



PORTSMOUTH AND DISTRICT BOWLING ASSOCIATION

Founded 1925

P&D LEAGUE RULES

(As Approved at the P&D 2026 AGM, held 29th January 2026

All Changes are in Red)

P&D League Rules

Revision Information

Approval Date	Amendments
07/01/2014	<p>The Following Amendments were Approved at the 2014 AGM:</p> <ul style="list-style-type: none"> • The format of the League 'Proper' will be agreed at either a P&D AGM or a Special General Meeting called for that purpose. • Only the winner of Division 1 will receive an Annual Trophy, with all Division Winners & Runners Up receiving Commemorative Plaques to keep. • The new date for postponed fixtures must, where possible, be within 28 days of the original date.
13/01/2015	<p>The Following Amendments were Approved at the 2015 AGM:</p> <ul style="list-style-type: none"> • Process for allowing a Club with more than 1 side in the same Combination Division to be able to transfer player[s] from one side to another. • Clarification of substitution rules in unfinished games. • Adverse weather notifications. • Electronic copies of score cards can be sent to the relevant League Secretary. • Local P&D Ruling that the 2 will keep the scorecard. However the Skip still has to ensure both cards are correct. • Clarification of what is a legal bowl. • Local ruling as to what constitutes a "Dropped" Bowl.
12/01/2016	<p>The Following Amendments were Approved at the 2016 AGM:</p> <ul style="list-style-type: none"> • New Rule added covering teams turning up with less than minimum number of players. • Clarification that games CANNOT be Conceded added.
10/01/2017	<p>The Following Amendments were Approved at the 2017 AGM:</p> <ul style="list-style-type: none"> • That no Division to consist of more than 10 sides. • No more than 4 League Team Players to be used in a Combination team. • Clarification on Clubs wanting to postpone a game. • Clarification on reporting Match results and providing score cards. • New Rule that Captains MUST ensure that player names have been entered correctly.
09/01/2018	<p>The Following Amendments were Approved at the 2018 AGM:</p> <ul style="list-style-type: none"> • Clarification on when a newly Registered Player will be eligible to play in a League or Combination game. • Clarification that once a Club requested player[s] to be De-Registered, then they could not be later Re-Registered by that Club. • Clarification on the Penalty applied with regards to the "45 Player Rule". • Clarification on the mis-use of Substitute Players in restarted Postponed Matches. • Scorecards now to be received by the relevant Secretary within 4 [Four] Working Days of the completion of the match. • Clarification on Player Dress Code.
10/01/2019	<p>The Following Amendments were Approved at the 2019 AGM:</p> <ul style="list-style-type: none"> • The "45 Player Rule" was Dropped. • Clarification on the wearing of Shorts.

P&D League Rules

Approval Date	Amendments
16/01/2020	The Following Amendments were Approved at the 2020 AGM: <ul style="list-style-type: none"> • New Rule laying out the fact that ALL P&D League games are played according to the Laws of Bowls, with Local Variations. • Clarification on the use of Substitutes was added. • Clarification on using more than the valid Number of Substitutes in restarted games was added.
13/01/2022	The Following Amendments were Approved at the 2022 AGM: <ul style="list-style-type: none"> • Clarification that Registered Bowlers under the Age of 18 wouldn't be charged a Player Capitation Fee. • Clarification that the P&D Rule about Shorts are now in line with those announced by Bowls England in 2021.
26/01/2023	The Following Amendments was Approved at the 2023 AGM: <ul style="list-style-type: none"> • The Penalties for a Side Conceding a Game were amended.
08/02/2024	The Following Amendments were Approved at the 2024 AGM: <ul style="list-style-type: none"> • League & Combination Games are Now Played Over 18Ends • Extension to the Time when Match Result had to be with the Relevant Secretary
30/01/2025	The Following Amendments were Approved at the 2025 AGM: <ul style="list-style-type: none"> • Rule 5.2.5: The Number of Games a player can Skip in the League before becoming Ineligible to Skip in the Combination League now based on Number of Sides in a League Division. • Rule 8.3: Clarification of the Promotion/Relegation Procedures. • Rule 8.4: Clarification of the Trophies that are Awarded. • Rule 11: Clarification of How A League/Combination Game Can Be Postponed and the Process to Follow. • Rule 13.3: Bringing Dress Code to be in Line with current Bowls England (BE) Guidance.
29/01/2026	The Following Amendments were Approved at the 2026 AGM: <ul style="list-style-type: none"> • Rule 1.2 (Combination League) Added that a Club MUST have a Minimum Number of Players enter Multiple Sides in the Combination League • Rule 4 (Playing Conditions) – Updated to include Use of Groundsheets and Clarification on Mid Game Breaks • Rule 7.4 (Player Substitution) – Amended to Cater for Player having Serious Medical Emergency • Rule 9.4 (Match Start Time) Now Always 6pm, Plus Procedure to follow if a Side Short of Player(s) at 6pm • Rule 10 (Adverse Weather) – Renamed as “Inclement Weather” and Amended to Include Extreme High Temperatures • Rule 12 (Match Results) – Rewritten to: • Include Use of New Match Result Pro-Forma • Updated Responsibilities of Home & Away Sides • Include New Match Outcome Appeal Process, No Need to Record End Time • Rule 13.2 (Dress Code) – Updated to Clarify What a Bowler Must Wear when playing in P&D Games and that Club needs to Register their Dress Code with P&D

P&D League Rules

Table of Contents

1 League Composition	5
2 Joining or Withdrawing from the League.....	5
3 League Structure.....	5
4 Playing Conditions	5
5 Player Registration	7
6 Player Transfer	8
7 League Competition.....	8
8 Division Positions	9
9 League Fixtures	10
10 Inclement Weather	11
11 Match Postponements/Abandonments	11
12 Result Of Matches.....	13
13 Player Regulations	14
14 Three's Up	15
15 Green Fees	15
16 Dropped Bowls	15
17 Any Other Matters	15

P&D League Rules

The P&D Runs the Following Leagues:

- League
- Combination League
- Mid-Week Triples League

These Rules Only Apply to the League 'Proper' and Combination League.

The Mid-Week Triples League has its own set of Rules

NOTE: In the following Rules, Unless Stated Otherwise, the Term "League" Covers League 'Proper' and Combination League

1 League Composition

- 1.1 The League 'Proper' is composed of One Side from each Affiliated Club and comprises of one or more Divisions
- 1.2 The Combination League is composed of one, or more, Sides from Affiliated Clubs. It comprises of one or more Divisions
 - 1.2.1 **If a Club wishes to Enter Multiple Combination Sides, They MUST Have Available a Minimum of 15 Players per Side To Enter More than 1 Side**
- 1.3 No Division in the League or Combination shall consist of more than 10 Sides

2 Joining or Withdrawing from the League

Any Club Wishing to:

- Join the League
- Enter an Additional Side(s) into the Combination League
- Withdraw an Existing Side from any League

MUST Notify the League Secretary, in Writing (via Email is Acceptable), by the 31st October of the Preceding Year

3 League Structure

- 3.1 The Structure of the League 'Proper' will be agreed at the Associations AGM, or any Special General Meeting called for such a purpose
- 3.2 The Structure of the Combination League is at the discretion of the Competition Committee

4 Playing Conditions

- 4.1 All Games shall be Played in Accordance with the Laws of the Sport of Bowls, adopted by World Bowls, the Bowls England (BE) Variations (Bowls Laws), Except where Circumstances make Deviation Necessary (Ref: Rules 11.4 and 16)

4.2 Maximum Number of Ends

- 4.2.1 Matches shall be played over 18 Ends on ALL Rinks

P&D League Rules

4.3 Use of Groundsheets

The Use of Groundsheets is Covered in Bowls Laws C12 (Definition of a Groundsheet) and 6.1.5 (Use of Groundsheets)

At the 2026 P&D AGM it was Unanimously Agreed that Groundsheets Could be Used for ALL P&D League & Competition Matches, as follows

4.3.1 A Club May make Use of Ground Sheets if they Wish to Protect their Green

4.3.1.1 Only Recognised Bowls Ground Sheets Can Be Used

4.3.1.2 One or More Ground Sheets May be Used

4.3.1.3 Can be Used Either from Start of Play Or At Any Time During Play

4.3.1.4 They are to Stay in the Same Position Until the End of Game

4.3.2 If None Available, Match Can Be Abandoned if Wear on Green is Getting Worse

4.3.3 Positioning of Ground Sheet

Please refer to the "Positioning of Ground Sheet" PDF that can be Downloaded from the P&D Website.

It is recommended that Club Secretary's Download and Print Off a Copy and Pin it to their Club's Notice Board for Easy Reference and Use

4.4 Mid Game Break

Bowls Law 32 is Quite Specific in this Area, as follows:

- "No Player must Delay Play by Leaving the Rink of Play Or Their Team Unless Their Opponent Agrees, and then Only for No More Than 10 Minutes.**

At the 2026 P&D AGM it was Agreed that this Rule was to be Applied to ALL P&D League & Competition Matches, as follows

4.4.1 If a Club Wishes to Supply Refreshments for a League Match, then Only if BOTH Captains Have Agreed Can a Mid Game Break Be Taken

4.4.1.1 Maximum Time a Rink Can Leave the Rink for is 10minutes

4.4.1.2 Play MUST Start Immediately Afterwards

4.4.1.3 If the Opposing Rink is NOT Ready to Play 15Minutes After the Mid Game Break was taken, their Opponent Can Claim Victory on that Rink, with a Match Score of Either What it Was When the Break Was Taken Or a 10-0 Win, Whichever is Greater (as per Bowls Laws 32.4.2 & 33.8 & League Rule 11.4.4)

4.4.2 Otherwise Refreshments Can:

4.4.2.1 Either be Taken Post Match

4.4.2.2 Or Supplied at the End of Each Rink so that Players can take them on "the hoof" (i.e. No Stop in Play)

P&D League Rules

5 Player Registration

5.1 Individual Bowler Responsibilities

- 5.1.1 Players MUST be Members of the Club they Represent and Can Play for One Club ONLY during a Season, unless Transferred by Mutual Consent (Ref: Rule 0)
- 5.1.2 Any Player who is a Member of More Than One Club MUST Notify the Secretary of Each Club for Whom He Intends to Play League Bowls BEFORE the Commencement of the Season

5.2 Registration Fees

- 5.2.1 Players under the Age of 18, as at May 1st of the Current Season, will NOT be charged a Player Capitation Fee
- 5.2.2 Players Aged 18 and Over, as at May 1st of the Current Season, will be charged the relevant Player Capitation Fee

5.3 Club Responsibilities

- 5.3.1 All Clubs MUST Forward a List Of Players they Wish to Register to Play in any Match Played under the P&D's Jurisdiction (League, Combination, MWT and Competitions) to the League Secretary prior to the Commencement of the Season
- 5.3.2 Once the Season has Commenced, a Club can Add Additional Bowlers to their List of Registered Players at Any Time by Submitting the Bowler(s) Name to the League Secretary, either by `Phone or Email.
- 5.3.2.1 That Player will then be Eligible to Play in any P&D Matches 2 (Two) Clear Days AFTER His Name has been Registered with the League Secretary.
- e.g. If the Name is received on a Wednesday, the Player will be Eligible from the Following Saturday
- 5.3.3 **The Penalty** for Playing a Non-Registered Player is the **Deduction of 6(Six) Points**
- 5.3.4 **League Skips may NOT Skip in Combination Sides**
- 5.3.4.1 For this Purpose a League Skip is Defined as One Who Has Played As A Skip in a Club's League Side in 25% (Rounded Up) Matches in the Current Season, as follows:
- Side Division: 3 Games
 - Side Division; 4 Games
 - All Other Division Sizes: 5 Games
- 5.3.4.2 **The Penalty** for Infringing this Rule is the **Deduction of 6(Six) Points**
- 5.3.5 **Deregistering Player(s)**
- 5.3.5.1 Should a Club inform the League Secretary that they wish to Deregister a Player(s), then they CANNOT Reregister that Player(s) Again Later in the Same Season

P&D League Rules

6 Player Transfer

- 6.1 During a Season, any Player wishing to Transfer from One Club to Another Shall Make Application to the League Secretary through his old Club Secretary
- 6.1.1 This Application MUST Also State Whether the Player is Clear Of All Financial Liabilities to His Old Club
- 6.2 Should the Club Secretary Withhold his Application Unreasonably, the Player Shall Have the Right Of Appeal to the Association
- 6.3 A Player Transferred to Another Club Shall Not Play in any P&D Match for the New Club Until Permission has been Applied For and Granted by the League Secretary

7 League Competition

- 7.1 Clubs shall play Home and Away Matches with each of the Sides in their respective Division
- 7.2 Each Match will be played as Fours, consisting of:
- 16 Players, in the League 'Proper'
 - 12 Players, in the Combination Leagues
- 7.3 Rinks MUST be Drawn For
- 7.3.1 **NOTE:** Once Drawn, NO Changes can be made in a Player's Position within a Rink UNLESS Due to Illness OR with the Approval of the Opposing Captain

7.4 Player Substitution

- 7.4.1 **If a Player has to leave a Game Due to a Serious Medical Emergency Requiring Professional Assistance, then:**
- 7.4.1.1 Match is to be Abandoned Immediately**
- 7.4.1.2 Relevant Secretary Informed**
- 7.4.1.3 When Match is Restarted, Abandoned Games Restart Rules Apply (Ref: 11.2)**
- 7.4.2 **If a Player has to leave a Game for any Other Reasonable Cause and Cannot Return Within 10 Minutes, then if BOTH Captains Agree, a Player Substitution Can Be Made**
- 7.4.2.1 The Substitute MUST Play In Any Position Other than Skip, and the Other Members of the Rink can Rearrange Their Positions as Necessary (as per Bowls Law 33.4)**
- 7.4.2.2 The Name of the Substitute MUST be Shown On Both Scorecards**
- 7.4.3 If No Eligible Substitute is Available, then:
- 7.4.3.1 The Game Continues with the Number Of Bowls Played by the Rink Playing 1Short Being Made Up by the Lead and Second, Both Playing Three Bowls Singly and in Turn
- 7.4.3.2 At the End Of The Game, $\frac{1}{4}$ of the Total Shots Scored After The Player Left the game, Including Decimal Places, MUST be Deducted from the Final Match Score for that Rink
- e.g. If Player Left after 5 Ends and at that point his rink had scored 6 shots and thereafter they scored another 12, then, at the end of

P&D League Rules

the match, $\frac{1}{4}$ of those 12shots scored (3) is deducted from the Total Match Score

- Thus, Total Shots scored was 18, less 25%deduction 3, gives Final Match Score = 15

7.4.3.3 **NOTE:** If it comes to the attention of the relevant Secretary that this has been broken, then he will call a Council In Appeals meeting to adjudicate on the matter

7.5 Match Points

Each Match will have the following Points Awarded:

7.5.1 Rink Points:

- 2 Points for each Winning Rink
- 1 Point for each Tied Rink

7.5.2 Game Points:

- For League Matches, 8 Points for an Overall Win, 4 for an Overall Tie
- For Combination League Matches, 6 Points for an Overall Win, 3 for an Overall Tie

7.6 Conceding Matches

7.6.1 If a Side Concedes a game to their opponent because they CANNOT field the minimum number of players permissible under the Bowls Laws (12 for a League match, 9 for a Combination match), then the following Match Result will apply:

7.6.1.1 For League matches:

- The Side who have Received the Concession will be awarded:
 - A 20 Shots to Zero Victory
 - 10 Match Points
- The Side who have Conceded the Game will receive:
 - A Deduction of 6 Match Points
- i.e. Match Points will be 10 for the "Winner"; Minus 6 for the "Loser"

7.6.1.2 For Combination Matches:

- The Side who have Received the Concession will be awarded:
 - A 15 Shots to Zero Victory
 - 8 Match Points
- The Side who have Conceded the Game will receive:
 - A Deduction of 4 Match Points
- i.e. Match Points will be 8 for the "Winner"; Minus 4 for the "Loser"

7.6.2 **NOTE:** Either Side Has The Right Of Appeal to the Council In Appeals Committee

8 Division Positions

8.1 The Number Of Points Scored in a Season shall Determine the Position of Clubs in a Division.

8.1.1 The Club with the Highest Number Of Points Being at the Top of the Table

8.1.2 The Club with the Lowest Number Of Points Being at the Bottom.

8.2 Where Points are Equal, the Following Shall Decide the Order in the League Table:

- Best Shot Difference
- Greatest Number of Shots For

P&D League Rules

8.3 Promotion/Relegation

- 8.3.1 The Top Side in the Division will Always be Promoted to the Division above, the Bottom Side Always be Relegated to the Division Below
- 8.3.2 If ALL the Divisions in a League have Less than 8 Sides, then the 2nd Promotion/Relegation spots will be confirmed after a Home and Away Play Off between the Runners-Up in the Lower Division and the Penultimate Side of the Higher Division
 - 8.3.2.1 The Side with the Highest Aggregate Score will be Declared the Winners
- 8.3.3 Otherwise, the Runners-Up will be Promoted to the Division Above; the Penultimate Side will be Relegated to the Division Below

8.4 Trophies

- 8.4.1 The Winner of Each League Division will Receive a Trophy, which MUST be Returned at the End of the Following Season
 - 8.4.1.1 The Division One's Trophy being the "Peter's Bowl"
- 8.4.2 The Winners and Runners Up of Each Division will Receive a Commemorative Plaque To Keep

9 League Fixtures

- 9.1 The Dates for all League Fixtures are determined by the League Secretary and are published in January of each year
 - They will also be listed on the P&D Website.
- 9.2 Matches should normally be played on the Allocated Date, Weather Permitting
- 9.3 Any Club Wishing to Change the Date of a Match should First Contact their Opponents
 - 9.3.1 If a Mutually Satisfactory Arrangement CAN be Reached, the League Secretary MUST be informed At Least 7 days before the Original Date, or, if the Match is Brought Forward, 7 days before the New Date
 - 9.3.2 Should it NOT be possible to come to a Mutually Satisfactory Arrangement, the Club Wishing to Change the Date MUST Refer the Request to the Relevant League Secretary Together with the Reason for Wishing to Change
 - 9.3.3 The League Secretary will decide Whether or Not the Request is Justified and His Decision is FINAL

9.4 Match Start Time

- 9.4.1 **Start Time Throughout Season Shall Be 6pm**
- 9.4.2 **Side(s) Short Of Player(s) at Start Time**
 - 9.4.2.1 If a Rink(s) is a Player(s) Short, that Rink MUST Wait Until they Have a Full Complement before Starting Play (all other Rinks Must Start Play)**
 - 9.4.2.2 If Player(s) has NOT Arrived Half an Hour After Scheduled Start Time (6:30pm) then:**
 - **Either Substitute(s) Can Take their Place – who then becomes the Named Player(s) for that Rink, meaning another Substitute Can Be Used if Required**
 - **Or Rink Has to play 1Short and lose ¼ of Rink Score**

P&D League Rules

9.4.2.3 **Player CANNOT take part in the Game if Arrives After 6:30 BUT Can be Used as a Substitute if Required**

9.5 Rearranged League Matches May Be Played on Any Day of the Week AND by the End of the Season (Ref: Rule 9.6)

9.6 ALL League Fixtures MUST be completed by the End of AUGUST

10 Inclement Weather

Inclement Weather includes Adverse (Bad) Weather (i.e. Heavy Rain, Thunder & Lighting, Hail) and Extreme High Temperatures or Any Combination, by Virtue of Which it is Either Not Reasonable Or Possible to Play.

In Either Case, the Following Applies

10.1 Adverse Weather

10.1.1 **In the Event of Adverse Weather on Match Day, the Home Club Should Check their Green and/or Weather Forecast at Least Two (2) Hours Before the Scheduled Match Start Time and make a Decision on Whether Play Can or Cannot Take Place and Inform their Opposing Captain (by Telephone NOT Email) IF the Game Has to be Postponed**

10.1.1.1 This Deadline is to give BOTH Captains Sufficient Time to inform their players that the Match Has Been Postponed, thereby preventing Unnecessary Travel

10.1.2 **The Home Side MUST Also Inform the League Secretary When a Game has been Postponed**

10.2 Extreme High Temperatures

10.2.1 **If, On Match Day, an Amber or Red Warning has been Issued for the P&D Area by the Met Office and the UK Health Security Agency, then Either Match Day Captain Can Request that the Match Be Postponed, which CANNOT be Refused**

10.2.2 **If the Match has been Postponed, then the Home Side MUST inform the League Secretary**

10.2.3 **Home Club MUST Provide Plenty of Cool Drinking Water for each Rink**

10.2.4 **Players Should Ensure They Wear Hats and Apply a High Factor Sun Cream for their Own Health and Safety**

11 Match Postponements/Abandonments

11.1 Postponing A Match

11.1.1 Once the Season has Started, Games can ONLY be Postponed under the following Conditions:

11.1.1.1 An Unfit Green

11.1.1.2 A National Club Competition

- In this Case, the Match MUST BE Against a Non P&D Club
- They MUST also Inform the Relevant League Secretary of their Need to Postpone for this Reason

11.1.2 If a Club wishes to Postpone a Game for Any Other Reason, they MUST First get the Agreement of the Relevant League Secretary

P&D League Rules

11.1.2.1 **NOTE:** In the Event that that Secretary is a Member of the Club Requesting the Postponement, then the Matter HAS to be passed to the Competition Committee

11.1.3 ONLY on His/Their Say So can the Match then be Postponed

11.2 Abandoned Matches

An Abandoned Match is one that has started and at Least One End has been Completed on each Rink when the Decision is made by Both Captains that the Weather now makes the Game Unsafe for ALL Bowlers

11.2.1 If All Rinks have Not Completed the 1st End at the Time of Abandonment, then the Match is **Deemed Postponed**

11.2.2 When the Match is Re-Arranged, Each Rink will Restart at the End following the One that had been Completed when the Match had been Abandoned

11.2.2.1 e.g.:

- Rink A had played 5 Complete Ends, thus Restarts at End 6
- Rink B had played 4 Complete Ends, thus Restarts at End 5
- Etc.

11.2.3 The Signed Scorecards for Abandoned Matches MUST be Forwarded to the Relevant League Secretary, with Copies kept by Both Sides which are then Used for the Continuation of the Match

11.3 Home Side Responsibilities

In the event of a Match being either Postponed or Abandoned Due to Weather Conditions, it is the Responsibility of the HOME Side to:

11.3.1 Inform the Relevant League Secretary on the Day of the Match, or, at the Very Latest, 10AM of the Following Day

11.3.2 Offer Suitable Dates to the Opposition and Rearrange the Fixture

11.3.2.1 **NOTE:** Rule 9.6 MUST be Strictly Adhered to When Rearranging the Match

11.3.3 Where possible, the New Date for the Fixture MUST be Within 28 Days of the Original Date

11.3.4 The Relevant League Secretary MUST be Informed of the New Date within 14 Days of the Postponement/ Abandonment

11.3.4.1 **The Penalty** for Not Adhering to this is the **Deduction of 4(Four) Points from Both Clubs**

11.3.5 The Council in Appeals Shall Be the Governing Body to Award/Deduct Points for any Unfulfilled Fixture(s) And/Or Take Any Further Appropriate Action

11.4 Restarting Abandoned Matches

11.4.1 When an Abandoned Match is Restarted, the Remaining Ends are to be Played in Accordance with the Bowls Laws, with the following Local Amendments:

11.4.2 A Maximum of 4 (Four) Substitutes may be allowed, with no more than 3 in Any One Rink

11.4.3 However, a Substitute is NOT Allowed to Skip (as per Bowls Law 33.4)

P&D League Rules

11.4.4 Should a Side Break This Rule, then the Opposing Side will be Awarded the Rink Win, with a Match Score of Either What it Was when the Match Was Abandoned or a 10-0 Win, Whichever is Greater (as per Bowls Laws 32.4.2 & 33.8)

11.4.4.1 Should a Side Use More Than the Permitted Maximum Number of Substitutes, then they will LOSE the Match, with their Opponents Being Awarded a 10-0 Win on Each of the Rinks

12 Result Of Matches

12.1 Match Result

12.1.1 **The Result is Decided on the Score AFTER the Maximum Number of Ends, specified in Rule Error! Reference source not found., has been Completed on ALL Rinks**

12.1.1.1 NOTE: A Match CANNOT be Conceded Before that Point

12.1.2 **Must be Recorded on the New Match Result Pro-Forma and Signed by Both Captains as a True Record**

12.1.2.1 A Copy of the Form can be Downloaded from the P&D's Website

12.2 Home Side Responsibilities

12.2.1 **MUST Send Electronically to the Relevant League Secretary BOTH the Match Result Pro-Forma AND Copies of their Signed Score Cards by, at the latest, 6pm of the Day Following the Completion of the Match**

12.2.2 **The Penalty for Failing to Meet this Deadline is the Deduction of 4(Four) Points**

12.3 Away Side Responsibilities

12.3.1 **MUST Send Electronically to the Relevant League Secretary Copies of their Signed Score Cards by, at the latest, 6pm of the Day Following the Completion of the Match**

12.3.2 **The Penalty for Failing to Meet this Deadline is the Deduction of 4(Four) Points**

12.4 Appeal Against Match Outcome

12.4.1 **If an Appeal is to be Made about the Outcome of a Match, then:**

12.4.1.1 Their Opponent Must Be Informed that an Appeal Will Be Made

12.4.1.2 Appeal MUST be Made to the Relevant Secretary by 6pm the Day After the Match Was Completed

12.5 Score Card Responsibilities

12.5.1 After the Rinks have been Drawn and Players Names have been Entered, **BOTH Captains** MUST Ensure that the Names on ALL the Cards are the Same on BOTH Sets of Cards BEFORE the Games Commences, as per Bowls Law 40.1.7.1

P&D League Rules

12.5.1.1 **The Penalty** for Failing to Do So Will Result in the **Deduction of 4(Four) Points from Both Sides**

12.5.2 After Each End has been Completed, Each Skip is Responsible for Recording, on Their Scorecard, the Number Of Shots Scored by Both Sides and Ensuring That Their Opponent's Scorecard Agrees. (As per Bowls Laws 40.1.7.3/4)

12.5.2.1 **NOTE:** As per the Bowls Laws (England Variation), ONLY if BOTH Skips Agree CAN the Maintaining of BOTH Scorecards Be Transferred to Another Player in Their Rink

- o i.e. The Skip of 1 Rink CANNOT Maintain His Scorecard IF the Opposing Rink's Scorecard is Maintained by Another Player

12.5.3 At the End of their Match, Each Skip MUST Ensure that Both Cards Show the Same Result and Then Sign Both Cards, Thereby Showing they have Performed This Check

12.5.4 Finally, Once ALL Score Cards have been Completed and Signed, it is the Responsibility of the Captain of Each Side to Ensure that they Agree the Results of the Match in Terms of Rink Scores, Total Score and Match Points **and Complete Result ProForma (Ref: 12.1.2)**

12.5.4.1 **The Penalty** for Failing this Check is the **Deduction of 1 (One) Point for Each Incorrect Scorecard from Both Sides**

13 Player Regulations

Any Player taking part in a League Match:

13.1 MUST Bowl With:

13.1.1 Either Composite Bowls that bear a Legible Stamp which has an Expiry Date of 1985 or later

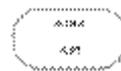
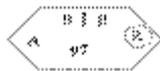
13.1.1.1 These Bowls Can Be Used Until Such Time as their Stamp Becomes Illegible

13.1.2 Or Lignum Vitae Bowls that Bear a Current, Legible Stamp.

13.1.2.1 ALL Lignum Vitae Bowls MUST be Stamped Every Ten (10) Years, thus you MUST get them Restamped as Soon as their Expiry Date is Reached

13.1.3 If you have Any of the following Stamps you will be able to play in Club, County and National Competitions UNTIL you Qualify for National Championship Finals

13.1.3.1 **NOTE:** The Expiry Date on these Stamps MUST be 1985 or Later



13.2 Dress Code

13.2.1 **MUST Wear**

13.2.1.1 Flat Soled Bowling Shoes (as per BE Ruling)

13.2.2 **MUST Be Attired as Follows:**

P&D League Rules

13.2.2.1 All Players Wear their Club's Dress Code Registered with the P&D (as shown on the P&D's Website)

13.2.2.2 Trousers & Shorts MUST be Either Sports Wear or Tailored

13.2.2.3 Shell Suits, Jeans and Shorts NOT Adhering with the Above Regulation (e.g. Cargo Trousers/Shorts) Cannot Be Worn

13.2.3 Clubs MUST Ensure their Members Are Aware of this Rule and Adhere to It

13.2.4 If an Opposing Side Note that a Player is Not Wearing Approved Shirts or Shorts, their Captain MUST bring it to the Attention of His Opposing Captain and also Inform the Relevant League Secretary who will also remind that Club of their Dress Code Responsibilities

13.2.5 If Despite these Warnings a Club is Repeatedly Ignoring this Rule, they are Liable to be Penalised with a Deduction of Two (2) Points per Game after their Second (2nd) and Final Warning

14 Three's Up

The Playing of Threes up in League Matches is NOT Allowed

15 Green Fees

The HOME Side will be Responsible for Payment of Green Fees

16 Dropped Bowls

The Following Local Ruling as to what Constitutes a "Dropped Bowl" is to be Used Alongside Bowls Law C.3 in ALL P&D Games

16.1 Once a Bowl has Travelled MORE than 3 Metres in the Direction of the Jack (i.e. in a Forward Motion), it CANNOT be Deemed to Have Been Dropped, but becomes a "Dead" Bowl

17 Any Other Matters

Any Matters NOT Covered by these Rules Shall Be Subject to the Ruling of the Council in Appeals

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