## HEWELL MONDAY PAIRS LEAGUE - RULES OF PLAY

The current laws of bowls will apply unless otherwise stated below. Please note, the rules of play may be amended from time to time if external circumstances dictate. You will receive notice should changes be made.

1. Games will comprise 18 ends or the end of the timed session (12:00) if earlier. No jack can be delivered after the end of the timed session but the end being played can conclude. Each player will use 3 woods. Please make sure you are ready to play at the start of your session.
2. Maximum 1 shot on the first 2 ends.
3. No visiting the head, and skips to leave the head at the same time.
4. 2 points for winning a game and 1 point for a drawn game.
5. At the end of the season, the team with the most points will be deemed to be the winners of the league. If the points are tied the league will be decided on shot difference first and then shots scored.
6. Late attendance penalties will apply as follows - please ensure you are ready to play at the allocated start time:
a) No penalty up to nine minutes.
b) Ten to Fifteen minutes late, a penalty of 5 shots shall be awarded to the non-offending team.
c) Sixteen to Twenty minutes late, a penalty of 7 shots shall be awarded to the nonoffending team.
d) Twenty-One to Twenty-Nine minutes late, a penalty of 9 shots shall be awarded to the non-offending team.
e) Thirty minutes or more late (including non-arrival), will result in the game being forfeit and a penalty of 2 points and 10 shots being awarded to the non-offending team.
7. There will be no postponement of games beyond the due date, other than for the reasons set out in (8) below. If a team are unable to play on the due date and time, they will forfeit the game and it will be awarded to the opposition 10 - 0 with 2 points. Games can be played prior to due date and time by mutual agreement. Please ensure your scorecard is marked with the due date and time.
8. Matches can be postponed in two circumstances
a) When the weather is too bad to play the game and both teams agree; or
b) When a rink is required for a county or national game.

In these cases games should be arranged at a mutually convenient time within 4 weeks of the original date or before the end of the season for the league, whichever is earlier.
9. At the end of the game please place your scorecard in the box provided (located in the veranda) ensuring it has both team names at the top, players' names, has the date and league day (original date and day if match re-arranged), and is signed by both skips.
10. A team is registered in a captain's name.
11. The captain does not have to play in every game and any two players can represent a team.
12. A list of people prepared to be contacted to act as a substitute will be provided to all teams. A player (including captain) who plays regularly for one team can also act as a substitute for another if required.
13. To note that County and National Competition precise dates and times are not yet known. Where a county or national competition match clashes with a league game, the competitor(s) will select 2 rinks for their opponents to choose from. If you are scheduled to play on one of those rinks, your game will be postponed and an alternative date will need to be re-arranged in accordance with 8) above.

