# PORTSMOUTH AND DISTRICT BOWLING ASSOCIATION COMPETITION RULES 

(as approved at the 2020 AGM
Note - Amendments are in Red)

## 1. Playing Conditions

All games shall be played in accordance with the Laws of the Sport of Bowls, adopted by World Bowls, the English variations (Bowls Laws).
NOTE: There are Local P\&D Amendments to these Bowls Laws which are shown in the Rules that follow.

## 2. Mixed Competitions

1 These Competitions consist of the following:
1.1 Pairs
1.2 Triples
1.3 Fours
1.4 Ivan Robb Memorial

2 Teams playing in these Competitions may be made up from any Club, provided that each player is registered with the Men's or Ladies P\&D.
3 In addition, entries in the Mixed Fours MUST consist of 2 Men and 2 Ladies.
4 The Ivan Robb Memorial is for a Club's Secretary, Treasurer or Both.

## 3. Fees

1 Competition Entrance Fee
1.1 Entry for the Ivan Robb Memorial is Free.
1.2 For all other P\&D Competitions, the Entry Fee is determined by the Executive Committee of the Association.
2 Match Fees
2.1 In the Rowland Cup, the Home Club pays the Green Fees.
2.2 In all other P\&D Competitions, it is the Loser of the game who is responsible for paying the Green Fees.
2.2.1 NOTE: The maximum that a Club can charge a Loser is $£ 3.00$ per player.
NOTE: The Green Fees of the Semi-Finals and Finals for all P\&D Competitions are covered by the P\&D.

## 4. Competition Draw

1 The Draws will be made on the Saturday following the closing day for entries.
2 Dates on which rounds are to be played, or by which they are to be completed, will be set by the Competitions Committee.

## 5. Men's Fours and Triples

The Men's Fours and Triples matches will be played on Fixed Days, as set by the Competitions Committee.

- NOTE: These matches MAY be played prior to the Fixed Date, but ONLY by Mutual agreement between the Teams involved.


## 6. Constitution of Teams and Player Substitution

1 In all Competitions, the Entry need contain only One Name.
1.1 That Named Entry shall NOT play in any other Entry in that particular Competition.
2 The Players taking part in the First Game of the respective Competition shall constitute 'The Team' for the remainder of that Competition.
3 One additional and the same player may be used as a Substitute at any time providing he/she has not already played in that Competition.
4 The Named Entrant of a Team CANNOT be a Member or a Substitute of any other Team in the same Competition.
5 Substitute Player:
5.1 If the Substitute Player plays in Future Rounds, then He/She MAY play in any Position.
5.2 If the Substitute Player plays in a Game which has had to be recommenced due to bad weather, then he/she CANNOT Skip (as per Law 33.4 of the Bowls Laws).
5.3 During a game, if a player has to leave the green during a game due to illness or some other reasonable cause and they cannot return within 10 minutes, then, if both Skips agree a player substitution can be made.
5.3.1 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).
5.3.2 The Name of the Substitute MUST be shown on both scorecards.
5.3.3 NOTE: If it comes to the attention of the Competition Secretary that this has been broken, then he will call a Council In Appeals meeting to adjudicate on the matter.
5.4 If no eligible substitute is available, then the defaulting team will forfeit the game to their opponents (as per Bowls Law 33.6).

## 7. Match Arrangements

1 The First Named in the Draw shall be the Challenger and shall have the choice of the Green and rink to which he belongs.
2 If either the Challenger or the Opponent belongs to two or more Clubs, the Green shall be that of the Club for whom they play League Bowls (Ref Rule 2).
3 Offering of Dates
3.1 Except where a Specific Date has been fixed for the playing of a round, the Challenger shall:
3.1.1 Either, in the case of their 1 st game in the competition, Fourteen Days prior to the Completion Date for that Round;

### 3.1.2 Or, in all other cases, within $\mathbf{3}$ days of having being informed of their new opponent;

3.2 offer Three dates, one of which MUST be a Weekend (Sundays included), within the period allowed, neither of which shall be a Fixed County or P\&D Competition Date, although ties may be played on these occasions by Mutual Agreement.
3.2.1 The Time for the commencement of a tie shall be Mutually Agreed, but no Competitor shall be compelled to accept a starting time earlier than:
3.2.1.1 $\quad 6.00$ pm Monday-Friday
3.2.1.2 2.00 pm on Saturdays or Sundays
3.2.1.3 AND no later than 6.30 pm on any day.

4 Failure to Comply with Rule 7.3 will result in the Challenger Forfeiting all privileges as such.
5 If, Four days after of the New Draw being published/notification, the Opponent has not been contacted by the then Challenger, he/she can apply to the Competitions Secretary to become the Challenger.
6 If permission is granted, the new Challenger shall proceed to comply with the aforesaid conditions as if he were the original challenger.
7 Any opponent must accept one of the dates offered, or communicate with the Challenger within three days of the receipt of the Challenge.
8 Failure to comply or come to a mutual agreement will result in the tie being awarded to the then Challenger, provided the facts are reported to the Competitions Secretary.
9 No extensions will be allowed without prior approval of the Competitions Secretary.

## 8. Match Results

1 The Winner of a Tie MUST inform the Competition Secretary of the result as soon as possible after the game has been completed or, at the latest, by 10am the next day.
2 The Winner of each round is also responsible for ensuring that BOTH Scorecards from the tie are received by the Competition Secretary within 4 (Four) working days of the match.
2.1 An Electronic copy of the signed score card(s) is acceptable.

3 In the event of the Winner being given a Walkover by his Opponent, then a Scorecard(s) MUST still be sent in containing the Names of the Winning Team that would have played in the Conceded Game.
4 All Scorecards MUST show:
4.1.1 The name of the Competition to which they refer;
4.1.2 The Date the game was played;
4.1.3 The Names of ALL of the Competitors who took part;
4.1.4 Be duly signed by both Players or Skips (as the case may be);
5 Failure to comply with any of the above will lead to the elimination of both sets of Competitors from the relevant Competition.

## 9. Disqualification/Forfeiture

1 Failure to Comply with the Dates Fixed for the Competition in any round will entail disqualification unless decided otherwise by the Competitions Committee.
2 Any Competitor failing to appear on the green within thirty minutes of the agreed time for the commencement of the game will forfeit the right to further participation in the competition, unless adequate reasons for his failure are given in writing to the Competition Secretary within 24 hours of the fixed date for the Competition.

## 10. Right of Appeal

Any Competitor disqualified by the Competition Secretary has a right of appeal to the Council in Appeals, provided such appeal is lodged in writing within 3 days of the Notice of Disqualification.

## 11. Semi-Finals and Finals

All Semi Finals and Finals of these Competitions will be played on greens selected by the Competitions Committee, who will make all the necessary arrangements.

## 12. Player Eligibility

1 Players taking part in the Rowland Cup or Champion of Champions Competitions MUST be Members of the Club for whom they are Registered with the P\&D.
2 Failure to Comply with this Rule will Disqualify Clubs and Players from the Competitions.
3 Players who Transfer Clubs during the season are eligible to play for their New Club in the Rowland Cup, PROVIDED they have not played in earlier rounds for their Previous Club that Season.

## 13. Bowls and Dress Code

All players in P\&D Competitions MUST ensure that the Bowls they use and their Dress Code on the Green is in line with P\&D League Rule 12 - Player Regulations.

NOTE: For the P\&D Competition Semi-Finals and Finals and in ALL rounds of the Champion of Champions Competition, Whites are to be worn below the waist.

## 14. Rowland Cup

1 This is a Four Rink Competition of 21 ends, all playing on the same green.
1.1 A match CANNOT start until both clubs have Sixteen Bowlers ready to play.
1.2 If after 30 minutes of the Official Match Start Time a Club does not have all 16 players, then their Opponent will receive a Walk-over.
2 Prior to commencement of the match, the Captains shall decide which rink will play the extra end or ends, until a result is achieved in the event of a tied match (e.g. Rink 3 will play extra ends).
2.1.1 This will be a Rink Number and NOT a Nominated Skip.
2.1.2 THIS IS TO BE AGREED BEFORE THE CARDS ARE MATCHED.
3 The Draw for the 1st Round of this Competition shall be made at the April P\&D Executive Meeting. The Draw for Subsequent Rounds will be made after the Previous Round has been Completed.
3.1 Should the Draw have Clubs who Share Greens at Home in the Same Round, then the 1st Club out of the "Hat" will play on the Official Date for that Round, the other Clubs will need to play on the Weekend Before that date.

## 15. P\&D Champion Of Champions Tournament

The P\&D Champion Of Champions Tournament is open to the winners of all the Affiliated P\&D Club's Men's 4-Wood Singles Competition.

- The Tournament takes place over a weekend in early September with the Tournament Draw being made on the Saturday Morning once all Club Champions have registered.
- Saturday's matches will cover games up to the Semi-Finals, with the Semis and the Final being played on the Sunday.
- Dress Code is White or Club Shirts, White Trousers or Shorts - as long as the Shorts conform to the P\&D Dress Code, as laid out in P\&D League Rule 12b.
- Club Champions should make every effort to bring a Marker with him.


## 16. Score Card Responsibilities in Fours (Rink) Games

1 The Skip of each rink is responsible for ensuring that the names of all the players of BOTH teams are correctly entered on BOTH sets of Cards (As per Bowls Law 40.1.7.2).
2 After each end has been completed, the Skip is also responsible for recording on the scorecard the number of shots scored by both teams and ensuring that the opponent's scorecard agrees (as per Bowls Laws 40.1.7.3/4).
2.1 NOTE: As per the Bowls England variation, ONLY if BOTH Skips agree can the maintaining of the scorecard be transferred to another player in their rink.
3 At the end of their match, each Skip MUST then ensure that Both Scorecards show the same result and then sign both cards, thereby showing they have performed this check. They MUST also record the time the game finished on the card (as per Bowls Law 40.1.7.5).

