

Basic Rules For Triples Spring & Autumn Leagues
Each team selects which players drop out each week
Cost 50 pence per match

1. Play will be for TWO HOURS – If Jack centred the end to be completed
2. All matches to be played on Monday Afternoons – 2pm start
3. NO Trial Ends
4. 2 pts for a win, 1 point for a Draw - Only one Score Card need be used
5. Three Woods each player
6. Play generally in accordance with World Bowls - “Laws of the Sport of Bowls” – Crystal Mark Edition
7. If a full team cannot be fielded, you must recruit a RESERVE to complete the team
from
 - a) Any Club Member not already in a Team.
 - b) Any ‘Stand Down’ player from another team in the league.
 - c) The Reserve cannot play as **SKIP**
 - d) The Reserve cannot play against his/her own team
 - e) If a full team is not fielded -25% of their total score to be deducted

Also the FULL TEAM to have FIRST wood on EVERY end AND 9 woods V 8 woods

8. RINK NUMBERS will be drawn from the Bag **each week** and allocated in the match order shown on the fixtures i.e. 1st Fixture match on 1st drawn rink,
2nd Fixture match on 2nd drawn rink, ETC,
9. Home Team on the card has the Mat
10. In the event of a DEAD end -2 shots given to the opposition