

LEAGUE RULES

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1. ORGANISATION

Scorecards must be collected from the Steward before the game commences after all players have paid their rink fee. Skips must sign the score card at the end of the game and enter the score on the league score sheets.

Score sheet errors must be corrected by reference to the signed score card available from the Steward.

2. PLAYING GUIDANCE

The players may go onto the rink only when the players from the previous match have left. League matches must not begin before the bell rings, but jacks may be delivered and centred.

No trial ends to be played. Visits to the head are not permitted.

Matches are played to the bell. If the jack has been cast before the bell sounds the end is in play and must be completed.

If the jack is improperly delivered, it is placed on the rink within the regulation distance by the opposing skip who may also adjust the mat position.

When a running bowl is in danger of hitting a bowl on an adjoining rink, that bowl should be lifted and replaced in the same position by any player nearby. If several bowls are on a collision course, or the other rink's jack might be moved, then the running bowl should be stopped. It should be replayed provided it was delivered on the correct bias.

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Players about to deliver a bowl should at all times be mindful of the bowler on the mat of the adjoining rink so as not to risk a collision of bowls in motion.

3. JACK TO BE RE-SPOTTED

Should a jack be driven off the rink, or rebound less than 20 metres from the mat, then the jack will be re-spotted as follows and the end completed:-

If the jack is driven sideways off the rink, then the jack is placed on the nearest predefined spot which is 1.5 metres from the centreline at the 2 metres "T" level.

If the jack is driven over the bank, or rebounds to a point less than 20 metres from the front of the mat, it is placed on the "T"

If the relevant spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

4. GAME NOT COMPLETED

If a game is unable to be completed because of an emergency, the result stands if seven or more ends have been completed. In other situations the League Secretary will decide the outcome.

5. PLAYING WITH ONE PLAYER SHORT

When a team plays with one player short, it will lose 25% of its score, to the nearest whole number, halves rounded up e.g. 5.5 deduction becomes 6.

In a triples match, the team with only 2 players will play 8 bowls to the opponent team's 9. The opponent team will always play first and therefore have the last bowl, although the jack will be cast by the team winning the previous end.

In a fours match, in the team with only 3 players, the lead and two will play 3 bowls each and the skip 2 bowls.

6. FAILURE TO PLAY

If a team fails to attend a League match without giving at least 24 hours notice to its opponent, it will be fined a sum equivalent to the full cost of the match rink fees for both teams.

If a team fails to play a League match the match is conceded to the non-offending team with a score of 10-0.

Any team failing to complete the full League programme may forfeit the right to play in that League for the following season.

7. POSTPONEMENT

If a team may not be able to play a match on the scheduled date, the team leader should attempt to agree a postponement with the opposing team leader to be played within a reasonable time frame. Opposing teams should offer two suitable dates or otherwise make reasonable efforts to agree a suitable date.

If a match is postponed, a postponement form must be submitted to the League Secretary.

The team requesting postponement should ensure that the booking sheet for the original match is amended as soon as the match is postponed so that the rink can be used, otherwise the rink fees for both teams will become payable. Rinks for rearranged matches may be booked more than one week ahead.

8. LEAGUE WINNER

Two points will be awarded for a win, and one point for a draw or stand-down. The League winner will be the team with the most points. If teams are still equal, shot difference then finally shot ratio will decide the winner.

9. TEAM REGISTRATION

Teams at present in the League will be given priority for the subsequent season provided they re-register within the appropriate deadline.

Team leaders will be responsible for registering the team players and submitting league fees.

Team leaders must ensure that all players have the opportunity to participate in approximately the same number of games.

Members may register for as many teams as they wish, provided that they only register for one team in each League.

Teams must register at least one more member than the number required to play a game.

Mixed triples and mixed fours teams must include at least one person of each sex in each playing team. "Open" teams may include any members irrespective of sex.

10. SUBSTITUTES

Where it is necessary to include a substitute in a team, such temporary substitute may only play a maximum of three games. Before playing any more for that team, the player must become registered and the team's playing schedule appropriately adjusted.

There is no limitation on the number of temporary substitutes, but such temporary substitutes may not skip.

If any substitutes are members of another team in that league then the team with the substitute will lose 25% of its score to the nearest whole number, halves rounded up e.g. 5.5 deduction becomes 6.

No team changes will be allowed after the game has commenced, except for illness, or other reasonable cause.

11. DISPUTES AND RULINGS

It is expected that 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 with common sense. Where agreement cannot be reached or for a ruling on any matters pertaining to the league the League Secretary will be the sole arbiter, whose decision shall be final.