

# LEAGUE RULES

1. Any person playing in the league shall be a member of the Club.
2. All league matches, with the exception of the Men's Tuesday evening League, shall be played in accordance with the RULES FOR TWO HOUR MATCHES, except where otherwise stated. The Men's Tuesday evening League shall be played to the normal rules of bowls, with a maximum of 21 ends within a 3 hour time limit, but Rule 6 below shall apply.
3. In all leagues each team shall have at least **six** playing members. Additional players may be introduced to the team during the course of the season, but shall not have played, or been registered, in any other team in either division of that league.
4. An open league team shall be either single or mixed gender.
5. A league match may not be postponed by either team. Should a team fail to attend by 15 minutes after the scheduled start time of a match, the game will be conceded to the non-offending team and 2 league points plus 10 shots awarded. The defaulting team shall be responsible for the whole cost of the rink, including the opponents' share plus a £1 administration fee.
6. In a **RINKS** game only, when a team is 1 player short, the game shall proceed but:
  - 6.1 In the defaulting team, the number of bowls shall be made up by the Lead and Second player, playing 3 bowls each, and
  - 6.2 **One fourth** of the total shots scored by each team comprising 3 players shall be deducted automatically from their final score, when the match results are entered into the league tables. ( **fractions shall be taken into account**).
  - 6.3 Where both teams are 1 player short, Rule 6.1 & 6.2 shall apply.
  - 6.4 The start time of a game may be delayed by up to 15 minutes during which time a late player may join his/her team. **After this time a late player may not join the team** and the game shall proceed as in 6.1 & 6.2 above.
  - 6.5 Should a team repeatedly play with 1 player short, a warning shall be given by the League Secretary to the offending team captain.  
**Further occurrences will be dealt with by applying penalties as in Rule 5 above.**
7. In a **TRIPLES** game, when a team is 1 player short, the game shall proceed, but:
  - 7.1 In the defaulting team, the lead and skip shall play four bowls each. The team with 3 players shall play as a normal triple (i.e. each player shall use 3 bowls each).
  - 7.2 The team that wins the end will place the mat and deliver the jack, **however**, the team with 3 players shall always play the first bowl regardless of who won the previous end, this will ensure alternate bowls are played throughout the game.
  - 7.3 The team with 2 players will have to manage the changeover positions accordingly.
  - 7.4 **One fourth** of the total shots scored by each team comprising 2 players shall be deducted automatically from their final score, when the match results are entered into the league tables. ( **fractions shall be taken into account**). If a team plays with 2 players on more than two occasions, the forfeit will be **half** of the total score for ALL depleted games that they play thereafter.
  - 7.5 Where both teams are 1 player short, Rule 7.1 & 7.2 shall apply.

- 7.6 The start time of a game may be delayed by up to 15 minutes during which time a late player may join his/her team. **After this time a late player may not join the team** and the game shall proceed as in 7.1 & 7.2 above.
- 7.7 Should a team repeatedly play with 1 player short, a warning shall be given by the League Secretary to the offending team captain.  
**Further occurrences will be dealt with by applying penalties as in Rule 5 above.**
8. If play is stopped due to an emergency outside the control of the Club, the result shall stand if 5 or more ends have been played. If less than 5 ends have been played the match shall be deemed cancelled and no league points or shots will be awarded to either team. However, if the stoppage is only temporary and the game is resumed and completed then the final score shall stand.

## LEAGUE NOTES

Each team has its own scorecard for recording the result of each end played.

Initials and surname of players in your team must be entered on the LEFT-HAND side of the scorecard, and the names of the opposing team on the RIGHT-HAND side.

It is advisable to compare scorecards regularly during the game, so that any discrepancies can be corrected at an early stage.

When signing the scorecard at the end of the game, please check that all details are correct - this will assist greatly the League Secretary in determining the result thus ensuring accuracy in the compilation of the League Tables. At the end of a match, **both skips shall be responsible for checking that the two score cards tally** and, after signing them to that effect, for putting them in the rack provided for that purpose, at the end of each game.

Any queries regarding the accuracy of the published League Tables should be directed, in writing, to the League Secretary.

Owing to the high cost of indoor jacks, the skips shall be jointly responsible for returning the jack to the Green Steward, and may be asked to reimburse the Club in the event that it is lost due to their neglect of this requirement.

## LEAGUE POINTS

1. Two points will be awarded for a win and one point each for a tie.