

## League Rules

### APPLICABILITY

These rules supplement Club and Playing Rules displayed within the Club and are applicable to all members playing in Club Leagues.

**PLAYERS** All league players must be paid-up bowling members of the Club.

A player may only play for one team in any one league.

In the Mixed Fours league the men will play positions 1 and 3, and the women 2 and Skip.

In the Mixed Pairs league the women will Skip two weeks with the men Skipping the next two weeks and continue this way throughout the season.

### REGISTRATION

All players are to be registered and the appropriate fees paid before the first game. Captains are to ensure that the registration form is correctly completed and submitted with the appropriate fees. Any team playing an unregistered player other than a Floater will be disqualified from the league.

**RULES** League games are to be played in accordance with EIBA rules, with the following additions/exceptions.

**FLOATERS** Only one floater per team, per game will be eligible and shall only play Lead or Second, with the exception of Mixed pairs where the floater may Skip and Mixed Fours where one lady and one gent may be included as floaters.

### FORMAT OF GAMES

Fours - bell to bell or 18 ends

Pairs - bell to bell or 18 ends

Triples - bell to bell or 16 ends

Sunday Morning Pairs - bell to bell or 18 ends

### PLAYING UP

In a Fours game threes may not 'play up'

### VISITING THE HEAD

The head may not be visited before the final bell.

**SCORING** Two points will be scored for a win, one for a draw.

The winners of the Division will be the team with the highest number of points at the completion of the league programme. If teams are level on points, shot difference will decide the winners.

## PROMOTION AND RELEGATION

At the end of the season, the top two teams in each division will be promoted and the bottom two teams will be relegated, where appropriate, in the following seasons league competitions.

## FAILURE OF A TEAM TO ATTEND A GAME

A team failing to attend a game within 15 minutes of start time, at the Committee's discretion, will result in forfeiture of the game to the opponents who will receive two points and five shots.

The defaulting team will pay both teams green fees.

Should neither team attend, no points will be awarded and the game considered void. Each team will pay full green fees. A two-shot penalty will be awarded for each five minutes or part thereof for a team being late.

## DEFAULTING PLAYERS

Any team unable to field four players in a fours game may play three players and the system of play will be 1-1-2, 1-1-2, 1-1-2. At the end of the game the defaulting team shall forfeit one quarter of their total shots. A fourth player may not join a game so started.

If the defaulting team opts to play two woods each, the late member may play.

Any team unable to field three players in a triples game may play two players but no extra woods will be played. As above the system of play will be 1-1-2, 1-1-2. A third player may not join in any game so started unless the opposing Skip has agreed prior to the start of the game.

No forfeiture of shots will be made.

In any game where there is a player short, full fees are to be paid.</p>

**CANCELLATIONS** In the event that teams are unlikely to be able to play on the due date, Captains may arrange alternate dates in advance subject to consultation with the League Secretary.

**CANCELLED MATCHES** Notification of intention to cancel matches must be given to the League Secretary and the opposing team captain at least 48 hours before the match is due to be played. Team captains should attempt to agree alternative dates with their opponents for cancelled matches to be played at the earliest opportunity, but in any case within four weeks of the date of the cancelled game. Failure to do so could result in a date being set by the League Secretary. The appropriate match fees should be paid at the time of cancellation.

**CARDS** It is the Skips responsibility to collect the card from the rack, ensuring the full rink fee for his team is paid. The Skip is responsible for seeing that a completed score card is handed in at the end of the game, showing the names of the team, the scores of the game and a signature of a member of each team. If the card is incorrectly completed the side at fault will forfeit the game.

If both sides are at fault, the match will be declared void.

**JACK** If the Jack is miscast once by each player, it will be set two metres from the front ditch and the mat placed at the option of the first to play.

If the jack is 'killed' on the last end, three shots will be awarded to the opposing team.

In the case of a 'dead' end or the last end of a game all woods are to be carried back if other rinks are still in play.

June 2014