

Loddon Vale Indoor Bowling Club

Club Rules



Basingstoke Leisure Park

Churchill Way West

Basingstoke Hants

RG22 6PG

Tel 01256 356507

www.lvibc.co.uk

Affiliated to: - EIBA, HCIBA, HCWIBA & L&S CIBA

Rules for Use of the Green

Sept 25 v1

Contents

	Page
Rules for the Green	
1. Dress	3
2. Booking of rinks	3
3. Change over between sessions	3
4. Movement on rinks	3
5. No Smoking	3
6. Consumption of food & drink	3
 League Rules	 4-5
 Club Competition Rules	 6-7

1. Dress

- a. Below the waist – Black, tailored trousers/regulation skirt/cropped trousers/EIBA bowls shorts/EIBA trousers.

(Jeans, leggings, tracksuits or cargo pants are NOT permitted).
- b. Above the waist – Plain white top with collar and sleeves/Club shirt/EIBA approved bowls shirt.

Club registered jackets or cardigans/plain black jacket/plain white jacket.
- c. Competition games of more than one player will require all team players to wear the same colour.
- d. Only regulation bowling shoes with flat rubber soles may be worn on the green. Bowls sandals may be worn at owner's risk. To protect the carpet from damage by dirt introduced from outside, members must not enter the building wearing their bowling shoes. If you take a break from the green and go outside the door you must wear the overshoes provided except for an emergency evacuation.
- e. The above dress restrictions shall not apply for all roll-ups Monday to Friday 10.00am to 6.00pm. Jeans can be worn during these periods only. At these times the only requirement is for regulation bowling shoes to be worn.

All Roll-ups at the weekend and evenings require dress code to be worn.

2. Booking of Rinks

A rink may be reserved not more than 10 days in advance via Bowlr, except when National or Club Competition rules apply. League bookings may be moved to accommodate National or County competitions, but shall not be moved for Club competitions (other than during finals week). The Bowls Committee has the right to reserve a rink or rinks at any time for special purposes.

3. Change Over Between Sessions

There is no interval between sessions. A buzzer will sound 5 minutes before the end of the session, after which no further ends may commence. If the Jack has been cast (ie left the hand but not necessarily come to rest) then the end shall be completed. On no account should the jack be delivered after the buzzer has sounded.

4. Movement on Rinks

To minimise distraction to players on adjacent rinks, movement between ends should, as far as possible, be along the centre of the rink. Please do not spend too much time discussing the head as you change ends. Should a game be completed with the bowls at the far end of the green, the bowls should be carried back to the other end. No running is permitted on the green.

5. No Smoking

Smoking or vaping is not permitted within Loddon Vale Indoor Bowling Club. If you wish to smoke during a session, you must change from your bowling shoes or wear overshoes and leave the building.

6. Consumption of Food and Drink

The consumption of food and drink is restricted to the lounge and dining areas only. No drink may be carried on to the playing surface. No food is allowed on the tables at the end of each rink. Wrapped sweets are permitted.

League Rules

1. All players in the league shall be members of Loddon Vale Indoor Bowling Club.
2. The following rules shall apply as appropriate to the registration of players of all leagues.
 - a. Each team shall appoint a captain and they shall be responsible for the registration of all their team players.
 - b. It is recommended that rink teams have a minimum of 6 players and a maximum of 10 players. Triples teams should have a minimum of 5 players and a maximum of 8 players. Pairs teams should have a minimum of 4 players and a maximum of 6 players.
 - c. In 'mixed open' leagues, any combination is permitted.
 - d. Should a team be withdrawn during the course of the season, at the League Secretary's discretion, the players may join another team.
3. A team may, rather than play one short, play an unregistered player or a player currently registered with another team in the same league, or in any other division of that league, provided they are not a member of the opposing team, unless mutually agreed. Any disputes must be made in writing to the League Secretary within 24 hours. The 'substitute' player shall not skip the match.
4. Except for full game leagues, all league games will last for two hours.
5. In all league games, the jack shall be delivered, not placed. If a jack is delivered outside the confines of the rink, the opposing skip shall place the jack and may also have the mat repositioned. If during play a jack is put out of the rink, in a two hour league game, it will be re-spotted and during a full game the end will be replayed.
6. Except for full game leagues, skips are not allowed to remain at the head whilst the opposing skip bowls and no member of the team may follow bowls down the rink or visit the head.
7. If a team is unable to fulfil a fixture the league game can be postponed. The captain must inform the opposition captain as far in advance as possible and the team captains must mutually agree a new date and book a rink within 2 weeks of the originally scheduled date. If a new date has not been fixed the League Secretary may fix a date. If the game cannot be played on this date then 3 points and 6 shots will be awarded to the team who did not postpone the original game.

Should a team fail to attend without the opposition having been notified, 3 points and 6 shots will automatically be awarded to the opposing team unless the game has been played by mutual agreement within 2 weeks.

In both cases the League Secretary MUST be informed.
8. League Matches
 - a. Involving rinks – when a team reports with only 3 players and a sub cannot be found, they shall play 3 against 4 and lose 25% of their final score. In the team of 3, the Lead and number Two will have three woods, with the Skip having only two.
 - b. Involving triples – when a team reports with only two players, either the team with 3 players shall have 3 woods each, the team with 2 players will have 4 woods each with the team that wins the end placing the jack and the team with 3 players bowls first and last and there is no deduction in score or a pairs game can be played by mutual agreement.
 - c. Late arrival of players. Players may join the match up to 2 ends after the start without penalty.
9. If play is stopped due to an emergency, the result will stand if 5 or more ends have been played.

10. A buzzer will sound 5 minutes before the end of the session, after which no further ends may commence. If the jack has been cast (ie left the hand but not necessarily come to rest) then the end shall be completed.
11. Matches are to be played on the date, at the time and on the rink appointed on the league fixture sheet. Excluding rule 7 games.
12. All green fees must be paid before the match commences.
13. Displacement by a bowl from an adjoining rink – a bowl or jack, at rest on the rink, if in danger of being moved by a bowl from an adjoining rink, may be lifted by the marker or any player at the head to allow the neutral bowl to pass, and then be replaced, provided such action would not influence the outcome of the head so moved.
14. In the event of a team withdrawing from a league before completion of its fixtures, the results and scores shall be deleted from the league tables.
15. A Green Steward's rota will be displayed on the league fixture sheets. This rota will nominate the Green Steward by their team name. Stewards are to collect rink fees and distribute score cards before the commencement of the game. Rink fees should be passed to the Bar Staff or if not in attendance, placed in a capsule with league details and put in the Shute on the floor in the cabin.
16. Scoring system – points awarded are 3 for a win, 1 for a draw and 0 for a loss or bye. In the event of an equal amount of points at the end of the season, the league winners will be decided on a shots for and against basis.
17. There will be no trial ends in 2 hour leagues. In full game leagues, players may play trial ends (if they wish).
18. All team captains or their deputies are responsible for placing their scorecards in the appropriate box after the game. Failure to do so may result in loss of points. The League Secretary, or their assistant, shall collect the score cards from the above box in order to compile the results and league tables. League tables and results will be available on Bowlr on a regular basis.

Club Competition Rules

1. All entrants must be full members of Loddon Vale Indoor Bowling Club.
2. Players taking part in the first game shall constitute the team. After the first game one substitute may be used in a team in single sex and open competitions; in mixed competitions one male and one female substitute are permitted in the competition but only one of the substitutes may play in an individual game. Substitutes must not have played in any other team in the relevant competition. If a team concedes its first match the players named on the entry form shall constitute the team and shall be deemed to have played in the competition. Substitutes may play in any position (except in Drawn Triples and Drawn Fours. See rule 2b). The Competitions Secretary must be advised within 24 hours of any substitution made and the scorecard must clearly identify the substitute used.
 - a. No substitutes are permitted in Drawn Pairs.
 - b. One substitute is permitted in Drawn Triples and Drawn Fours. The substitute will be of the team's choice but is not allowed to skip.
3. All rounds of all four wood singles and two wood singles competitions will be played to 21 shots with two trial ends. There are no restrictions on visiting the head.
4. All rounds of the Men's and Ladies' Pairs, Men's and Ladies' Triples, Men's and Ladies' Fours, Men's Over 60 Two Wood Triples, Ladies' Two Wood Triples and Four Wood Mixed Pairs shall be played over 18 ends with a 3 hours 30 minutes time limit. The time limit does not include trial ends.
5. Drawn Competitions and Australian Mixed Pairs shall be played to the 2 hour session timer, except in the semi-finals and finals which shall be full games of 18 ends.
6. The Two Wood Pairs will be the best of two nine end sets.
 - a. Teams will toss for the choice of mat at the start of the match and the loser of the toss will have the choice at the start of the second set.
 - b. The winner of each set shall be the team with the most shots after nine ends. If at any point it becomes impossible for a team to win or tie the set with the number of ends remaining then the set will be won at that point.
 - c. If the scores are level after nine ends the set shall be tied.
 - d. A tied end shall count as one of the nine ends. Dead ends do not count as one of the nine ends and shall be replayed.
 - e. If the match is tied at one set each or two tied sets then a three end tie breaker shall be played.
 - f. Teams shall toss for the choice of mat for the first end of the tie breaker. Thereafter delivery of the jack shall alternate (except after a dead end).
 - g. The winner of the tie break shall be the first team to win two ends, the number of shots per end will not be counted.
7. In games played to a two hour time limit players may not visit the head. In games played over a fixed number of ends players may visit the head as often as they wish.
8. In games played to a two hour time limit the jack shall be re-spotted if it leaves the rink. In other games dead ends shall be replayed.

9. In a full game, where a tie exists at the end of the game an extra end shall be played. In time restricted games where a tie exists at the end of the game the team having won the most ends shall be the winner. If there is a tie on ends then the penultimate end score will be used.
10. The player(s) who appear first in the round of the competition will be the challenger(s).
11. It falls to the challenger, not less than 14 days before the relevant "play by" date¹, to offer at least two dates for playing the tie (one of which shall be a weekend and one a weekday evening) except where fixed dates apply. Should the challenger fail to do this then the opponent becomes the challenger and must offer dates. If the original challenger does not accept, the opponent goes through. Failure to offer dates by both challenger and opponent will result in both being disqualified.
12. If an opponent already has a national / county / club competition confirmed for the offered date and time, or has been selected for an inter club or inter county representative competition (Wessex league, Riversmeet, Home Counties League etc) then the challenger shall be required to offer additional dates. Fixed date competitions may be played early by mutual agreement and later on the same day by mutual agreement.
13. If a club fixed date competition clashes with an international / national/ county fixed date competition or an inter-club representative competition, then the affected person shall contact the Competitions Secretary who will select a new date. This may be after the original date. Other than in these circumstances no requests for extensions to a round will be allowed.
14. The challenger is responsible for booking a rink on Bowlr (except fixed date competitions) and for providing a marker for singles competitions.
15. The results shall be entered onto the master sheet by the winning team. Scorecards shall be signed by each team and placed in the plastic wallet on the relevant competition board. The Competitions Secretary will update the results in Bowlr.
16. All other rules as joint laws of the game apply.
17. In singles games if a game goes over two hours then the players shall pay the rink fees for a full length game.
18. Summer Pairs, Triples and Fours Competitions shall be two hour games except for the finals which are full games.
19. In all cases the Competitions Secretary may adjust the duration of games if necessary.
20. The Competitions Secretary shall rule on any matter not covered by these rules and may make temporary changes to the rules if required.

¹ If there are only 14 days between play by dates this shall be 10 days