

South Leicestershire Triples League – End of Season Competition Rules

1. The League shall be called the "South Leicestershire Triples League".
2. All clubs taking part in the League must be affiliated to Bowls Leicestershire and have paid their affiliation fee in full.
3. Entrance fees per team to be determined at the A.G.M., and must be paid by the 31st December after the A.G.M. In addition, there will be a fee payable for each team playing in the Partridge Shield.
4. The League Management Committee shall consist of the President, Secretary, Treasurer and Fixture Secretary, who have been appointed at the Annual General Meeting.
5. All matches are to be played in accordance with the "Laws of the Sport of Bowls" issued by World Bowls as amended by Bowls England and in accordance with rules of the South Leicestershire Triples League.
6. Matches are scheduled to be played on Tuesday evenings, play commencing not later than 6.15pm on the fixed date. By agreement of the clubs concerned and after notification and approval of the Committee matches may be played PRIOR to the fixed date.
7. All players must be bona fide members of a participating club and may not play in the competition for more than one club. A deduction of 4 points will be imposed for each offence. Teams are open to both men and women without any restrictions.
8. Teams to consist of three rinks of three players, each playing three bowls.
9. The home team captain shall spread his scorecards face down on the table and state which rinks are to be used for the match. The visiting captain will place his cards on top of the "Home scorecards" and write the rink numbers on the back in any order he chooses.
10. Each rink shall normally bowl 15 ends without trial ends. If the situation demands (e.g. weather conditions) the Captains may agree a lesser number of ends, but AT LEAST 12 ENDS must be played on each rink for the match result to stand. If a match is played over fewer than 15 ends the score will be that as at the end of an equal number of completed ends on all rinks. If 12 ends cannot be completed, the match shall be abandoned and a re-arranged match agreed by the clubs. Abandoned matches should consist of the same players as far as possible, playing against each other, scores/ends to commence as at the time of abandoned match. Both clubs shall inform the Fixture Secretary of the new date.
Dead ends must be replayed.
11. The skips will keep the scorecard and maintain the scoreboard. Two's will normally play "down" that is with the lead. A Captain may request that the Two's play "up" – this must be agreed by both Captains prior to the game commencing. If no agreement can be reached the Two's will remain "down". The disposition of the Two's will be on all rinks and cannot be decided on a rink by rink basis.
12. Any rink short of a player shall commence play with two players who shall play three bowls in turn; the full triple shall play two woods each. When the latecomer arrives he shall be permitted to enter the rink at once provided no wood has been bowled in that end. The two man team shall have deducted one-third of their score up to the end before the third member commences play. (fractions of a point shall be ignored).

If a team is short of two or three players then the defaulting team shall play correspondingly with only two players each on two or three rinks. (with a deduction of one-third of the score on those rinks). Teams must have at least 6 players. Failure to play with 6 or more players will result in the match being declared 'void' - the 'winning' team will score 8 points and be awarded a bonus of 10 shots.

13. Should a player have to retire during the match due to illness or injury, a substitute may be brought into the team on condition that (1) he is not already a member of another club and (2) he does not play skip. If no substitutes are available the game continues as set out in rule 12.
14. Matches can only be postponed if
 - a. Ground unfit, or
 - b. More than two rinks are taken up by either national or county competitions. If any club is found to breach this rule it will be deemed to have lost the match. The 'winning' team will score 8 points and be awarded a bonus of 10 shots.Postponed matches must be re-arranged and played within 3 days of the postponement. All postponed matches not played within the agreed time limits will be deemed 'void' with no points awarded to either team.
15. All disputes during play shall be referred to an umpire acceptable to both skips. Any other disputes shall be referred to the League Secretary in writing within 48 hours for consideration by the League Committee. However, if the clubs of whom these officers are members, are involved in the dispute, then these officers will not take any part in the resolution of the dispute. The decisions of the Committee shall be final and binding and shall be notified to the clubs concerned without delay.
16. A total of 10 points shall be awarded per match.
 - a. 2 points for each winning rink
 - b. 1 point for each team on a tied rink
 - c. 4 points for the team with the highest aggregate shots
 - d. 2 points for each team in the event of a tied match.
17. Result cards should be completed by the home team and signed by the visiting team's captain. Results are to be sent by the home captain via e-mail or text to the Fixture Secretary within 24 hours after completion of the game.
18. League positions shall be decided firstly on points, then shot difference.
19. The winner of each group plus the two best placed runners-up (based firstly on points and then on shot difference) will then play in the quarter-finals.