

# RULES GOVERNING ALL INDOOR LEAGUES

## Version 13 UPDATES IN RED

### 1. LEAGUES.

<b>WINTER</b>			Mon	Tue	Wed	Thu	Fri	Sat
Ladies	10:00	League		<b>T</b>		<b>V</b>		
Ladies	16:00	League	<b>Q</b>					
Men's	14:00	League	<b>A</b>	<b>B</b>		<b>Z</b>	<b>C</b>	
Men's	16:00	League		<b>S</b>		<b>R</b>		
Men's	18:30	League		<b>F</b>				
Men's	20:30	League		<b>F</b>				
Open	09:00 or 11:00	Club Lge						<b>D</b>
Open	12:00	League		<b>W</b>	<b>U</b>	<b>X</b>		
Open	16:00	Novice	<b>P</b>					
Open	16:00	League					<b>N</b>	
Open	18:30	League	<b>E</b>					
Open	18:30	League					<b>G</b>	

<b>SUMMER</b>			Mon	Tue	Wed	Thu	Fri	Sat
Open	14:00	League	<b>L1</b>					
Open	10:00	League			<b>L2</b>			

### 2. SPONSORS.

- a) Must pay an annual fee as fixed by the Indoor Committee for each Team.
- b) Must not play an unregistered player in their team, other than in the Saturday Club League, with the **exception:** -
  1. On the rare occasion where a team turns up to play and finds that the sponsor has inadvertently forgotten to register one of the players **OR**
  2. When a team brings in a non-registered player at the 11<sup>th</sup> hour to make up a full team.

For either of the above examples, when the result is entered into the Bowlr System after the game, please select the unregistered player from the bottom left-hand corner (substitute).

If in any doubt, please contact the League Secretary.

**A Team will be allowed ONCE to register a player in this way but on the 2<sup>nd</sup> or subsequent occasion they will be penalised by losing 25% of their score.**

**If any team plays an unregistered player of the wrong gender, then the team playing the unregistered, wrong gender player will be penalised 25% of their score for that game.**

- c) On your team schedules, an \* in the Steward column denotes it is your team's responsibility for providing stewardship cover for that session.
- d) **Sponsors should make every effort to allocate games evenly to ALL registered team players.**

### 3. OPEN LEAGUES. Teams can be of mixed gender or all single gender.

#### 4. SATURDAY CLUB LEAGUE.

a) This League shall consist of such Clubs or combination of Clubs as are accepted by the Indoor Committee. If two entries are accepted from one Club, one shall be designated the "A" team and the other the "B" team. **Team members can ONLY play for the team they are registered in – EITHER A or B.** Where two clubs combine to form one team, there shall be no restriction on the number of members from each club playing in any match. Teams can be of mixed gender or all single gender.

b) **Home' teams use their OUTDOOR CLUB STICKERS as registered below. When a team is scheduled as the 'away' team they should change their club stickers if they clash with the 'home' team colours.**

THORPE BAY	RED/YELLOW/BLUE
CHALKWELL	YELLOW
SHOEBURY PARK	BLUE/SILVER
ROCHFORD	MAROON/RED
FAIRWOOD	RED
WHITEHALL	BLUE
RAYLEIGH HAWKS	BLUE
RAYLEIGH EAGLES	BLUE
CASTLEPOINT	YELLOW
PRITTLEWELL	RED/BLUE
ECBC LIONS	YELLOW
ECBC TIGERS	YELLOW
ECBC STINGERS	YELLOW
ECBC LEOPARDS	YELLOW

c) Each team shall consist of two rinks of four players. **2 points** will be awarded for each winning rink and **2 points** for an overall win, or **1 point** each for a draw on either rink or overall.

d) **If any Club fails to put out two rinks, then 2 points and 5 shots will be awarded to the non offending club for the one rink not played.**

e) Every effort will be made to allocate fixtures evenly between the **09:00** and the **11:00** sessions. Where a team fails to play a match without consent of the League Secretary, the opposing team will be regarded as having **won both rinks** by **5 shots** on each rink.

f) **ALL players must be a member of the Club they will be playing for.**

#### 5. ELIGIBILITY.

**All** members may take part in **ANY** of the OPEN Leagues and **ALL** Ladies or Men's Leagues **as applicable.**

**Only** bowlers with **less** than **4 years** experience are eligible to play in the Monday **(P)** Open league.

**No** member may play for more than **one** team in the same league during the season. **However, a player may transfer once during a current season with the consent of the League Secretary.**

## 6. LEAGUE GAMES.

- a) To assist the session steward, **a** team member **must** book in and pay their teams full rink fee at least **10** minutes before the session is due to start.
- b) **ALL** league games are a **maximum** of **18** ends, or the **2 hours** allotted and no trial ends - **apart from the Tuesday evening "F" league which will be of 18 ends, no trial ends.**
- c) The jack will be cast, and no trial ends will be played. The session bell will ring **5** minutes before the end of a session. A FURTHER END MAY NOT BE PLAYED UNLESS THE JACK HAS BEEN CAST, FROM A MAT PROPERLY LAID, BEFORE THE BELL RINGS. **NOTE: Should the jack be miscast, place on the 'T' and continue the end.**
- d) **2** points will be awarded to the winning team or **one** point each in the event of a tie.
- e) For leagues operating under the handicapping system, the difference in the team's handicap will automatically be entered on the first end of the scorecard and should be added to whatever score is achieved on the first end.
- f) In the event of a **dead end**, the jack will be placed on the **nearest respot.**
- g) When a league game has **commenced** i.e., the Jack has been cast, and only three players of a team are on the green, a fourth player **MUST NOT** subsequently join the game. The three players present will use 3, 3 and 2 bowls, the skip bowling only 2 bowls. The final total score achieved by the three players will be reduced by **25%**.

### **FULL RINK FEES MUST BE PAID.**

**However, on the rare occasion that both teams turn up with only 3 players the game should be played with 3, 3 and 2 bowls, the skips bowling only 2 bowls. The final score achieved will be reduced by 25% FOR BOTH TEAMS.**

- h) During play, in **ALL** leagues except those detailed under *i) Exceptions notes 1 & 2:* -
  - a) Skips shall leave the head together.
  - b) **NO revisits** to the head.
  - c) '3's UP' shall **NOT** be played nor shall the Lead, 2 or 3 go to the head until all three have played their bowls, unless required to take charge if the skip becomes indisposed.
  - d) **If a jack is miscast by Team A, then it is returned for Team B to bowl. If Team B miscast the jack, then it is placed on the 'T' and Team A may move the mat. (See Rule 10 of the Laws of the Sport for more information)**
- i) **Exceptions**
  1. For the **Tuesday** evening **"F"** league **ONLY**
    - a) **3's up** is allowed (*not mandatory*).
    - b) **NO revisits** to the head.
    - c) **3's and skips** do not have to leave the head together.
    - d) **Burnt ends** are to be replayed.This league is **NOT** handicapped.

2. **In the Indoor summer (IS) Wednesday 10:00 Triples league, when 1 player does not turn up, apply the following rule:-**  
**The team with 3 players will use 2 bowls as normal. The team with only 2 players will each have 3 bowls. The team that won the previous end will cast the next jack as usual *BUT* the triples team will always bowl first! The total score achieved by the 2 players will be reduced by 25%.**

**When entering the scores on the BOWLR system for a game where one team has only 2 players, DO NOT click on the Missing player box of the team with 2 players – simply enter the 2 players' names only and continue.**

**If both teams have only 2 players, then play a pairs game playing with 3 bowls each – entering the scores as above.**

## **7. RINK ALLOCATION**

Rinks for league matches will be by random computer selection shown on the team fixture lists and session sheets.

## **8. RINK PRIORITY**

Rinks will be **allocated** in **National, County, Club Competition, League & roll-up** order. If National/County matches overrun, a game scheduled to play on a rink in use may use any spare rink available. If no such rink is available after **10** minutes, the game **can be** re-scheduled, if requested.

## **9. POSTPONEMENTS.**

- a) All league games should be played on their scheduled date and times whenever possible.
- b) Postponements will only be permitted with the approval of the League Secretary.

## **10. GAMES UNABLE to be PLAYED.**

- a) If a League game is not played due to insufficient number of players attending on the due date/time, then the non-offending team will be awarded 2 points and 5 shots. The scorecard should be completed as appropriate and left in the league scorecard box.

## **11. REPLACEMENTS.**

A player no longer able to continue as an active member of a team may be replaced. In the event of a player being obliged to withdraw from a league game whilst it is in progress another registered member of the team may take their place but shall **not** play as skip. If such other team member is not available the game will continue with three players playing 3, 3 & 2 bowls, (the skip to play 2), and only the shots subsequently scored being reduced by **25%**. **THE CARD TO BE CLEARLY MARKED**

## 12. SCORE CARDS.

Only one score card is provided for each league game and is the responsibility of the **number 2 (two)** of the **HOME** team and **must be kept on the rink** for the duration of the game.

The names of the players of both teams **MUST** be entered **CLEARLY** on the card with the **home** team on the left.

At the end of the game the card must be signed by both skips. The result must be entered into the tablets sited on the wall adjacent to rink 6 – **ONLY ONE TEAM PLAYER NEEDS TO ENTER THE SCORE**. The card must then be placed in the appropriate **League scorecard box**, next to the tablets.

Where a scorecard goes missing and both skips are unable to agree the outcome of the game, **2 points and 5 shots** will be awarded to the **AWAY** team.

## 13. STICKERS.

League Home teams will use **YELLOW** stickers and the Away teams will use **RED** stickers (available from the Bar or Club Office) **OR** no stickers at all. **EXCEPT THE SATURDAY D LEAGUE SEE RULE 4 (b)**

## 14. TROPHIES and PRIZES.

Prizes will be awarded to the winners and runners up of each League with a Trophy being awarded to the winning team of the Novices League. In the event of a tie-on points, the deciding factor shall be shots difference.

**Where an infringement of any rule is identified a review will be undertaken and The League Secretary's decision in all cases shall be final.**