

# LEAGUE RULES

**The Law of the Sport of Bowls (Crystal Mark Fourth Edition) apply, except where modified below.**

## **League Administration**

1. All leagues will be played to the League Rules. League tables are prepared and issued by the League Management. All league scorecards are to be placed in the tray at reception immediately after completion of the game. Scorecards must contain first name or initial and surname of all players.
2. A player may play for more than one morning, afternoon or evening league team, but may only register in one team per league.
3. All leagues except for the following are designated "OPEN":

Monday afternoon Ladies' Triples  
Thursday afternoon Ladies' Triples  
Thursday evening Men's Triples

## **League Match Rules**

4. There are no trial ends and there is no limit on the number of ends played in a two-hour session.
5. If an illegal jack is delivered the opposing skip may either a) request that their lead delivers the jack from a mat position of their choice or b) the opposing skip may place the jack leaving the mat in its original location. If the jack is re-delivered and is an illegal delivery the skip of the team who delivered the first illegal jack shall place the jack on the 2-metre mark and the mat can be placed in a legal position of their choice.
6. Two points will be awarded for a win and one point for a draw.
7. If the jack is hit out of play it will be re-spotted 1.5 metres to the side of the full-length spot on the side that the jack left the green. If a bowl covers that spot the jack will be placed alongside that bowl on the side nearest to the centre line spot.
8. After leaving the head, skips must not return during the playing of that end. Any skip returning to the head after delivering one bowl will forfeit the right to deliver the second bowl.
9. If a skip leaves the rink, a player who has already delivered their bowls must be asked to take charge of the rink.
10. THE SINGLES LEAGUE is first to 21 shots and if no player has reached 21 shots the score at the conclusion of the end following the ringing of the session bell shall be the final score.

11. A FOURS team that is a player short will play with the lead and second bowler playing three bowls each. This team will lose 25% of its score, fractions rounded by Bowlr. A registered player may join their team to make up the four before the commencement of the third end without penalty. After the third end has commenced, they may join the team, but the 25% penalty will apply. The order of play must be determined before the start of the game and the late arrival cannot play skip. If a player has to leave the green during the game they may be replaced with a registered player without penalty, but the newcomer may not play skip. If no such player is available, the remaining three players will complete the game with the lead and second bowler playing three bowls each, but the team will lose 25% of all further shots scored. The 25% rule (playing with three players) is limited to three times per season.
12. A TRIPLES team playing a player short will lose 33% of its score, fractions rounded by Bowlr. A registered player may join their team to make up the three before the commencement of the third end without penalty. After the third end has commenced, they may join the team, but the 33% penalty will still apply. The order of play must be determined before the start of the game and the late arrival may not play skip. If a player has to leave the green during the game they may be replaced with a registered player without penalty, but the newcomer may not play skip. If no such player is available, the remaining two players will complete the game but lose 33% of all further shots scored. On any occasion where a triple team is reduced to two players, the two players will play three bowls and the opposing three players two bowls each. The 33% rule (playing with two players) is limited to three times per season.
13. A PAIRS team that turns up a player short may register a player or use a pool player, without penalty, but if a player is not available and there is a valid reason the player did not turn up, the game may be rearranged. If not, the defaulting team will be liable for both team's rink fees and their opponents will be awarded 2 points and a 5 shot to 0 win.
14. If a player has to leave the green during the game they may be replaced with a registered player without penalty, the newcomer must play in the position of the person they are replacing.
15. Players in a team that withdraw from a league without a reason that is deemed acceptable by the club management will not be allowed to join an alternative team in that league or enter that league in the following season.

### **Postponed League Matches**

16. If possible, the postponing team must inform the opposing Secretary at least 24 hours before the game is to be played.
17. The postponing team must also inform reception to cancel the rink for that game or enter full details of the match being delayed in the rink bookings file at reception. If either team wishes to retain the rink for a roll-up, reception must be informed otherwise it will become available for rebooking.
18. The postponing team must, within two weeks of the postponement date, offer the opposing team three dates for the postponed match to be played, one of these must be an evening and another a weekend.
19. The game must be played within six weeks of the postponed league game.

20. If after two weeks the postponing team has not offered dates, the opposing team can offer three dates, one of which the postponing team must accept.
21. If the postponing team or the opposing team fail to accept dates offered under rules 22 to 24, the defaulting team will be liable for both teams' rink fees and their opponents will be awarded 2 points and a 5 shot to 0 win.
22. After six weeks if neither team has offered dates both teams will be liable for their rink fees, payable within two weeks, no points will be awarded and the match will be void.
23. In the last six weeks of the league season, team secretaries must agree, within a week of the game being postponed, a rearranged date for the game to be played before the end of the league season.
24. All games must be played by the last day of the league season.
25. A game cannot be conceded at the end of the season if it affects winners and runners up in the leagues. These games must be played. Any such games not played will be reported to the Bowls and Social Committee who may penalise the defaulting team. Rink fees must be paid for conceded games.
26. If a team fails to turn up for a scheduled league game, without notifying the opposition and reception, the defaulting team will be liable for both teams' rink fees and their opponents will be awarded 2 points and a 5 shot to 0 win.
27. Unpaid fees must be paid within three weeks. Unpaid fees will be reported to the Bowls and Social Committee who may order the deduction of points and may remove persistent offenders from the league.