

# MONDAY AFTERNOON TRIPLES

&

# THURSDAY NIGHT RINKS

## LEAGUE RULES



- 1 League entry is open to all fully paid-up members of the Club.
- 2 The Executive Committee will decide League and Competition Rules.
- 3 The Executive Committee has the right to reserve the rinks for Special Events of which due notice will be given.
- 4 The Leagues are a Triples / Rinks competitions run in two leagues, based on the final position at the end of the previous season.  
At the end of the current season, the top two teams in the B League will be promoted to the A league, the bottom two teams in the A section will be relegated to the B section.  
Two points for a win and one point for a draw. In the event of teams having equal points at the end of the season, shot difference will count.
- 5 Team captains must register their players with the League Administrator at the start of the season.  
Dress for league games is as per the club **Bowling Dress Code** which is on the notice board in the clubhouse.  
Captains to add any extra players joining their teams to the list displayed in the clubhouse.
- 6 Games to be of 18 ends, no trial ends, no handicaps, no visiting the head, otherwise as Bowls England rules
- 7 Score cards to be **SIGNED BY BOTH SKIPS**, and entered on to the tablet in the viewing area behind the bar.
- 8 **Triples games to start at 1.30pm. Games to be 18 ends or the last end must start before 4.00pm if the game is being played slowly.**  
Rinks games to start at 6-30pm in May, June & July, 6.15pm and 6pm in August, 6pm in September
- 9 Triples, 3 players shall constitute a triple – no less.  
Rinks games to be played on the dates shown, but can be played with three players but losing 25% of shots.  
In the event that 25% is not an exact whole number it is to be rounded up to the next whole number, eg:  $17 \div 25\% = 4.25$  which becomes 5 to be taken from the shots scored.
- 10 Teams should make every effort to play all games on the scheduled dates and times.  
Any team unable to play on the scheduled date and time and wishing to postpone the game must notify the LEAGUE ADMINISTRATOR and their opponents if possible, giving each at least 24 hours' notice. Notification of less than 24 hours will result in the defaulting team conceding 2 points and 8 shots to their opponents.  
**Teams will be allowed only one postponement during the season and any postponed games will be re-arranged by the League Administrator to be played during August/September.**  
For a team who has already postponed a game all remaining games must be played on the scheduled dates and times, or prior to that date.
- 11 In the event of bad weather, the Green Wardens will decide if the green is playable.  
Any team refusing to play, if the green is deemed playable, will concede the game and 8 shots.  
Any game started but postponed due to weather, the score will stand, if nine ends have been completed. Otherwise, the game will be completed at a future date to be arranged by the League Administrator.
- 12 ALL PLAYERS SHOULD BE ON THE GREEN READY TO PLAY FOR THE START OF THE SESSION. Any team arriving late will be penalised as set out in the table below.  
1 – 7 minutes late = 2 shots and 1 end  
8 – 14 minutes late = 4 shots and 2 ends  
15 – 20 minutes late = 6 shots and 3 ends  
SHOTS AND ENDS will be posted on the scoreboard before play begins.  
Any team not on rink ready to play, within 20 minutes of the start time shall forfeit the game and 8 shots.