

## APPENDIX 3

### RULES FOR THE RUNNING OF THE LEAGUES

#### 1. ORGANISATION

- 1.1. Skips on each rink are responsible for collecting cards, and paying rink fees to the Steward before the game commences.
- 1.2. It is the sole responsibility of each skip to ensure that the score card is signed at the end of the game and the scores are entered on the league score sheets.
- 1.3. Score sheet errors must be corrected by reference to the signed score card available from the Steward.

#### 2. PLAYING GUIDANCE

- 2.1. The Leagues will be played in accordance with the Laws of the English Indoor Bowling Association except as follows.
- 2.2. 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.
- 2.3. No trial ends to be played.
- 2.4. Visits to the head are not permitted.
- 2.5. Matches to be played to the "BELL".
- 2.6. If the jack has been correctly cast and centred before the bell sounds the end may be completed.
- 2.7. If the jack is improperly delivered, it shall be placed on the rink, within the regulation distance, by the opposing skip and, if desired, the mat adjusted.
- 2.8. When a bowl or jack, at rest on the rink, is in danger of being moved by a bowl from an adjoining rink, to avoid a collision it should be lifted and replaced in the same position by any player at the "head". If several bowls are on the collision course, then the offending bowl shall be stopped. If it was delivered on the correct bias, it should be returned to the original rink to be replayed.
- 2.9. Players about to deliver a bowl should at all times be mindful of the bowlers on the mats of the adjoining rinks so as not to risk a collision of bowls in motion.
- 2.10. No dead ends - 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:-
  - 2.10.1. If the jack is driven sideways off the rink, then the jack will be placed on the nearest predefined spot which is 1.5 metres from the centreline at the 2 metres "T" level.
  - 2.10.2. If the jack is driven over the bank, or rebounds to a point less than 20 metres from the front of the mat, it will be placed on the "T"
  - 2.10.3. 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.
- 2.11. If a match is unable to be completed because of an emergency, the result to stand if seven or more ends have been completed. In other situations the League Secretary will decide the outcome.

#### 3. 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. Additionally

- 3.1. In a triples match, the team with only 2 players will play 8 bowls to the opponents' 9. The opponents will always have the last bowl, and when playing second the last 2 bowls.
- 3.2. 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.

#### 4. FAILURE TO ATTEND OR POSTPONEMENT

- 4.1. Should a team fail to attend, or fail to play a League Game except where postponement has been agreed as below, the game is conceded to the non-offending team with a score of 10-0. The offending team will be fined a sum equivalent to the full cost of the Match Rink Fees.
- 4.2. Any team failing to complete the full League programme may forfeit the right to play in that League for the following season.

- 4.3. If a League match is postponed, the League Secretary must be informed and the re-arranged date must be mutually agreed by both teams within fourteen days of postponement. The team who is NOT requesting postponement shall offer two suitable dates to their opponents. The re-arranged game should be played as soon as reasonably possible. Both team leaders shall ensure that the booking sheet for the original game is amended as soon as the game is postponed so that the rink can be used, otherwise the rink fees will become payable. Rinks for rearranged games may be booked more than one week ahead.

5. LEAGUE WINNER

Two points will be awarded for a win, and one point for a draw. The League winner will be the team with the most points. If two or more teams have the same points, the team who have played the least number of games will win. If teams are still equal, shot difference then finally shot ratio will decide the winner.

6. TEAM REGISTRATION AND ELIGIBILITY

- 6.1. Teams at present in the League will be given priority for the subsequent season provided they re-register within the appropriate deadline.
- 6.2. Team leaders will be responsible for registering the team players. Team leaders must ensure that all players have the opportunity to participate in approximately the same number of games.
- 6.3. Members may register for as many teams as they wish, provided that they only register for one team in each League.
- 6.4. Teams must register at least one more member than the number required to play a game.
- 6.5. All persons playing in the leagues must be playing members of Palmerston Indoor Bowls Club.
- 6.6. 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.
- 6.7. 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.
- 6.8. No team changes will be allowed after the game has commenced, except for illness, or other reasonable cause.

7. 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.