

# B-LV BOWLING LEAGUE

## LEAGUE RULES

### 1 TITLE

- 1 The League is to be known as the **B-LV Bowling League** (Hereafter referred to as the 'League') and membership will be available to all bona-fide Clubs affiliated to the Staffordshire County Bowling Association (SCBA).
- 2 Membership will be restricted to clubs located within 10 miles of Bilston Town Centre

### 2 MEMBERSHIP

- 1 Any Club wishing to join the League must apply in writing not less than 14 days before an AGM (see 4.1)
- 2 Membership will be subject to acceptance at the AGM and the payment of a joining fee (see 6.1.1)
- 3 Any Club wishing to resign from the League must do so in writing not less than 14 days before an AGM. Failure to do so will result in the Club being liable for full payment of League fees for the coming season.

### 3 CONSTITUTION

- 1 The League structure will comprise of a President, Chairman, Secretary/Treasurer and one representative from each competing team.
- 2R The League will be governed by a Management Committee which will comprise of a Chairman, Secretary/Treasurer, and a Clubs Representative nominated from competing teams.
- 3 The Management Committee may co-opt other additional members as necessary at any time during the season.

## 4

### MEETINGS

- 1 A minimum of two general meetings will be held each year as follows:  
An Annual General Meeting (AGM) which will be held prior to the start of the season (usually in February).  
A Half-Yearly Meeting (HYM) which will be held as soon as possible after the end of the season (usually in October).
- 2 The AGM will elect officers and discuss and agree League business for the coming season.  
The HYM will consider changes to League rules & bylaws.
- 3 In addition to the regular general meetings, the League Management Committee may call a special Extraordinary General Meeting (EGM) at any time as necessary.
- 4 It is incumbent on all teams to attend General Meetings  
Apologies will not be accepted.  
Failure to attend will result in a fine being imposed (see 6.2.1)
- 5 Teams must be given at least 14 days notice in writing of any General Meeting stating the reason for the meeting
- 6 Each team represented at all meetings will be allowed one vote.  
All decisions will be made by a simple majority voting of those present.
- 7 Proposals to amend any rule of the League may be made by any member team.  
Notice of any proposal must be submitted in writing to the League Secretary not less than 14 days before a General Meeting.
- 8 The League Secretary must convene a meeting of the League Management Committee if specifically requested by any member Club. The request must be made in writing stating the purpose of such a special meeting.

## 5

### RULES

- 1 Each team will be provided with a copy of the League Rules and will be bound thereby
- 2 Any infringement of League rules will be dealt with by the Management Committee, whose decision will be final.
- 3 Any problems that can not be resolved by then current League rules will be dealt with by the League Management Committee at the appropriate time and then referred to and confirmed at the next League General Meeting

## 6 FEES AND FINES

1R Membership is subject to the payment of an initial joining fee and of an annual subscription by each member team.

2R Fees and fines will be determined at the AGM.  
Current values are as follows:

### 1 FEES

1	Joining fee (may be waived)	£ 10
2	Annual subscription	£ 75
3	KO Cup Competition	Included
4	4-a-Side Competition (if held)	Included
5	IMC competition (Up to 9 entries)	£1 / player

### 2 FINES

1	Non-attendance of a General Meeting	£ 10
2	Non-fulfilment of a match	£ 10
3	Non-fulfilment of a game	£ 5
4	Use of a suspended or ineligible player	£ 5
5	Non-provision of approved jacks and measures	£ 5
6	Inadequate notice of postponed match	£ 5

- 3 All fees and fines must be paid before the end of the season
- 4 Participation in the following season will be incumbent on the full payment of all outstanding fees and fines
- 5 The League Secretary/Treasurer will prepare adequate account statement each season which will be submitted to the AGM for scrutiny and approval.

## 7 AVAILABILITY

- 1 Greens of all member Clubs shall be made available to the League when reasonably requested for official B-LV scheduled matches and competitions.
- 2 Any player or green of member Clubs shall be made available to the Staffordshire County Bowling Association when reasonably requested.

## 8 RULES OF PLAY

- 1 All games shall be governed by the Staffordshire County Bowling Association Laws of Bowls.
- 2 Each team to be represented by 9 players.
- 3 All games to be singles of 21 up.
- 4 League fixtures will be a home and away basis.
- 5 Match scoring will be as follows:  
Each game won will count 1 point with the highest aggregate score counting an additional 2 points.  
A total of 11 points are therefore at stake at each match.  
The winning side will be the one with most points at the end of the match.  
A drawn match is not possible.

- 6 All matches to be played on Thursdays unless scheduled otherwise.
- 7 Matches to start no later than 7.00pm.  
Any team not ready will be allowed a maximum of 15 minutes to commence the first game.

If play is still not possible the match may be forfeited, a new date set or fines imposed as appropriate and as decided by the League Management Committee

- 8 A minimum of three games to be drawn from those present to allow the match to start on time. The complete draw for the remaining games is to be made while these games are in progress.

The game of a player not present may be deferred until later. However, when the green has less than three games in progress, then any player called shall be allowed a maximum of 10 minutes to start or else forfeit the game. And a fine will be imposed (see 6.2.3)

- 9 All teams must field a full complement of 9 players.  
Failure to do so will result in the loss of non-contested games 0-21 and a fine imposed (see 6.2.3)
- 10 Away teams shall have first cast of the jack in all games
- 11 No practice is allowed by the visiting team prior to the start of a match and no practice by the home side after the match has commenced.  
For matches on neutral greens, or for individual competitions, no practice is allowed by any player.

12.1 Any team wishing to postpone a scheduled match must give the opposing team adequate notice and the League Secretary informed.  
Every attempt should be made to agree a suitable alternative date at that time.  
**In all cases, adequate shall mean at least 24 hours prior to the scheduled match – and ideally greater.**

**Failure to do so would result in the match being forfeited and fines imposed (see 6.2.5).**

- 12.2 **In all cases, matches must be completed by the end of the regular season.**  
**A specific date will be notified by the League Secretary when the fixtures are issued.**  
**Any match not played at that date will result in fines being imposed on both teams (see 6.2.2) and the match awarded 0-0 points.**

- 13 Scheduled fixtures of the Bilston League may not be postponed to accommodate the matches of any other League except as requested by the Staffordshire County Bowling Association.

- 14 Standard approved jacks to be used in all games.  
Captains should check that the date stamp on the jacks is current before the start of a match.  
The home team is responsible for providing approved jacks and measures.  
Failure to do so will result in a fine being imposed (see 6.2.4).

15R **Promotion and relegation** within the League will be based on three up/three down at the positions after completion of all scheduled matches as follows:

- 1 **Final positions will be assessed as follows:**
  - Total match points scored
  - Then: difference in game shots (shots for minus shots against)
  - Then: number of wins
  - Then: total points scored
  - Then: head-to-head record.

## 9 REGISTER OF PLAYERS (ALSO SEE RULE 12R BELOW)

- 1 All Clubs must prepare a list of eligible players from which their teams will have to be selected.  
The list must be submitted to the League Secretary before the start of the season.
- 2 Any player joining a team after this date must be registered with the League Secretary before playing in any match.
- 3 All League matches and Competitions are open to BCGBA registered players only.  
Teams fielding unregistered players will lose that game 0-21 and a fine imposed (see 6.2.4).
- 4R When a player has played four games for a team, they will be deemed a nominated player for that team for that season.
- 5R During the season, for clubs with more than one team in the League, players from a higher division team may play a maximum of one game only in any lower team match.  
However, players in the lower division team will be allowed to play for the higher division team on a maximum of four occasions.  
After that they will be deemed to be nominated to the higher division team.
- 6 Players will not be allowed to play for other teams from the same club on matches scheduled for the same night.  
A rearranged match shall be treated as the original scheduled fixture.
- 7 Clubs with two teams in the same division are to be considered separate clubs for this rule and will not be allowed to transfer players during the season.  
Such players will be deemed ineligible and will result in a 21-0 deficit score and a fine imposed (see 6.2.4).
- 8 Transfer of Players between clubs during the season  
Players may be allowed to transfer to another club during the season providing that:
  - 1: Both Club Secretaries are in full agreement that the transfer can take place
  - 2: All financial obligations of the player requesting transfer should be completed satisfactorily
  - 3: No transfers to be permitted after 1 August

## 10 SUSPENDED PLAYERS

- 1 Any player suspended by the Staffordshire County Bowling Association will not be allowed to play in any Bilston League match or competition.  
Such players will be deemed ineligible and will result in a 21-0 deficit score and a fine imposed (see 6.2.4).

## 11 REFEREES & MARKERS

- 1 The captains of competing teams shall act as referees.  
They will provide guidance on the interpretation of the League Rules and resolve any disputes.  
Their decisions will be final.
- 2 A member of each team should be nominated to act as measurers when called for.
- 3 The home team to provide the measures.

## 12R RECORDING OF MATCH RESULTS

The League uses the [www.bowlingresults.co.uk](http://www.bowlingresults.co.uk) website for administration and scheduling.  
This will impose a number of responsibilities on member clubs:

- 1 Create and maintain a list of registered players (see 9.1)
- 2 Allocate players to appropriate teams
- 3 The 'Home' team must create and record the match scores using the website proforma.
- 4 Upload the scorecard to the website within 7 days of the match date
- 5 Advise the Fixtures Secretary of any postponed matches and the rearranged dates

However, teams are advised to retain a separate agreed record of the match scores to assist in any resolution of disputes.

## 12 LEAGUE COMPETITIONS

### 1 KO CUP

- 1 Matches will be played as initially scheduled.
- 2 Matches involving teams from the same Division will be played on neutral greens.  
For matches between teams from different Divisions, home advantage will be awarded to the team from the lower Division.  
This home green advantage will apply throughout the competition up to the Finals, which will always be held on a neutral green.
- 3 Away teams shall have first cast of the jack in all games
- 4 For matches played on neutral greens first cast of the jack will be determined by the toss of a coin.  
The winner shall have first jack for games 1, 3, 5, 7 & 9 (5 games) and the loser for games 2, 4, 6 & 8 (4 games)
- 5 No practice is allowed by the visiting team prior to the start of a match and no practice by the home side after the match has commenced.  
For matches on neutral greens, no practice is allowed by any team.
- 6 Match format and scoring to be as for League matches (9 a side, 1 point per win, 2 points for highest aggregate score).  
A drawn game is not possible.
- 6R All registered players will be eligible to play in the competition. However, **from round 3 onwards**, all players must have previously played **at least one league game** and, **for Semi-finals and finals must have played in at least three previous League matches for that club.**
- 7R **Players may represent only one team throughout the competition**

### 2 INDIVIDUAL MERIT COMPETITION (IMC)

- 1 Entries will be invited and scheduled by the League Secretary. Greens, start times and nominated persons in charge will be advised 14 days prior to each round of the competition.
- 2 All players competing should present themselves to the person in charge no later than ten minutes before the scheduled competition start time.  
The playing order will then be determined from those players present at the nominated scratch-off time.  
Any player entered but arriving late will not be eligible to take part.
- 3 All registered players will be eligible to play in the competition. However, all finalists must have played in at least four League matches for that club.  
No-one will be drawn to play on a green where they are a registered Bilston League player.
- 4 All games will be on an individual knockout basis and 21 up.
- 5 First cast of the jack in all games will be determined by the toss of a coin.

### 3 4-A-SIDE COMPETITION

- 1 The competition will be between teams of four players formed from each League team.  
Each team may enter **one side** drawn from their list of registered players. All registered players will be eligible to play in the competition. However, all finalists must have played in at least four League matches. Teams will not be drawn to play on their home green.
- 2 Teams will be 4 a side.  
Games will be singles, 21 up.
- 3 First cast of the jack will be shared - each side having the jack for two games.
- 4 The winners will be decided as follows:
  - The side with the highest aggregate score.
  - Should the aggregate scores be tied, then the team that has won the most games will be awarded the match.
  - If match scores and games won are the same then an additional tiebreaker game will be held as follows:  
Tiebreaker:
    - The tiebreaker game will be over **four ends**
    - Captains will nominate a player who has contested the original drawn match
    - First cast of the jack to be determined by the toss of a coin
    - The possession of the jack will then continue to alternate irrespective of the winner of the end.
    - If the scores are equal after four ends, then a deciding fifth end will be played to determine the winning team.  
First cast of the jack for the deciding fifth end to be awarded to the winner of the fourth end.

### B-LV Bowling League (2024)

Rules revised by:  
Date:

Sid Weston / Andy Slater  
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