

BROMLEY INDOOR BOWLING CLUB

LEAGUE RULES

Season 2023 to 2024

(Amended August 2023)

1. INTRODUCTION

All Leagues will play in accordance with World Indoor Bowls Council Laws of the Sport of Indoor Bowls Fourth Edition [Crystal Mark] except where the following local “House Rules” apply.

2. TEAM COMPOSITION

2.1 All players must be fully paid-up members of the Club.

2.2 Teams should register no more than four players for Pairs, six players for Triples and eight players for Rinks.

2.2.1 A team captain ‘standing down’ should seek a replacement from the remaining members of the team but whatever the outcome, must not disband the team.

2.2.2 A member of an existing team would not normally move to another existing or new team in the same league, without prior approval of the League Secretary.

2.2.3 No member of a team may be dropped from, asked or coerced to leave the team.

2.2.4 A member “allocated” to a team, is considered to be a full registered member of the team.

2.3 No registered player can play for more than one team in the same league including acting as a reserve.

2.4 No restriction will be placed on the number of players from the same outdoor club playing in a registerable team, but existing teams cannot be broken up to accommodate such entries or players added to an existing team to exceed the accepted registerable number.

2.5 One player shall act as Captain and be responsible for registering the team.

2.6 Team Captains must ensure that each team member is allocated an approximate equal number of games from the total fixtures. Holiday cover and short-term absence cover up to 3-4 weeks should be by the other team members and only rarely by a reserve.

2.6.1 The captain will ensure that prior to the start of the season each player will receive a copy of the following:-

a). A copy of the team members playing schedule to cover the whole season

b). A copy of the handicapping procedure.

2.7 Application to join a league must be made to the League Secretary either by completing

the form available at reception or contacting direct.

2.8 Where a league match has to be postponed for any reason it can, with the agreement of both Captains, be played at a convenient date prior to the end of the season. Notice of postponement and reason must be passed to the reception desk no less than 24 hours prior to the original match date to avoid being liable for the full rink fees.

If it cannot be rearranged then both teams will be responsible for the rink fees. The team cancelling the match will forfeit the match. Any appeal must be put in writing to the Management Committee.

If a team fails to turn up for a match then that team will be responsible for the total rink fees and will forfeit the match.

3. RESERVES AND SUBSTITUTES

A Reserve is someone who is available to play at short notice and on a short-term basis, if one of the members is ill or unavailable to play and cover cannot be provided by other team members.

3.1 A team may only play one **reserve** in any one game though in special circumstances and on two occasions only per season, it is permitted to play two.

3.2 A **Reserve**:-

- must be taken from the official Reserve/Substitute Availability List **on display, in the sequence in which they are listed**, unless not available or none listed.
 - if taken on without ensuring any on the Availability list are approached first, the match will be awarded to the opponent.
- must not be a registered member of another team in the same league.
 - *If the **reserve** is used illegally the match will be awarded to the opponent.
- may not play skip. * applies.
- the scorecard must clearly show “**RES**” against the reserve’s name.
- the same reserve can only play a maximum of 3 games for any one team during the season.

A **Substitute** is someone who takes the place of a team member to cover for long term absence.

In the event of long term absence or permanent withdrawal of a team member, the team will be deemed to be under strength and the Team Captain may request an additional player, a substitute, who:-

- must be taken from the official Reserve/Substitute Availability List on display, in the sequence in which they are listed. Only in the absence of, or member{s} on the Availability List declining, can a non playing member of that league, be approached and registered with the League Secretary.
 - if taken on without ensuring any on the Availability list are contacted first, the match will be awarded to the opponent.
- must not be a registered member of another team in the same league;

➤ If the **substitute** is used illegally the match will be awarded to the opponent.

- may play skip as a full member of the team.

The scorecard on the first occasion should show “**Sub**” against the new member’s name.

4. PLAY

4.1 All matches must normally be played on the day, time and rink allocated. All green fees must be paid before play commences. **See Rule 2.8 re cancellations.**

4.2 All games are of maximum 18 ends or 2 ½ hours duration for Triples, maximum 21 ends or 2 ½ hours duration for Fours. Pairs will be a maximum of 2 hours.

4.3 Special Rules apply to Australian Pairs and Singles Leagues and are attached to these as Appendices.

4.4 When a Handicap system is in operation;, the rules will be distributed to the players.

4.5 No trial ends will be played - a maximum of one shot will be scored on the first two ends.

4.6 Skips are not permitted to remain at the head whilst the opposing skip bowls, or to follow bowls down the rink except after the delivery of the very last bowl. No visits to the head allowed.

4.7 If a bowl in its original course is interfered with by any individual or a bowl from another rink, the bowl shall be replayed.

4.8 An improperly delivered jack (including where the mat has not been placed correctly) will be placed by the opposing skip to a position of their choice, with the mat placed at his option so that the minimum distance is 23 metres. The original lead shall then play first from the repositioned mat.

4.9 There will be no dead ends. If an end is killed (even if it is the final bowl of the end that kills the end), the Jack will be replaced on the spot on the side the Jack went off the rink.

4.10 If play is stopped due to an emergency/illness the result will stand if seven ends have been played. If less than seven ends have been played Rule 2.8 applies. If a reserve is immediately available, who does not play in that league, the game can continue without penalty.

4.11 A bell will sound **TEN** minutes before each session is due to end. Thereafter no further end shall be commenced. An end will be regarded as having commenced on delivery of the first bowl (i.e. bowl has left the bowler’s hand).

EIGHT minutes later, another bell will sound when unless the final bowl has been delivered (i.e. bowl has left bowler's hand) all players **MUST** vacate the rink, irrespective of the state of play at the time, even if no bowling is scheduled for the next session. No score will be recorded for that end.

4.12 Skips shall collect score cards from reception before the match after paying the team's green fees. It would be helpful if forenames as well as surnames are entered under the appropriate team letter.

At the end of the game the losing skip should sign the card and the winning skip place it in the appropriate box.

No card no score will be enforced.

5. UNDER STRENGTH TEAMS

5.1 When a team fails to attend for a game or there is a failure to re-arrange a postponed match, the defaulting team / cancelling team shall forfeit the match and their opponents awarded TWO points and TEN shots

5.2 In a match with one player short, both teams will play as follows:-

Triples - Full Team:	All players three bowls each	– 9 woods
Short Team:	Both players four bowls each	-- 8 woods
	There is no reduction in their score	

Fours - Full Team	No change	– 8 woods
Short Team	Lead & No. 2 - 3 bowls each.	
	Skip - 2 bowls.	Total – 8 woods
	25% reduction in score	

5.3 However, if a player arrives **within 15 minutes** of the designated starting time and before the commencement of the **third end** the player may participate in the match with no adjustment being made to the score.

6. OTHER MATTERS

6.1 Position of the teams in the Leagues shall be determined by their total points on the basis of:-

A win = 2 points and a draw = 1 point.

In the event of a tie on points the position shall be determined by shot difference.

If still equal the team scoring most shots shall take precedence.

6.2 As 'shot difference' and 'most shots' may count in assessing the position of a team in the league, it is not acceptable to end play before the scheduled time unless:-

- with the full agreement of all players in the game; so no penalty applies but if not acceptable, the opponent team wins the game.

- play is stopped due to an emergency/illness of a member in the team– apply 4.10 or 2.8 if appropriate
- a player is advised of a personal situation requiring immediate attention. – apply 4.10 or 2.8 if appropriate

6.3 Where a league has more than one Division, the top 2 teams of the lower division shall be promoted and the two bottom teams of the higher division relegated.

6.4 Infringement of the Club's protocol on members conduct during games will not be tolerated and appropriate action will be taken by the Management Committee.

6.5 Alteration of these rules can only be considered by the Management Committee if received in writing prior to the conclusion of the season for inclusion the following year.

6.6 Any point not covered in these rules shall be subject to final decision by the Management Committee.

6.7 It is not the Committee's intention to rigidly "oversee" these rules. Members are relied to honour them, particularly those appertaining to the use of reserves and substitutes.

6.8 Players should bring concerns to the attention of the League Secretary/Organiser in the first instance.

6.9 In the event that a matter cannot be resolved, or there is a serious breach of the rules, Captains of any team have the right to bring to the attention of the Management Committee in writing with a copy given to the offending team's captain.

The Management Committee's decision will be final.

18/09/2023

BROMLEY INDOOR BOWLING CLUB

AUSTRALIAN PAIRS RULES

2022-2024

2 – 4 – 2

Australian Pairs allows both people on a team to play Lead and Skip.

In the FIRST END of the game the Leads start off with 2 Bowls each.

Then the Skips play their 4 Bowls.

Then the Leads complete the end with their final 2 Bowls.

Thus, the Leads act as Lead and Skip in the same end.

In the NEXT END the roles are reversed.

The Skips playing First with their Two Bowls.

Then the Leads play their 4 Bowls.

Then the Skips complete the End with their final 2 Bowls.

This alternating pattern continues throughout the game.

"Aside from the extra walking, in the Australian Pairs,
the rules are the same as a normal Pairs Game."

18/09/2023

BROMLEY INDOOR BOWLING CLUB

SINGLES LEAGUE RULES

2023-2024

The Season will consist of two league periods of approximately 12 weeks each. After the first period there will be promotion and demotion of players between Divisions, two up and two down. The second league period will then start, and run to the conclusion of the season. Players positions in each Division at the end of the second period will be the final result for the complete season.

Each Division will consist of **8** Players. One game to be played against each member of their division during each period of the season. It is up to both players to mutually arrange when to play and to book your own rinks, the first named player will have choice of rink. As a League, booking of rinks is allowed beyond the normal 7day restriction. If a player drops out of the league for whatever reason, then all the previous results they have played will be removed. Any games not played without good reason will be recorded as NIL points for both players concerned, Final league positions will be taken into account when setting up the next year's leagues.

RULES OF PLAY

The playing format is **SETS** consisting of **TWO** sets of **NINE** ends. If the game is drawn after completing both sets a **THREE** end tie break must be played. The tie break is based on ends won not accumulated points. Points awarded are **ONE** point per set won, or **HALF** a point to each player for a drawn set. Plus, **ONE** extra point for an overall win. In the unlikely event that the tie break results in a draw on a measure on the last end the extra point will be shared, so scoring **ONE AND A HALF** points to each player overall for the game.

All matches are self-administered on the rink, **NO MARKERS** to be used, **NO DEAD ENDS** as the **RE-SPOT** rule applies, this also applies to the tie break ends. If a toucher is agreed it can be nominated or marked as required. All valid live jacks or bowls in the ditch should be indicated. Players may visit the head only after delivery of their first **TWO** bowls.

Before the start of a game a COIN TOSS will decide who has control of the jack and mat on the first end of the first set. The loser of the toss has control of the jack and mat on the first end of the second set. In the event of a tie break another COIN TOSS is required, the winner has control of the mat and jack on the First and Last extra ends, the loser has control of the mat and jack for the Second extra end.

The player in control of the "jack and mat" at the start of the set, and the winner of each end should place the jack and the mat at any position and length of their choice (**not delivered**). Two jacks will be required, one for each end of the rink. Games will start following two trial ends of two bowls each. All other "Laws of Bowls" will apply. Special score cards for these games are available at the reception desk.

On completion of a match please forward details of the result via email or text to Richard Wood **Email: malhamrm@yahoo.co.uk** Mobile 07733365628, and leave the score cards in the league result box.

BROMLEY INDOOR BOWLING CLUB

CLUB LEAGUES SEASON 2023 TO 2024

HANDICAPPING

No handicap will be applied for the first 2 weeks of play.

The handicap system will then operate on the third week based on the league positions after the 2nd weeks game.

The leading team in each league will have a handicap of 1 with the remaining teams increasing by one point in descending order according to their league position.

In the event of a tie on points the position shall be determined by shot difference. If still equal, the team scoring most shots shall take precedence.

The handicaps will be notified on the score cards for each week after the second week and entered on the scoreboard at commencement of play.

As an example, if a league has 8 teams A to H and team A is at home to team H, and team A has the highest points after the second week of the league, and team H the lowest, the scoreboard should read 1 0 8 at commencement of play on week three.

18/09/2023