

Team Tournament

1. The rules governing the Tournament may be altered by a simple majority at a League Annual General Meeting, unlike the previous rules.
2. The team Tournament takes place after the League matches programme is completed.
3. All League teams are entered for this, the same players as in the League Competition being eligible.
4. The teams will be divided into four groups at the Autumn Executive meeting.
5. Each team will play the other teams in their group.
6. Matches begin at 6.15 p.m. Before the commencement of each match the captains will draw for rinks, starting with the first drawn as the Singles game. A team consists of 10 men playing for points as below:
Four wood Singles 18 shots up, four wood Pairs 15 ends, three wood Triples 13 ends, Fours 15 ends.
The Home club must provide a marker for the Singles. One trial end each.
One point for each event and one for overall shots advantage (half points for ties)
7. If a team is short of one player, the four of that team will consist of three players with the first and second woods playing an extra wood each end. At the conclusion of the game, 25% of the scores of the incomplete four or fours shall be deducted.

If a team is short of two players, the above will apply and also the triple of that team will consist of two players each playing four woods. The order of play in such a rink shall be that on every end played the triple with nine woods will bowl the first wood. The rights of throwing the jack remain unaltered. At the conclusion of the game, 25% of the score of the incomplete rink shall be deducted

The winners of each group will meet to play semi-finals and finals on a pre-selected day.

In the event of a tie for the winning place in a group, shots difference will decide the winner.

If still not separated, then the result of the match between the clubs concerned, then by the results of the Singles match if necessary.

Semi-finals and finals shall have amended match format: Four wood Singles 21 shots up, four wood Pairs 21 ends, three wood Triples 18 ends, Fours 21 ends.

Two trial ends each. One point for each event and one for overall shots advantage (half points for ties)

In the event of ties between clubs in these later stages, the result of the Singles will determine the winner.

N.B. the number of ends (or shots) which constitute a game in the extended format of the Semi-Finals and final should be decided in the event of inclement weather by using the abbreviated format of the previous mini-League rounds

A team failing to fulfil Team Tournament fixtures should:
(a) Have all Team Tournament results that season declared void.

(b) Be barred from entry to this Competition for the following season.

Douglass Cup (most improved team Trophy)

This is decided by number of points clubs gain over previous season.

In the event of a tie, the most improved League position of the tied clubs will be the next decider and if not decided by these positions the final decider will be the result of match between the teams.

Champion of Champion Trophies.

Two players from each club, four woods each player, thirteen ends each round except semi-finals and final which should be 15 ends, time and weather permitting, over one day.

The winner and runner-up of the previous year be included in the draw as two extra players in their own right.

Named competitors in the Champion of Champions who do not notify their opponents and the League Secretary that they will not be present for the Competition shall be excluded from the event the following year.



RULES OF MATCH PLAY

updated to AGM 1999
(Items 13 and 14 governed by Constitution and changed only at Annual General Meetings)

LEAGUE MATCHES

Item 13 of Rules and Constitution

- (a) All League matches shall be played by teams consisting of four rinks of four players on each side, each playing two bowls and called respectively: first or lead, second player, third player and skip.
- (b) All League games shall consist of 21 ends but if time or weather conditions render this impracticable the number of ends to be played shall be agreed by the respective captains before play commences, or in default of agreement, by the toss of a coin. Once play has commenced, however, and the number of ends so determined cannot be played for any reason whatsoever the winners shall be the team with the highest total score when play ceases, irrespective of the number of ends played provided that in no case shall the duration of a game be less than fifteen (15) ends and that any decision to end play before the requisite number of ends (15) have been played shall be the subject of agreement between the respective captains.
- (c) When a match has to be abandoned because of the conditions prevailing and the requisite number of ends (15) have not been completed, then the match shall be replayed in its entirety, with both teams being able to select its team from all available members.
- (d) If a club fails to put its full team on the green within 15 minutes of the starting time, (6.30p.m.) the game shall be allowed to proceed by the first and second players in the incomplete four or fours each being allowed one extra wood per end. At the conclusion of the game 25% of the score of the incomplete four or fours shall be deducted
- (e) It shall be the duty of the Club Secretaries to retain signed rink score cards until the completion of the League season and these should be available for scrutiny in the event of any dispute in match results.
- (f) For the deciding of the League Championship, points shall be awarded as follows: League Championship points to be awarded as follows: -
Four points to the winning team; in the event of a tie, two points to each team.
Plus one point per winning rink to each team, 0.5 points each per rink draw.
This gives a total points score per game of eight points.

In the event of two or more teams tying for any position in a League table, shots aggregate (shots for divided by shots against) will decide relative positions. If positions still not resolved then the result of matches between the teams shall be the decider.

- (g) All League matches to start at 6.30 p.m. on the green.
- (h) All players shall wear white shirts and/or sweaters in all League and competition matches.

Item 14 of Rules and Constitution

DISPUTES; NON-FULFILMENT OF FIXTURES

- (a) Any dispute concerning the non-fulfilment of League Fixtures shall be referred to the Executive Committee or to the Management Committee (as the case may require) whose decision thereon shall be final.
- (b) All League matches to be played on the date shown on the fixture list, unless due to ground or weather conditions they are called off at the time of playing by mutual agreement of both captains, or by the green keeper. If for any other reason a team wants to postpone a match they must request to do so through the Management Committee.
- (c) Any match postponed because of inclement weather must be played within 28 days. The onus of making arrangements is with the home club who shall offer at least three possible dates to their opposition, the last to be not later than 14 days of the last League match fixture date.
- (d) The Management Committee shall have plenary powers to impose penalties and award points to the injured parties, as they deem fit. In addition to the foregoing and subject to the right of appeal provided by Rule 11, the Executive Committee shall also have power to expel from membership of the League any Club persistently failing to fulfil its fixtures.

RULES OF COMPETITIONS

(governed by A.G.M. and other official meetings)

1. ELIGIBILITY

- (a) The Competitions shall be confined to members of such Clubs as are in membership and have paid their subscription for the current year. A player shall not represent or allow his name to be submitted for more than one Club in any one year in the League Competitions.
- (b) *A named player changing clubs between seasons shall retain his named entry to play from his new club if Secretary informed before May. He loses named rinks entries at his old club; these old entries may be played with a new named player if Secretary informed by May. He may join rinks in other names at his new club.*

Rinks entered in his name at his previous Club may remain in the competition providing that they supply the competition Secretary with new contact names before May of the competition year.

2. RULES AND CONDITIONS

Every Competition shall be played under the rules of the English Bowling Association and shall be controlled by the Executive Committee or the Management Committee as the case may be.

3. ENTRANCE FEES

The entrance fees for all competitions held under the auspices of the League shall be determined at each AGM.

4. PRIZES

The prizes, if any, to be awarded to the winners and runners-up in each competition shall be determined by the AGM

5. COMPETITIONS To be played under Laws of E.B.A.

- (a) Single-handed Competition. The game shall consist of twenty-one points, four bowls each player.
- (b) Pairs Competition. The game shall consist of twenty-one ends, four bowls each player. In the event of a tie, an extra end must be played, the points in this end to count in the final score.
- (c) Triples Competition. The game shall consist of eighteen ends, three players on each side, three bowls each player. In the event of a tie, an extra end must be played, the points at this end to count in the final score.
- (d) Fours Competition. The game shall consist of twenty-one ends, four players on each side and two bowls each player. In the event of a tie, an extra end must be played the points at this end to count in the final score.

6. STAGES OF COMPETITION

All entries in all competitions shall be drawn together and played off in rounds according to the draw.

7. ANNOUNCEMENT OF DRAW

The result of the draws shall be communicated to Club Secretaries as soon as practicable.

8. PERIODS OF ROUNDS

The dates upon which the various rounds must be played will be clearly stated in the draw in each case. These dates must be strictly adhered to unless allowed for in Rule 9.

9. CHALLENGER AND OPPONENT -THEIR DUTIES

- (a) The first drawn of each singles, pairs, triples and fours shall be termed "the challenger and the second "the opponent".
- (b) The rounds may be played before the date shown by mutual agreement. If this agreement is not forthcoming, the round must be played on the date shown or the match forfeited by the defaulter. Rounds not played because of inclement weather must be played during the following weekend.
Named competitors whose teams do not appear for their rounds in open League competitions, and who have made no valid representations for their apparent lack of courtesy which are acceptable to the Management Committee, shall be banned from all open League competitions the following year.

- (c) The Challenger in singles must provide marker or forfeit the game.

- (d) Nominal starting time for rounds is 6.30 p.m.

Competitors should, however, realise that as the competition progresses the time should get progressively earlier. The Challenger should contact the Opponent to suggest a starting time. If a party arrives more than half an hour after the time fixed for the tie, the other party may claim a "walk-over".

Any postponement because of weather should be communicated to the Competitions Secretary by personal contact or phone immediately. Such contact must be confirmed in writing to furnish evidence in the event of a dispute.

- (e) The ties in all rounds of the Competition up to the finals shall be played on the green of the Challenger, the finals on the green nominated by the President.
- (f) Where a green is not in a reasonable playing condition, the Opponent shall have the right of playing on his own green on appeal to the Honorary Secretary or other designated officer, whose decision shall be final. Should neither green be in reasonable condition, then the Honorary Secretary or the other designated officer shall fix a neutral green for the tie to be played.
- (g) All participants in competition finals must play in whites.

In the event of a clash between a League final and a National final, the League final should be played before the scheduled date: this date is to be with the agreement of the Competition Secretary.

10. NOTIFICATION OF RESULTS

The results of all ties in all Competitions shall be submitted to the Honorary Secretary or other designated officer immediately after the ties are played. The onus of making such returns rests with the winners. All score cards must be signed by the loser before being submitted to the Honorary Secretary or other designated officer.