

CLUB COMPETITIONS & LEAGUE RULES

1. INTRODUCTION

- 1.1. These Rules provide for the internal working of the Club and may be altered by the Club Bowls Committee from time to time as circumstances demand.
- 1.2. Where Club Rules are not specifically stated, EIBA Rules apply.
- 1.3. The Competition Organiser and/or the Club Bowls Committee shall deal with any matter not covered by these competition rules.

2. GENERAL RULES

- 2.1. All players must be members of the Thanet Indoor Bowls Club and have paid a Bowls Subscription for the whole period of the competition.
- 2.2. Associate Members, Day, Social and Non-members cannot enter or play in Club Competitions or Club Leagues.
- 2.3. The Club runs all leagues and its rulings are final and binding on players. All disputes over Club Competitions or Club Leagues may be referred to the Club Bowls Committee for a ruling.
- 2.4. Competitions and League Teams must be entered by 30th September or (30th April for the summer) with the appropriate fee and the minimum number of players shall be named on the application form. Time extensions may be granted in exceptional circumstances at the discretion of the Competition Organiser or in the interest of balancing the Leagues to an even number of teams.
- 2.5. Where there is a limit on the number of teams in a league, then entries will be taken on a first come basis.
- 2.6. There will be a match for each team every week except when Tournaments are on, a visiting team has booked the rinks or between Christmas and the New Year.
- 2.7. No matches can be postponed or cancelled but may be played before the scheduled date.
- 2.8. Entry fees go towards the cost of trophies or prize money.
- 2.9. Both players/teams are responsible for arranging matches and must provide 3 different dates and times to their opponents including 1 day at weekends, 1 midweek, 1 daytime, 1 evening time. Disputes to be settled by the Competition Secretary. If players cannot agree a date and time, both may be eliminated.
- 2.10. A Marker for singles competitions is arranged by the player on top of the pairing.
- 2.11. 2 points are awarded for a win, 1 point for a draw. 2 points awarded to a team if the other team cancels. Matches must be played on the fixed dates or earlier.
- 2.12. League matches normally start 2nd week in October for 10 weeks before Christmas and 12 weeks after.
- 2.13. If any team drops out of a league, all results involving that team are void.
- 2.14. League positions are based on points, then shots scored, then shot difference at the end of the season.
- 2.15. A separate Knockout Competition, open to all League teams, will follow the completion of the League programme if time allows.
- 2.16. All matches must be played by the fixed dates and the responsibility for arranging the match lies with BOTH players. Both sides should offer 3 dates with at least one during the week and one at the weekend. If there is a failure to agree a date and time then the match must be played at 7pm on the “play by” date.
- 2.17. Extensions to playing dates of all Competitions are only considered by the Bowls Committee in the event of illness or extreme bad weather provided a match date is booked BEFORE the “play by” date. Failure to follow the rules may result in both players/teams being scratched from the competition. Bowls Committee decision is final.
- 2.18. Any player will only be allowed to visit the head once in any end. Walking up the green beyond half the distance from the mat to the jack constitutes visiting the head. Players should also return to the mat before the next player is ready to bowl. If any skip or any other player remains at the head whilst their opponent plays their bowl, then this counts as visiting the head.
- 2.19. In ALL Club competitions, leagues, tournaments, roll-ups, ect, , if the jack is hit off the rink on either side, the jack shall be placed on the spot nearest to the side where the jack left the rink.

- 2.20. There are normally no presentations for Leagues or Knockouts Competitions.
- 2.21. No trial ends are played in competition or leagues unless the rules below state otherwise.
- 2.22. Separate rules are published for the Thanet Open Tournament.

Club Finals

- 2.23. Finals are normally in April and players entering a competition must be available to play the final on either day.
- 2.24. The number of ends played in earlier rounds of any competition also applies to the Finals.
- 2.25. All Finals have no time limit and 2 trial ends of 2 woods may be played.
- 2.26. All presentations for Competitions are made at the end of the last Final on the last day of the Finals.

3. MEN'S CLUB LEAGUES (Mon & Thurs)

- 3.1. One League is run on Mondays and called the Premier League, one League run on Thursdays called the Championship League.
- 3.2. The cost is £20 per team with a maximum of 10 registered players
- 3.3. Entries should be received with full payment by 30th September with the intention of starting in October.
- 3.4. The maximum number of entries per evening is 8 teams
- 3.5. Teams consist of 2 triples and matches played over 18 ends or a maximum of 3 hours
- 3.6. If a team are 1 or 2 players short, the triple(s) with one player short has 33% of their shots (rounded up) deducted from their shot score at the end of the game. The team playing with 2 players plays with 4 woods each and opposing skip plays with 2 woods. If both teams have 1 player missing, one triple and one pair (4 woods each) constitutes a team with no deduction for being short.
- 3.7. If a team has 3 players missing the whole match is conceded. Matches may only be re-arranged by mutual agreement BEFORE the scheduled date.
- 3.8. Points awarded are 4 points per winning triple and 2 points for a drawn triple.
- 3.9. 1 point for any triple losing by LESS than 6 shots i.e. 1 to 5 shots.
- 3.10. 4 points awarded for winning the match based on the combined scored. 2 points each if match drawn.
- 3.11. Winners of each league receive a cash prize provided they have played all matches.

4. TOP SCORE LEAGUES

- 4.1. These Leagues will be held on days and times published on the Notice Board and will only be for members of Thanet Indoor Bowls Club who have paid a current Bowls Subscription.
- 4.2. Members may enter for each league, which will be for a maximum of fourteen (14) weeks starting in October, January and April.
- 4.3. Any member may enter into more than one Top Score and each league competition entry costs £1 for the competition and £1 towards Prize Money, which is awarded for 1st (£25), 2nd (£15) and 3rd (£5) for each competition.
- 4.4. Teams of two, three or four players shall generally constitute a team for play and depends on the number of players and the number of rinks available. A minimum of four players will be necessary to qualify for any one session.
- 4.5. The draw for teams is to take place 15 minutes before the session commences. Any bowlers arriving after the draw may only be included to balance a rink and shall be at the discretion of the League organiser.
- 4.6. One rink disc is put into the draw for each player. Where the number of members present exceeds the number required for a session, blank discs shall be included to make up the number of discs to the number of players eligible for the draw i.e. those who have paid their green fee at least 15 minutes before the session starts.
- 4.7. The teams are determined by drawing a disc for rink numbers and team colours.
- 4.8. Those players who have drawn a blank disc shall have their green fees refunded. Any Members left out of a Top Score one week shall automatically play in the league the following week if they have recorded their name in time and correctly. Also they shall automatically be included in all subsequent draws of that session until every player wanting to play has drawn a blank. i.e. players cannot draw 2 blank discs

in consecutive sessions until all other players have drawn blanks.

- 4.9. Should it become unavoidable that unbalanced teams play i.e. 4 against 3 OR 3 against 2, the lesser team loses 25% of their score.
- 4.10. Each game will be decided on shot difference with the best six scores of each player added up to determine the competition winner. Winning scores and losing scores (losing scores deducted) are included when determining the best 6 scores for any player.

5. SINGLES COMPETITIONS.

- 5.1. Matches to be played to 21 shots or end of playing session.
- 5.2. Two trial ends of 2 bowls are permitted.
- 5.3. Competitors to arrange their own markers.
- 5.4. Either player will only be allowed to visit the head once in any end.
- 5.5. If the game is level in the time allocated, an extra end must be played to decide the winner.
- 5.6. The winners of the Men's and Ladies Singles may be entered into the National Champion of Champions competition at the Club's expense.

6. 100 UP SINGLES COMPETITION

- 6.1. A singles competition with each player having 4 woods.
- 6.2. No trial ends. A marker is required to measure and keep score and arranged by the Challenger (top name).
- 6.3. After tossing for the jack, the first mat is placed on the "T". Subsequent mats are placed immediately behind the final position of the Jack in the previous end. If the Jack ends up in the ditch, then the mat is placed close to the ditch where the Jack finished.
- 6.4. Each Jack is delivered in the normal way, must finish on the green to be live, but the Jack remains where it finishes and is not centred. If the jack is delivered into the ditch or off the green the Jack passes to the opponent.
- 6.5. After both players have played all their woods, only the nearest 4 woods score points as follows:- 4 points for the nearest to the Jack, 3 points for 2nd nearest, 2 points for 3rd and 1 point for fourth nearest.
- 6.6. The total points scored each end 10 points.
- 6.7. The winner is the first player to reach 100 points after all woods have been delivered in the last end. If neither player has reached 100 shots at the end of the session then the player with the highest score wins.
- 6.8. If players are tied on the last end at 100 points each, an extra end is played.
- 6.9. A 100-up board is available to assist in scoring if required.

7. YARD OF THE JACK

- 7.1. Matches to be played over 21 ends or to end of playing session.
- 7.2. Each competitor shall play with 3 bowls and competitors score 1 shot for each wood within 1 yard of the jack.
- 7.3. Competitors shall arrange their own marker.
- 7.4. No trial ends.
- 7.5. Either player will be allowed to visit the head once in any end.
- 7.6. Markers will not offer any information unless requested to do so by a player on the mat.
- 7.7. Throughout the game the jack will be static and any subsequent movement during play will result in the jack being replaced on the original spot for the start of the end.

8. PAIRS

- 8.1. Members to enter their own nominated pair for either the Leagues or Knockout Competitions.
- 8.2. Matches will consist of eighteen ends or end of playing session whichever the earliest.
- 8.3. In the event of the scores in a pairs Competition being level in the time allocated, an extra end must be played to decide the winner.

9. MIXED TRIPLES LEAGUES

- 9.1. Matches to consist of eighteen 18 ends or end of playing session.
- 9.2. Members to enter their own nominated team with a minimum of 4 players, any 3 to play.
- 9.3. Maximum of 12 League teams.
- 9.4. Matches to consist of 18 ends or end of playing session with no trial ends.
- 9.5. Apart from the Friday evening league, all Mixed Triples leagues and each match played in that league must contain at least one (1) lady and one (1) man. The Friday Evening Mixed triples is a mix of all men, all ladies or mixed teams.

10. TWO WOOD TRIPLES COMPETITION

- 10.1. Members to enter their own nominated triple.
- 10.2. All matches to consist of 18 ends or end of playing session whichever the soonest.
- 10.3. Two bowls to be played by each player and no trial ends.

11. CHAMPIONS LEAGUE

- 11.1. The Champions League is a 2 wood triples league with matches played over 12 ends or 1 ¼ hours and 2 matches played each evening.
- 11.2. Teams shall have names from the Champions League or the current Football League and consist of a minimum of 4 players and a maximum of 6 registered players. Any players leaving the Club or being transferred during the season may be replaced. Transfers may only occur in the January “window” and subject to a Club Transfer Fee of £1.
- 11.3. One Player may be substituted after 6 ends and all 3 players may be changed after the first match each evening.
- 11.4. The mat must be placed before the bell for the end to be played.
- 11.5. The “Home“ team starts with a 2 shot advantage which is recorded before the first end is played.
- 11.6. A dead end caused by one team will result in 3 shots being awarded to their opponents for that end. Tied ends count as an end.
- 11.7. The winner of each match wins by 1 goal to nil plus each team scores 1 extra goal for every 5 shots scored in the match.
- 11.8. Match winners receive 3 points, losers receive 0 points, and each team has 1 point for a draw.
- 11.9. All matches must be played as scheduled (or earlier) or defaulting teams lose the match 3 goals to Nil.
- 11.10. League positions are based on points, and then goal difference and then goals scored.
- 11.11. In the event of a Knockout Competition only, if the match is tied after 12 ends, then an extra end is played with each player playing only 1 wood.

12. 3 SET TRIPLES LEAGUE

- 12.1. Matches consist of teams of 3 players in the best of 3 sets of 6 ends. Tied ends count as an end.
- 12.2. Winner of the toss at the start of the game OR before the tiebreak decide whether to play first or second.
- 12.3. The second set is started by team which played second at the start of the first set.
- 12.4. Each set is worth 2 points - 6 points in total in each match.
- 12.5. If a set is tied, each team receives 1 point.