

RULES OF SOUTH WESTMORLAND SENIORS BOWLING LEAGUE

R1. Teams to consist of 8 players on each side. The match to consist of 4 single games and 2 doubles. Each game 21 Up. All matches to be organized under the Rules of the British Crown Green Bowls Association. A random draw to be made by the two Captains prior to the start of the match, starting with a doubles game.

If a team is one player short the Captain of that team must forward a minimum of five names, then a player to be selected to play twice will be done by a random ballot as stated above, and the opponent may have a practise of 4 ends.

Order of play for the first 3 jacks to include at least 1 double, i.e. 1 double and 2 singles or 2 doubles and 1 single. Points awarded - 4 singles, 2 doubles, 1 point per game plus 2 for the aggregate, giving 8 points available.

In the event of a player or players receiving a walkover he/she/they do not have the game added to their games played or won, or 21 points added to their personal aggregate, but it is counted in the team's overall score as a 21 points win.

Any player having already played for a club should be excluded from moving to play for another club in any one season, unless dispensation has been granted from the league.

No player can play for more than ONE TEAM in the same week.

Clubs to have and USE score boards as well as score cards for all matches.

R2. Standard jacks to be used, and the visiting team shall have the first throw of the jack. Visiting team to have use of the match jacks for 15 minutes before starting time of the match.

R3. Games shall be played on a Monday afternoon, and in some cases on a Tuesday afternoon, commencing at 2 p.m. prompt, or earlier if decided between the two Captains. All matches to be played on the day printed on the fixture lists.

R4. Should a game or part of a game have to be postponed through unfavourable weather or other special circumstances, such game shall be resumed from the point of cessation in the first instance. The away team Captain shall have the final decision as to whether the match will be played. The teams concerned must arrange to replay the game soon as possible. The privilege of the home team to fix the date, and they shall advise the League Secretary of the date agreed upon, failing which the Executive Committee will determine the date.

The date of a match can be changed by the mutual agreement of the 2 captains concerned. However, if there is no mutual agreement then the published date stands. Should a match date be changed then the home team captain must inform the league secretary. Any changed date must be within 7 days of the published date.

- R5.** Each team sheet to be signed and a complete list showing the match results. The results should be posted on the website as soon as possible by the home team.
- R6.** The team making the highest number of points throughout the season to be declared the winner. Should two or more teams tie at the end of the season with an equal number of points, they shall play off on a neutral green to be decided by the Executive Committee.
- R7.** Any matter arising which is not covered by the above Rules will be dealt with by the Executive Committee whose decision shall be accepted by all parties.

The Executive Committee shall have power on behalf of the League to impose appropriate sanctions for any breach of League rules.

Updated October 2019