**League rules WINTER 2022/23 (revised August 2022)**

**It is generally recognised that not every eventuality can be covered within these rules, so where a situation arises which is not covered, common sense and the spirit of fair play should prevail. Please note that the league adjudication committee reserve the right to change these rules if external circumstances dictate**

Unless otherwise stated below, the **laws of the game of bowls shall apply** to all leagues**.**

Crystal mark 3rd edition, **RED** book.

**A)** **Eligibility, Registration and League tables**

1) All players playing in a league must be a paid up full club member.

2) The captain of each team is responsible for the eligibility of their team members.

3) The captain of each team shall register their team members on the team registration entry form when applying to join the league. Each team must be registered before the start of the season.

4) Additional members may be added (registered) to a team after the start of the season, up to but not exceeding seven for rink teams, six for triples teams and five for pairs.

5) No player may be registered for more than one team in the same league.

6) All players shall, when playing in the leagues, observe the club dress code rules.

7) All leagues are classed as open to all genders.

8) Two points will be awarded for a win and one for a draw.

9) League positions will be determined by the number of points gained and, if equal, by shot difference. If the shot difference is equal, then the team which has scored the highest number of shots shall be placed highest.

10) Some league matches will be of 2 hours duration. These are referred to as “time limited games”.

11) Some league matches have a time limit of 2.5 hours with a defined number of ends. These are referred to as “end games”.

**B) Conditions of play for time limited games.**

1) There shall be NO trial ends in any league.

2) A signal will sound at the start and end of each session.

3) At the signalling of the end of the session, the end in progress must be completed. If a jack has been centred before the final signal, the end shall continue to completion.

4) No skip shall refuse to centre the jack before the end signal has been sounded.

5) A jack out of rink will be re-spotted to the nearest spot 1.5 metres left or right of the “T” marker on the same side as it left the rink.

6) A jack delivered illegally (out of rink, into ditch or short of a length) will be placed by the opposing skip.

7) There shall be no visiting the head by any player during the course of the match.

8) Leads & two’s in triples must remain at the mat end until all of their bowls have been played. ***Exception***- If the skip has to leave the green, a member of their team shall take their place at the head, provided that they have already played all of their bowls.

9) A triples team shall not play any match unless a full team is provided either by registered players or a substitute player in accordance with rule G below.

**C) Late attendance.**

1) The following penalties will apply for late attendance in any timed league match. Any penalties shall be entered on both the scorecard and the scoreboard at the commencement of the game.

a) **No penalty up to nine minutes.**

b) **Ten to Fifteen minutes’** absence or not ready to play, a penalty of 5 shots shall be awarded to the non-offending team.

c) **Sixteen to Twenty minutes’** absence or not ready to play, a penalty of 7 shots shall be awarded to the non-offending team.

d) **Twenty-One to Twenty-Nine** **minutes**’ absence or not ready to play, a penalty of 9 shots shall be awarded to the non-offending team.

e) **Thirty minutes** **or more** absence or not ready to play, will result in the game being forfeit and a penalty of 2 points and 10 shots being awarded to the non-offending team.

 f) The number of minutes a team is late will be determined by the clock at the scoreboard end of the rinks unless it is out of action, when the time will then be taken from the clock in the office.

**D)** **Conditions of play for “end” games**

1) There shall be NO trial ends in any league.

2) As there are NO signals to indicate the start or end of these matches, D.4. will apply from the scheduled start time.

3) The start and end times must be clearly entered on the scorecard.

4) A maximum of 30 minutes shall be allowed after the scheduled start time for late attendance and any penalty awarded shall be as C. (1e) above and the game is forfeit.

5) Skips may remain at and / or may visit the head.

6) A jack out of rink will be re-spotted to the nearest spot 1.5 metres left or right of the “T” marker on the same side as it left the rink.

7) A jack delivered illegally (out of rink, into ditch or short of a length) will be returned and delivered by the opposing lead.

8) A triples team shall not play any match unless a full team is provided either by registered players or a substitute player in accordance with the substitute rule G below.

9) All ‘end’ games have an absolute time limit of 2.5 hours.

**E)** **Conditions of Play for** **Australian Pairs Leagues**

1) The rules for “end” games will apply

2) The games will comprise **14** ends but with a time limit of 2hours 30 minutes

**F) Over 70s Triples League**

1) The normal rules for ‘end’ games will apply unless stated otherwise.

2) Games will comprise 2 sets of 6 ends.

3) The winner of each set will be the team with the most shots at the end of the set.

4) If scores are tied at the end of the set, the set is drawn.

5) The winner of each set will receive 2 points and where a set is drawn, teams will receive 1 point each.

6) The scorecard should clearly show the set score at the end of the game.

7) At the conclusion of any end, team members may change their playing positions.

**G) Substitutions.**

1. A playing member can act as a substitute for any team or teams with no restriction on the number of times. A playing member registered with one team can act as a substitute for another team or teams with no restriction on the number of times.
2. A substitute may not skip.
3. The name of the substitute must be printed on the scorecard and clearly marked “sub”
4. Where substitutes are used, a league team must play a minimum of ONE of its registered players in a triples match and at least ONE in a pairs match.

**H) Postponed matches.** 1) If any match cannot be played on the designated date, it must be rearranged and played before the final scheduled matches in that particular league. The team who postponed the match shall be offered two dates for the rematch by the opposing team.

2) If the team who postponed the match cannot accept either of these dates, and the match is not played within the time frame, they will pay the full rink fees for both teams and forfeit the match. Penalty points & shots will be awarded to the opposing team as in C. (1) e. above.

3) The team who postponed the match must ensure that the club stewards are notified immediately of any changes and that these are entered into the rink booking register.

4) If a team fails to notify its non-attendance for a match to its opponents and to the club as stated in Rule H 3) above,they shall be responsible for the rink fees of both teamsand penalty points awarded as per C 1) e above.

5) An ‘ends game’ can be rescheduled during the daytime schedule and be played to ‘timed game’ rules provided both captains agree.

6) The teams may if they so wish, play two for one matches, i.e. two sets of 8 ends for a 16-end game, two sets of 7 ends for a 14-end triple and two sets of equal time for timed games. If this option is chosen, players must pay double rink fees.

7) In the event of a known absence i.e. holidays, etc., any league match may be played before the scheduled date with the agreement of both team captains.

8) Failure to complete your team’s league programme may prejudice entry into future leagues.

9) If the club is closed due to bad weather, electricity failure or any other unforeseen incident, the league secretary will re-arrange the postponed games.

**I) League adjudication**

Where a dispute arises and cannot be resolved, this may be taken to an adjudication committee composed of the league secretary, an umpire and a member of the management committee for determination.

Any objection by participants in the same league must be lodged with the secretary of the management committee within 24 hours of the completion of the match in question. The secretary of the management committee will then convene an adjudication committee and if the objection is then subsequently upheld, that match may be declared forfeit and points awarded as in C. (1). e above.

**J) Scorecards/Scoreboards**

1) Scorecards will normally be completed by the SKIP of the ‘home’ league team. The away skip will normally nominate a player from the away team to keep the scoreboard up to date. However, ***where both skips agree***, responsibilities for both scorecard and scoreboard can be changed including the scorecard being completed by a non-player.

2) All scorecards must be completed correctly. They must be signed by both skips at the end of the match and not by a non-player. These must be placed in the collection box after the match.

3) The names of all players in a match shall be clearly written on the scorecard, including substitutes.

4) Scorecards will not be accepted if completed incorrectly and will be returned to the skip who kept the card for correction.