

MID NORFOLK INVITATION BOWLS LEAGUE CONSTITUTION and RULES from 09.02.93

CONSTITUTION

1. The league shall be called the Mid-Norfolk Invitation Bowls League and shall be affiliated to the N.C.B.A
2. Membership shall consist of clubs affiliated to the N.C.B.A. which may be invited to join by committee formed from founder member clubs.
3. The objective shall be to improve the standard of Federation bowls in MidNorfolk
4. Each member club shall pay such subscriptions as agreed at each AGM.
5. An Annual General Meeting shall be held in February of each year and shall elect a President, Chairman, Secretary and Treasurer.
6. A Committee shall be formed from one member of each participating club, plus the elected League Officers. A quorum of at least five shall be required for a committee meeting.
7. Notice of the proposed date for an AGM shall be sent to the secretaries of all members clubs at least 14 days before the meeting is due to be held.
8. Rule changes may only be made at the AGM or at an Extraordinary General Meeting called for this purpose.

SUMMARY OF BASIC RULES

9. No player shall play for more than one team.
10. Dress shall be grey trousers/skirts and white tops.
11. Regulation type bowling shoes shall be worn.
12. Players not correctly attired may be barred from taking part in a match on request from the opposing team. Such request must be made BEFORE the match is scheduled to start.
13. The home club should supply light refreshment after a game, where possible.
14. Matches shall be played on a Roving Jack basis.
15. Minimum jack length shall be 19metres and maximum 37metres.
16. Games shall be played as 3x three wood triples over 16 live ends unless abandoned or curtailed under rule 47.
17. The jack must be at least 2metres from the edge of the green after casting or moved out to 2metres.
18. Jack or wood in ditch are dead.
19. An end shall be re-played if the jack is ditched.
20. A player's wood must be within 2metres of the jack to be counted.
21. 4 points shall be awarded to the winning team and 2 points to each winning block, a total of 10 points to be shared.
22. In knock-out cup matches, games which are level after 16 ends shall be settled by all blocks playing extra end(s) until a clear overall winner is established.

RULES OF PLAY

MAT

- 1) On commencing the game, the mat must be placed by the lead player before the jack is cast.
- 2) The mat must not be moved until the last bowl of the end has been played. If it is moved before the end is completed, it must be replaced as near as possible to its original position before play is continued.
- 3) At change of ends, the mat must be placed within one metre of the spot occupied by the jack at the finish of the previous end.
- 4) If the jack is struck off the green before half the bowls have been played, the played bowls must be returned and the jack re-cast, by the original lead, from where the mat lies. Otherwise, the mat must be placed one metre from the edge of the green adjacent to where the jack was struck off, and the end replayed.
- 5) A player retains possession of the mat until the bowl delivered ceases to run and must then immediately relinquish possession.

JACK

- 6) A mark of not less than 19 metres and not more than 37 metres must be set. No mark may be less than 2 metres from the edge of the green and the jack must be moved out 2 metres if it finishes less than this distance on the original cast.
- 7) If the player who has cast the jack fails to set a mark as defined in rule 6 then the opposing lead must make an attempt.
 - a) Sides will make alternative casts until an acceptable mark is set.
 - b) The side which had the right to deliver the first bowl shall retain that right.
- 8) If the jack in its original course, is impeded in any way or stops in the land of other players it shall be recast.
- 9) If jacks from two matches are cast near the same spot, the one that first stops shall remain and the other must be re-cast.
- 10) When the jack is cast parallel with an edge of the green, the mat and jack must be at least four metres from that edge.
- 11) If the jack is displaced by:
 - a) A bowl or jack from another block
 - b) Or any other exterior cause
 - c) Or taken up by one of the other sides whose bowl was nearest to it before the last bowl of the end shall be declared void.
- 12) If a player strikes the jack with a bowl and the jack then hits any other player, or the bowl or jack of another block, the end shall be declared void. If it hits a bowl or bowls of the head being played it must remain where it stops and the bowl nearest to it at the finish of the end shall score.
- 13) Whenever the jack is struck off the green the end shall be declared void.
- 14) If a player touches or turns the jack for the purpose of claiming the end before their opponents have played their last bowl, or before they have conceded the counting bowls, the end shall be declared void.
- 15) If it becomes so dark that the jack cannot be clearly seen from the mat, a player may request that a light or other distinguishing mark may be placed near the jack's position.

BOWLS

- 16) Each player shall use only one set of bowls during a game, and they shall not be changed during the course of a match without consent of the opposing team. Circumference of a bowl must not exceed 42 cms. nor the weight 1.6 kgs. Bowls with less than number 3 bias are prohibited in NCBA affiliated competitions.
- 17) At the point of delivery of a bowl the player must have a part of one foot on or over the mat. Any bowl not so delivered must be re-bowled, and on a second offence removed from the green.
- 18) After delivering a bowl a player may not follow it up the green in such a manner as to impede the sight of it from the opponent. If, after caution, the action persists, the opponent shall have the option of completing the end or declaring it void.
- 19) If a bowl is played before the jack comes to rest, it must be taken off the green.
- 20) If the first bowl of an end comes to rest before the jack position is challenged, then play shall proceed.
- 21) If a player bowls out of turn, the opponents may stop the bowl during its course and cause it to be replayed in the proper order or allow it to remain where it comes to rest. If it has moved either jack or bowls the opponents may declare the end void.
- 22) If an opponent's bowl is played in error, it may be stopped during its course and replayed using the correct bowl. If it has reached its destination the correct bowl if requested by the opposing side must replace it.
- 23) If a bowl played whilst the preceding bowl is in motion, it shall be removed from the green.
- 24) If a running bowl is impeded by an opponent or outside agency before it reaches the jack, it shall be replayed. If the player, or a partner impedes it, it shall be removed from the green.
- 25) If a running bowl is impeded by a player, or partner, after it has passed the jack, it shall be removed from the green.
- 26) If a still bowl is displaced by an opponent or outside agency, it shall be replaced as near as possible to its original position.
- 27) If a still bowl is displaced by a player or partner, it shall be removed from the green, or replaced as near as possible to its original position, as the option of the opposing team.
- 28) Before delivering a bowl, a player may, on obtaining opponents permission, mark and remove a bowl belonging to another set of players if it is likely to obstruct play. Alternatively, the bowl may be lifted to prevent a running bowl from striking it, before replacing it in the same position.
- 29) If a player takes up or removes any bowl to give advantage to the player's side, all shots then counting to the offender's side shall be forfeited. Should opponents be laying shoots, these shall count, and the end declared complete.
- 30) A player may attempt to block an opponent's line but if the blocking bowl finishes less than 14 metres from the mat, it shall be removed from the green.
- 31) Bowls played or struck off the green or prevented from going off by resting against an outside agency, shall not be scored. Where the boundary is a line, a bowl with any part touching the line shall be declared 'dead'.
- 32) No bowl shall count which is more than 2 metres from the jack.
- 33) The player last to play at any end may decline to play the last bowl. If it is admitted by opponents that the side of the player last to play is laying sufficient shots to win the game, the player may decline to play and request that the jack be turned to signify completion of the game. If, by then playing the last bowl, the position of the jack or bowls is altered, the score shall remain as it was before the head was disturbed.
- 34) If the player bowls before the jack has been turned, the head must not be disturbed and any change in position of jack or bowls must stand.
- 35) If a bowl is so played and jack or bowls touched by the player or partners before it completes its course, the end must be declared void.

MEASURING

- 36) If a bowl, requiring to be measured, is resting on another bowl, or bowls, which prevent its measurement, every attempt shall be made to secure its position before the offending bowl or bowls are removed.
- 37) No measuring is permitted until an end completed.
- 38) Players, when at the end where the jack lies, must not stand within the radius of the bowls as they are played, nor directly behind the jack so as to obstruct the sight of the player.
- 39) When an end is finished, the jack or scoring bowls must not be removed without the consent of opponents, until all shots are counted and agreed. Otherwise, the end may be declared void.
- 40) A player may be instructed by a partner, who must not stand or place any object between the player and jack during the delivery of a bowl.
- 41) No player, unless physically incapable of playing without, shall be permitted to use any stick or other support during play.
- 42) In the event of circumstances requiring two players to compete against three, the leads and skips shall retain their order and the middle player shall deliver three consecutive bowls after the leads have played.
- 43) No player shall compete in more than one game in the same match.

SCORING

- 44) A person may be chosen to keep score and declare it at each end. If no scorer is chosen, the lead, before casting the jack, shall declare the state of the game loud enough for opponents to hear.
- 45) Four points shall be awarded to the team with the highest aggregate score and two points to each block recording the most shots. In the event of the aggregate scores being equal, each side shall be awarded two points. If the scores of a block at the end of the match are equal, each block shall be awarded one point.
- 46) Cup ties shall be won by the team with the greater shots total from the aggregate of all blocks. In the event of a tied score after 16 ends have been completed, an extra end shall be played by all blocks. Should the match score still be level further ends shall be played by all blocks until a clear winner is established.

ABANDONED MATCHES

- 47) In the event of abandonment of matches due to adverse conditions, and provided that all blocks have played at least 12 ends, then the score at twelve ends may be taken as the match result if both teams agree. If the minimum 12 ends have not been played, then the match must be replayed.

RE-ARRANGED MATCHES

- 48) Matches may only be postponed in the event that:
 - a. Abandonment due to adverse weather or green conditions
 - b. If a team is involved in a cup tie which must be played on a fixed date determined by the cup organisers.
 - c. Inability to raise a team may not be used as a reason for postponement and the, the non-offending team will be awarded 10 points and a shot difference of +1.