

# LOCKSWOOD BOWLING CLUB

## CLUB COMPETITIONS & RULES

April 2016

### GENERAL

Club competitions are open to ALL paid up playing members as defined in the constitution.

All players wishing to take part in club competitions are to enter their names onto the appropriate lists, when posted, and place the entry fee(s) into one of the envelopes provided, together with the appropriate entry slip, which must be completed with a tick against every competition that they have entered. Remember to write your name on the slip and the envelope and the word 'competitions' on the envelope.

Envelopes should then be placed in the box provided. Any member whose fees are not placed in the entries box by the closing date of a competition will be excluded from competing.

Some competitions (tournaments) will state "Pay on the Day" so there is no need to place monies in the competition box.

The draw for all competitions will be made by three experienced members in accordance with the format drawn up by the Competition Secretary, which will depend upon the number of entries for each competition.(i.e. byes or preliminary rounds.)

Each round should be completed by the date decided by the Competition Secretary and displayed on the Competition Notice Board.

The first named player/s in the draw (usually written in red) shall be the Challengers.

The Club Finals dates will be shown in the fixtures booklet which is issued before the competitions commence. If you are not going to be available to play in the finals you will be expected to withdraw from the competitions by the quarter finals stage, and forfeit the game at this stage.

The Club Captain, Vice Captain and Ladies Captain will nominate markers for all the Finals

Unless otherwise stated, all competitions will be played in accordance of the Laws of the game as published by Bowls England.

It is expected the games are played in a competitive but friendly manner and the skips are able to resolve any questions which arise in the course of play or off the green with common sense. Where agreement cannot be reached or a ruling on any matters pertaining to club competitions the Competition Secretary will be the sole arbiter, whose decision shall be final.

## List of Club Competitions

### Summer knock-out Competitions

1. MENS SINGLES----- 21 shots
2. LADIES SINGLES----- 21 shots
3. MENS PAIRS----- 21 ends--partners drawn
4. LADIES PAIRS----- 21 ends--partners drawn
5. PRESIDENT'S CUP----- 21 shots--mixed singles
6. TED GREEN ----- 21 shots--mixed singles-handicap  
MEMORIAL TROPHY.
7. WILLCOCKS CUP----- 21 shots--mixed singles for those **over 60 years**.
8. GOATER CUP----- 21shots-mixed singles-open to members who have never  
won a trophy at any club.
9. THE BILL HIBBERD----- 4 woods-best of 3 sets. 7 ends per set.  
TROPHY Open to those of **70 years** and over
10. THE RYE CUP----- 2 woods singles played over 21 ends
11. MYHILL CUP----- 21ends-mixed drawn pairs
12. THE JUBILEE TROPHY — a two wood mixed triples competition played over 21  
ends - - **entries as a team**

### Day Tournaments

13. THE MARGARET ----- Australian Pairs Tournament (mixed or single sex)  
GRANT TROPHY
14. 3 WOODS-7 ENDS ----- knock-out singles — held on late Spring Bank Holiday
15. 2 WOODS-11 ENDS----- knock-out singles -- held on August Bank Holiday
16. MIXED TRIPLES ----- 7 ends--teams drawn-leagues format  
TOURNAMENT

### Other Summer Competitions

17. ACCUMULATOR — Summer Saturday afternoon Tournament

## Winter Competitions

18. WINTER SINGLES—— 21 shots-mixed--league format - winners and runners-up of each league go into knock-out
19. WINTER PAIRS—— 16 ends--any pairs--league format- winners and runners-up of each league go into knock-out

## Summer knock-out Competitions Rules

**Rule 1; Failure to play matches by the nominated date may disqualify one or all competitors at fault.** Such disqualification shall be at the discretion and instigation of the Competition Secretary.

If a player has a short term illness preventing them from playing, the Competition Secretary must be informed so that a possible extension of 1 or 2 days may be approved, Any extension means that the period for the next round will be reduced for the players concerned.

**Rule 2; The Challengers have the responsibility for arranging the match within SEVEN DAYS of the previous round play-by date (or the date the schedule was published)**

If challenger or opponent are liable to be away for any of the period during which you are expected to play **you have a duty** to contact each other to come to a mutual agreement on a date to play.

If the challenger/opponent is unable make contact or unable to agree a date for the match, the Competition Secretary must be informed as soon as possible before the play-by date for that round.

**Rule 3; The Challenger is responsible for booking the rink and obtaining a marker for a singles game.**

A maximum of THREE matches should be booked per session (morning, afternoon and evening). However, you can turn up and play if a rink is available and there is time to complete the match without affecting later bookings.

Rinks are to be drawn by the duty steward(s) on the evening prior to the matches and the drawn rink is the one that the match **must** be played on. There are usually up to 3 weeks between rounds so make your challenge early and leave plenty of time to get the match played. Arrange games so that they have every chance of finishing in daylight. Consult your fixture list so that you do not clash with club fixtures. Markers must be aware of the rules of the competition they are engaged in.

**Rule 4; Any competitor failing to appear within 30 minutes of the agreed time for a match will forfeit the game, unless adequate reasons are given to the Competition Secretary within 24 hours.**

Opponents will toss for the privilege of bowling the jack or having the last wood.

Scorecards are to be signed by both players and the marker in singles and by the skips in other matches. Once they have been signed, both players or teams have accepted the scores as recorded and can no longer query the result, so check your scorecard. The card is then to be placed in the appropriate box in the shed. **The Competition Secretary will record all results on the competition sheets on the notice board. Nobody else is to make entries onto the competition sheets unless delegated to do so in the absence of the Competition Secretary.**

## **Rule 5; Substitutes**

Drawn Pairs - a substitute is only allowed in the event of death or long term disability / illness.

Mixed Triples - the players taking part in the first game shall constitute the team and shall normally play together throughout the competition. One additional, and the same player may be used as a substitute at any time.

All substitutes must be approved by the Competition Secretary. He or she must be of a similar standard and have not already played in the competition and they cannot Skip.

## **Rule 6; Competitions will be played to the number of shots or ends as shown on the List of Club Competitions**

**Rule 7; The Ted Green Memorial Singles Competition** will be played to 21 shots on a handicap system, the handicap for each player to be decided by a Selection Committee of the Competition Secretary and two other experienced members, whose decision will be final. The lesser ability player to start with a score of the difference between the two opponent's handicaps. e.g. if A.Bloggs has a handicap of 6 and B.Jones has a handicap of 2, the scoreboard should read Bloggs 4 shots, Jones 0 before the first end is played and the scorecard adjusted to take account of the shot difference on completion of the first end.

**Rule 8; The Club Pairs** (Men's, Ladies and Mixed) will be knock-out competitions of 21 ends. Entrants will be divided into two classes, 'A' for skips and 'B' for the remainder and then drawn separately and alternately. Classification and the draw will be made by any three experienced players at the request of the Competition Secretary. Players must accept the partners drawn. In the event of a tied score after 21 ends, an extra end will be played to determine the winners, skips to toss for the mat. In the event that the extra end is tied, a further end will be played until there are clear winners.

**Rule 9; The Jubilee Trophy** will be played as a two wood mixed triples competition over 21 ends.

**Entries are to be made as a mixed team of three and the appropriate fee made as one payment.** Use the special entry slip for this competition. In the event of a draw after 21 ends, the skips will toss for the mat or last wood and an extra end played until the match has a clear winner.

**Rule 10; The Bill Hibberd Trophy** will be a four wood singles tournament played over the best of three sets, each set consisting of 7 ends. Toss for the mat. The player losing the toss will have the choice of mat in the second set. If a third set is played the players will again toss for the mat. The winner of a set will receive 2 points, 1 point if the set is tied and 0 points if they lose a set. A player should concede a set if they no longer have enough ends left to catch up. If a player wins the first 2 sets the game will be over. If a player wins the first set and draws the second, their opponent can still catch up by winning the third set. In the event of both players scoring 3 points over the three sets, a single end play-off will take place, the competitors tossing for the privilege of having the mat or the last wood. In the event of a tied end in a play-off, the players will again toss for the mat or last wood and play another end until there is a clear result.

## Day Tournaments

**Rule11;** Players must register and pay the entry fee at least 15 minutes before their allotted match time. **Late entries will not be permitted.** Stand-in players are allowed.

**Rule12;** The teams for the **Mixed Triples Competition** will be drawn and will contain at least one of each sex. The teams will then be drawn into four leagues and will play each team in their league over 7 ends, scoring two points for a win and one for a draw. The team with the highest number of points will go forward to the semi-finals. If teams are level on points, shot difference will be taken into account. If they are still level, the number of winning ends will be taken into account and, if they are still level, the skips of the two teams will have a one wood play-off to a jack placed by an independent marker. Nobody will be permitted to visit the head during a game. Any team killing an end will incur a 3 shot penalty. This competition will be played out on one day.

**Rule13;**The **Margaret Grant Trophy** is a charity event and will be a drawn "Australian Pairs Tournament" (mixed or single sex as dictated by the entries)

1.Entrants will be seeded and then drawn into pairs taking into account gender to maximise the number of mixed pairs. If there is an odd number of pairs the last two entries on the list will be reserves.

2.The format will be two groups, each consisting of a maximum of 14 teams with each team playing 3\* random games against teams in their group. Scoring two points for a win and one for a draw.

\* The number of entries will determine the number in teams per group and the games played by each team.

3 The winner of each group will play in the final (7 ends not timed). If teams are level on points, shot difference will be taken into account. If they are still level, the number of winning ends will be taken into account.

4.Each game will consist of 7 ends or 60 minutes whichever is the soonest. A bell will sound after 55 minutes,after which the end being played will be the last. If the jack has not been centred then the game is finished.

5.All games will commence at the same time by the signal of the bell. No trial ends. Toss for the Jack, which should be cast and centred before the bell is rung.

6. Any team killing an end will incur a 3 shot penalty. The end will count and the none offending team cast the next Jack.

In Australian pairs both team members will Lead and Skip alternately. The game is played with 4 bowls. All players will need a measure and chalk.

Order of play - Leads and skips must change ends together, and no additional visits to the head are allowed.

- players A of each team bowl 2 woods
  - then change ends with their partners Player B
  - players B then deliver 4 bowls each
  - Players then change ends again.
  - players A then deliver their remaining 2 bowls
  - players B then start the next end and so on for the remainder of the game
- All proceeds will go to the nominated charity.

**Rule14;** The **2 Woods-11 Ends** and the **3 Woods-7 Ends** Competitions will be knock-out competitions played out over the day. Players will be given a start time for their first round and they will be given a bye if their opponent fails to arrive on time. Matches will be marked by a designated marker. In the event of a tied score, an extra end will be played, the players tossing for the privilege of having the mat or the last wood. Players will not be permitted to visit the head. Any player killing an end will incur a 3 shot penalty.

## **Other Summer Competitions**

**Rule 15; The Week-end Accumulator Competition** will take place during the summer season on Saturday afternoons, weather and circumstances permitting and providing there are at least 10 players. The game will consist of 8 woods per team of 2, 3, or 4 players per rink. If a side consists of 3 players the skip will have 2 woods. If a side consists of 2 players, each will have 4 woods.

There will be no deduction from the score of a team consisting of less than 4 players. 21 ends are to be played, but, if the weather conditions disrupt the game, 13 ends or more will be accepted for scoring purposes with scores taken from the same number of ends for each team. Less than 13 ends will result in the game being declared void.

Players will have a name tally which must be handed to the person running the competition at **least 15 minutes** before the start time **Late entries will not be permitted.**

The draw will be made by 3 experienced players, who will select the required number of skips. 2 skips will be drawn from the skips bag. The remaining players will be drawn alternately from another bag to play with those skips. As the names are drawn they will be entered onto the scorecard for each rink. The next rink will then be drawn in the same way, etc. Players are to play in the positions drawn.

Ten games must be played during the season to be eligible to win a trophy. Weekly scores will be recorded on a competition sheet and displayed on the notice board after 10 games have been played. Both shots for and against will be recorded. Scores will be worked out as follows:-

$$\frac{\text{Shots for}}{\text{Shots for} + \text{shots against}} \times 100$$

Players will have their ten best scores selected for consideration at the end of the season. The player with the highest average score will be the winner and there will be 3 runners-up. A nominal charge will be made to enter each week.

## Winter Competitions

**Rule 16;** Singles will be first to 21 shots and Pairs will be 16 ends. The Pairs choose their own partners and teams can be all men, ladies or mixed. Both the Pairs and the Singles competitors are drawn into four groups and you will play all the opponents in your group once, earning 2 points for a win, and 1 point for a draw in the Pairs (no extra ends should be played to decide a winner). The cut off date for the round robin games is the end of February. In the event that players having equal points at the end of the round robin, the shot difference will count and the player with the highest difference will go through. If there is still a tie, the number of winning ends will count.

Rule 4 applies, but at the group stage the penalty is 2 points and 10 shots

When booking matches the rink should be drawn by an independent third party and entered in the Diary.

The winners and runners-up in each group go into the knock-out stage with the final normally the first week in April

### Quarter Finals

Winner(s) in Group 'A'    v    Runner(s)-up in Group 'C'

Winner(s) in Group 'B'    v    Runner(s)-up in Group 'D'

Winner(s) in Group 'C'    v    Runner(s)-up in Group 'A'

Winner(s) in Group 'D'    v    Runner(s)-up in Group 'B'

**Substitutes are allowed in the Pairs.** The players taking part in the first game shall constitute the team and shall normally play together throughout the competition. One additional, and the same player may be used as a substitute at any time. All substitutes must be approved by the Competition Secretary. He or she must be of a similar standard and have not already played in the competition and they cannot Skip.

### **Miscellaneous**

Holders of the club perpetual trophies will undertake to return them to the Competition Secretary no later than the 7th of September to allow sufficient time for the trophies to be engraved with the names of the season's winners.

All engraving on club trophies will be at the expense of the club.

The Club will insure all trophies against theft, loss or damage by either the Club or the Holder.