 ends have been completed the match will be completely replayed, on a date agreed by both teams, and the League Fixture Secretary shall be notified of the rearranged date.

23. GILBERT CUP

- A) There will be four rinks, two rinks at home and two rinks away.
- B) After the rink score cards are laid face down and numbered by the visiting captain, the two rinks used will be nominated heads or tails, a coin will be tossed to determine which rink plays the extra end. This will be played at the first named club in the draw. This extra end will only count in the event of a tie after 18 ends. A coin shall be tossed to determine which team shall play first, the

captain winning the toss may put the opposition in to play first. Should no concluding result arise from this first extra end, then the teams will re-toss the coin and continue to play as per this rule, until a final result is achieved.

- C) Matches will be decided on total shots scored.
- D) Communication between teams to update scores during the game will be allowed.
- E) **The Final** will be played on Finals Day, and the Competitions Secretary / Officer in charge will nominate the rink to play the extra end. Trial ends will be omitted, and the first two ends will be played straight off with only one shot being awarded on the first two ends. **Dress Code as Rule 1**

24. CHAMPION OF CHAMPIONS

- A) The winners of each division shall be invited to play in the Champion of Champions.
- B) Each match will consist of four rinks to be played on a green, as determined by the Competitions Secretary.
- C) The Competitions Secretary / Officer in charge will nominate the rink to play the extra end. This extra end shall only count in the event of a tie at the end of 18 ends. A coin shall be tossed to determine which team shall play first, the captain winning the toss may put the opposition in to play first. Should no concluding result arise from this first extra end, then the teams will re-toss the coin and continue to play as per this rule, until a final result is achieved.
- D) Matches will be decided on total shots scored.
- E) Trial ends will be omitted, and the first two ends will be played straight off with only one shot being awarded on the first two ends. The games are to be played in accordance with C&D rules

25. COMPETITIONS

- A) SINGLES will be played with four bowls each player (21 shots).
PAIRS will be played with four bowls each player (18 ends).
LACON CUP (triples) three bowls each player (18 ends).
LORD ELTISLEY CUP (triples) two bowls each player (21 ends).
TWO WOOD SINGLES, open to both men and women. (30 ends).
- B) Trial ends may be played, if required by either side. Whether trial ends are played, or not all shots count from and including the first end onwards.
- C) In the event of a tie, in the Two Wood Singles, Pairs and Triples Competitions an extra end will be played. A coin shall be tossed to determine who plays first, the player / team winning the toss may put the opposition in to play first. Should no concluding result arise from this first extra end, then the players will re-toss the coin and continue to play, as per this rule, until a final result is achieved.
- D) All entrants in the pairs and triples competitions must be members of the same club.
- E) The two players starting in a Pairs competition shall constitute 'The Pair'. The three players starting in the Triples competition shall constitute 'The Triple'. These players should normally play together throughout the competition.
- F) If one member of a pair or triple is unavailable for any reason, a substitute may be used. One additional, and the same, player may be used as a substitute at any time, provided he or she has not already played in the competition.
- G) Entrants in the Secretary/Treasurers Competition must be the Official Club Secretary and Official Club Treasurer. Substitutes are NOT allowed.
- H) Competitions may only be cancelled due to inclement weather, and for no other reason. In the event of a cancellation, the players must agree on a new date and inform the Competitions Secretary within 24 hours of the original date. This rearranged tie must be played within 7 days of the original date. Non-compliance with this rule may result in both teams/competitors facing elimination from that particular competition.
- I) All Competition games, (including the Gilbert Cup) will start at 6-30pm (6-15pm in August) on the day prescribed in the handbook, unless brought forward to an earlier time and/or date by mutual consent. A player(s) not turning up to play at the correct time or date will forfeit the game.

If both teams/players agree to bring forward the date of their competition match, then this new date will become the agreed "play-by" date for that tie.

- J) For competitions semi-finals, contestants must contact the Competitions Secretary, who will arrange a green and will ensure that the match will take place on the date specified in the handbook and on web site. Games may only be brought forward at the discretion of the Competitions Secretary, if there are exceptional circumstances. An example of exceptional circumstances being players playing in a national final at Leamington, or Skegness.
- K) Any green fees and booking fees required for competitions are the responsibility of the home club or competitor involved. The cost of any neutral greens will be paid for by the League.
- L) **All competition finals to be played on Finals Day. Dress code as Rule 1. All players in the team must wear the same.**

26. Disputes and Appeals

All disputes/appeals to be lodged with the League Secretary, in writing, within three days of the incident occurring and will be discussed by four members of the management committee.

The decision of the management committee will be final.

The decision to be made available to any relevant party.

27. Where not defined here, the Laws of the Sport of Bowls apply.