

# LEAGUE RULES

## 1. **CONDITION OF ENTRY**

It is a condition of entry that every game shall be played as per the fixture list.

Any team failing to fulfill a fixture will be charged the **FULL RINK FEES**.

All players must be fully paid up members or bona-fide junior members of Gedling Indoor Bowls Club.

The Team Captain is fully responsible for all administration and the validation of the team's registration.

## 2. **REGISTRATION**

A member can only register as a player for **ONE** team in any one league.

The current registration fee per league entered must be paid.

There is no limit to the number of leagues that can be entered.

Registrations are not valid until Annual Subscriptions are paid (see above).

## 3. **COMPOSITION OF LEAGUE TEAMS**

Men's and Ladies Fours      max. 7 reg. players  
**Each of these 4s will comprise of members of the same gender only.**

Trips                              max. 6 reg. players

Mixed Fours                      max. 8 reg. players with at least 1 man and 1 lady playing each game even if playing a team member short

Open Fours                        max. 8 reg. players

Aussie Pairs                        max. 5 reg. players

Open Pairs                         max. 5 reg. players

## 3a. **SUMMER LEAGUE ONLY**

All members expressing their wish to play in the Summer League, before the 30<sup>th</sup> April, will be included in the playing teams and the maximum number of players in the teams may be exceeded by one player providing all other teams have the maximum number of players

## 4. **PLAYER SHORTAGE**

Teams must attempt to find a substitute. The availability list displayed on the board should be consulted.

A substitute in trips and fours may play in any position except **SKIP**.

If no-one is available a team may play one player short.

After consultation with the League Secretary a Team Captain whose team has difficulty fulfilling its league commitments owing to illness or prolonged absence of players may register a new player/players after first de-registering the ill or absent players.

In exceptional circumstances on application to the League Secretary, or a member of the committee, the team may register an extra player to the number allowed to cover any extended period of absence.

#### 4a. ORDER OF PLAY WITH PLAYER SHORT

##### Teams of 4

Leads play both their bowls as normal  
Number 2 on the complete team bowls both woods consecutively  
Threes and skips play as normal

##### Trips Teams

Leads play 1 bowl each  
Number 2 on the complete team bowls 1 bowl  
They continue to play in this order until all nine bowls have been bowled  
Skips bowl as normal

No other format is permitted.

If a registered player or substitute arrives late: **10 minutes** grace is allowed before commencement of game, however should the player/substitute arrive within 30 **minutes** of the scheduled start of the game, the team playing one short may allow said player to join the game but may only play as **Number 2**.

##### Aussie Pairs:

Shall be played in the 2,4,2 format with both leads playing 2 bowls, the second players playing 4 bowls and the leads playing the final 2 bowls. This results in the playing position being reversed on each end.

Dead Ends: Rule 35A (World Indoor Bowls Rules) i.e. The end should be played from the original direction except if both skips agree to play from the new end when the jack shall be delivered by the new lead.

#### 5. SUBSTITUTES

A substitute must be a member bowler who is **NOT** Registered for any team with that league.

All substitutes should be registered as such on the scorecard.

Any team playing the same sub. on more than **FIVE** occasions **MUST** register an additional player.

A player may only sub. on **TEN** occasions in total.

#### 6. AVAILABILITY

Members wishing to join a league or willing to play as substitute may place their name on the League Board and may be used as per substitute rule. Team Captains should consult this before any postponement is negotiated.

#### 7. ILLNESS DURING A GAME

If a player becomes ill during the early part of the game and the game is unable to continue with the remaining players then the game will be resumed at a later date and be continued from the score and last completed end, at the time the player became ill. The scorecard must be marked with the finishing time and the time remaining from the 2 hrs is the time that shall be re-played. If a period of 1hr 20mins (i.e. two thirds of the game) has been played then the score shall stand and the game classed as complete. A legitimate substitute may take over to complete the game on the day but only play as **number 2**

## 8. PLAYING RULES

A league match shall consist of 16 ends or 2 hours whichever is the shorter.

No trial ends, 2 points for a win, 1 point for a draw.

Failing to fulfill a fixture will lose the match by 1 shot to nil and the offending team will pay **THE FULL FEES OF BOTH TEAMS FOR THE RINK.**

Any ties in league position at the end of the season will be decided on the largest total of shot difference and then by the highest number of shots scored.

Whenever the jack is lost by default, the opposing skip shall, **BY AGREEMENT**, place the jack in any chosen legal position (the mat may be re-positioned). Otherwise the jack shall be returned and be delivered by the opposing lead. On the last end of a game if the jack is lost by default it shall be replaced by the opposing skip and again the mat may be re-positioned.

Matches must commence on time and finish after the sounding of the bell which goes 7 mins before the completion of the 2 hours. If the mat has been correctly placed and the correctly delivered jack is in motion before the bell sounds then the end must be completed. A default jack shall be placed on the spot.

Before the game commences skips will be responsible for checking that the correct details are on the cards. They must indicate any use of a substitute or if playing a player short.

At the **end of** a game the scorecards should be compared and signed by the marker/captain and placed in the league box provided.

Visits to the head during the game are **NOT PERMITTED**. Any player contravening this rule will not be allowed to play further bowls on that end.

Both 3's and skips must leave the head as soon as the appropriate bowl comes to rest. Excessive discussion causing delay in play at any time is not allowed. The head belongs to the team about to bowl.

Except for the above rules, all games shall be played in accordance with the Laws of the Sport of Indoor Bowls as adopted by the EIBA.

Any objections, appeals or complaints shall be made to the League Secretary within 24 hours of the completion of the match and should be confirmed **IN WRITING**, giving details within 3 days accompanied by the scorecards as necessary.

### Dress Code

Dress for all play shall be predominantly white above the waist with grey below the waist. Should a substitute be required and there is a member watching who does not conform to the dress code such a player will be allowed to play in non-regulation dress.

During the Summer Season smart, plain white shorts may be worn. Multi coloured shorts are **not** permitted.

## 9. POSTPONEMENTS

Postponement is only allowed in exceptional circumstances when **BOTH TEAMS** accept the reason.

If two members of a team are available one substitute should be used to fulfill the fixture.

It is the responsibility of **BOTH CAPTAINS** to notify any rink cancellation.

All matches postponed will be re-arranged by the captains involved. The captain requesting the postponement should, within 28 days of the original date, fix a firm date to play. The club must be notified of these new arrangements and the original scorecards used.

**10. ETIQUETTE**

Please keep games moving and try to complete a reasonable number of ends in 2 hours.

Leads should concentrate on placing the mat and delivering the jack correctly.

All players should remain static and well behind the mat or head whilst others are bowling.

Wheelchairs on the rink are considered an integral part of the bowler (see EIBA rules).

**RUNNING** on the green is not allowed.

**11. PREFERENCE FOR NATIONALS**

Any players/teams representing the club in National competitions shall be allowed to choose their preferred rink and request formally that a league match or club competition shall be moved onto a spare rink. This concession does not include forcing the postponement of a league match. Members wishing to take advantage of this concession must book the spare rink and agree the date with their opposition. They must also ensure that the affected teams are informed of the member's intention.

**12. INFRINGEMENT OF RULES**

**Contravention of any rule must be reported to the League Secretary within 48 hrs of the conclusion of the game. The League Secretary will bring this to the Bowls Committee for discussion and, if the contravention is proven, a penalty may be imposed.**

