

Royal Leamington Spa Bowls Club

Club Competition Rules

A) General Rules

1) Qualification for Entry

- a) Entrants must be bona fide Full members of the Club, with Royal Leamington Spa Bowls Club being their prime club, to be eligible to enter the club competitions.
- b) Entrants into the Jeffs and Sadler Novice trophies, shall not have won any singles competitions (Club, South Warwickshire, County, or National). Selection for Ladies County team, or other major County teams (Middleton, Johns, Walker and Balcomb), shall also be ineligible for Jeffs, or Sadler competitions.

Members must not enter a competition if they are aware that they will not be available for Finals Weekend.

2) Competition Draw

- a) The Ladies and Gents Competition Secretaries shall be assisted by Club Members, who shall make the draws for all competitions. It is the responsibility of individual competitors to acquaint themselves with the Draw, and these regulations.
- b) For drawn pairs competitions, all entrants shall be divided into 2 groups, based on their handicap. Each pair shall comprise of 1 entrant drawn from each group.

3) Handicapping

- a) The player's handicap shall be based on a mixture of past experience and recent achievements, as follows:-

Experience:

- | | | |
|--|---|---------|
| - Played in County Team (Indoor or Outdoor) | - | 1 shot |
| - Bowling for 5 or more years | - | 1 shot |
| - Played in senior County team competitions : | | |
| - Middleton/Johns/Walker/Balcomb/White Rose/Amy Rose | - | 1 Shot |
| - International Players(Senior or Junior) | - | 2 Shots |

Club Competition Finalists in the Past 4 years(Including previous club(s)

| | Winner | Runner Up |
|---|---------------|------------------|
| - Championship | 2 shots | 1 shot |
| - Handicap | 2 shots | 1 shot |
| - 2 wood | 2 shots | 1 shot |
| - Novice Cup | 1 shot | 0 Shots |
| - Drawn Pairs - Senior Member | 2 shots | 1 Shot |
| - Junior Member | 1 shot | 0 Shots |
| - Chosen and Mixed Pairs – Both players | 2 shots | 1 Shot Each |

- **Singles and pairs handicaps shall not exceed 8.**

- b) The pair's handicap shall be half of both player's combined handicap (**Rounded up**) – See above.
- c) For both ladies and men's singles handicap competitions, the competitor with the lowest handicap will need to score 21 shots to win the match. The handicap for the higher handicapped player shall be 21, **plus the difference between the 2 players' handicaps.**

Eg. Calculation of adjusted handicap: -

Player 1 has a handicap of 3 and **player 2** has a handicap of 8.

The difference between the 2 handicaps is 5

Therefore **player 1** will need to score **21** and **player 2** will need to score $21 + 5 = 26$.

- d) In the pairs' competitions, the pair with the higher handicap must score additional shots, equivalent to the difference between the 2 pairs' handicaps, plus 1 shot, to win the match.

4) Dress Code

- a) Club kit must be worn for all rounds. Jumpers, or zip-up tops must be white, or Club blue. Regulation bowling shoes must be worn when on the bowling green. **NB! Bowling sandals may only be worn, if the player has a doctor's note, and at the Player's own risk.**
- b) Only white Waterproofs, or the official club showerproof tops shall be worn.
NB! Manufacturers Logos are permitted.

5) Game Format

- | | | |
|--|---|---|
| a) Championship and Novice Singles | – | Play to 21 shots. |
| b) 2 Wood Singles | – | Play to 21 ends |
| c) Handicap Singles | - | Play to 21 shots + adjusted handicap – See 3c |
| d) Drawn pairs, Chosen Pairs and Mixed Pairs | - | Play to 18 ends and adjust score in line with Handicap. (See 3a and 3b) |

6) Playing the Match

- a) In a match, the first named player or team shall be the Challenger; the second named shall be the Opponent.
- b) The Challenger shall make available **two** rinks from the 9 allocated club rinks, from which the Opponent may select. **NB!** If two rinks are not available, the match may be played on the remaining rink, or on another green, subject to both competitors agreeing.
- c) In a singles match, it is the responsibility of the **challenger** to arrange for a Marker to be present. **Failure to do so may result in the challenger forfeiting the match.**
- d) The Challenger must offer 3 dates, which must include at least 1 weekday and 1 weekend dates. (Weekday dates earlier than 6.00pm are not suitable, if either player has work commitments).
- e) If no dates are offered within 2 weeks of the closing date, the Opponent shall become the Challenger (Refer to rules 6b,6c and 6d). The new Challenger must offer dates within 2 days (The first of the 3 dates offered must be at least 2 days after the dates are offered).
- f) It is the responsibility of all competitors, who know they will not be available for a significant period, or specific days, prior to the designated closing date, to ensure their opponents are made aware of the time limitations as early as possible. This is to avoid unnecessary last-minute conflicts.

Failure to observe this rule may constitute grounds for appeal by the other competitor, in the event of the game not being played by the closing date, and both competitors being disqualified.

- g) Each round of each competition shall be played on or before the published closing date.
No extension will be allowed in any competition.
- h) Both parties shall be automatically disqualified from that competition if a match has not been played by the closing date for the round, and the game has not been conceded by either player.

NB! The only exception to this rule shall be if a player is representing the club in a County/National competition (Top Club, 2 Fours, or Mixed 2 fours), where dates need to be agreed with the opposing club.

Clear justification, as to why the game could still not be played before the closing date, will need to be given to the Playing Committee, whose decision will be final. In any event the game must be played no later than 48 hours after the closing date.

- i) Prior to commencing the match, a coin shall be tossed and the winner will have the option of having, or giving away the Jack. The winner of each subsequent end shall have control of the jack, which cannot be given away.
- j) 2 trial ends shall be played prior to commencement of the match, unless both players forego them. On the day of the match, no competitor shall play on the allocated rink before the match commences. Nb! If any of the competitors have already played a match on the allocated green earlier in the day, they must advise their opposition of which rink was used, to exclude it from the offered rinks.
Competitors failing to observe this rule will be automatically disqualified.
- k) In pairs games, If the scores are equal (Including handicap) when all ends have been played, an extra end or ends shall immediately be played until a decision is reached. A coin shall be tossed and the winner will have the option of keeping, or giving away the Jack.
- l) Sufficient daylight time should be allowed for games to be concluded on the day the match is started. If, however, the game is abandoned because of darkness, weather conditions or any other valid reason, the game should be continued either on the same day or on a different day with the approval of the Competition Secretary. The scores shall be as they were when the game was stopped. Trial ends are permitted.
- m) In the event of replayed matches not being finished owing to weather conditions, the score reached will stand as the result, if ten ends or more have been played. If the score is tied, or less than ten ends have been played, then the result will be decided by the toss of a coin. Abandoned games will be declared void, if both parties cannot agree a mutual date and time to replay the match. **Both parties will forfeit the game, unless conceded by one player/team.**
- n) Scorecards must show the name of the competition together with the names of each Player, the date and the rink number/letter. The loser must sign the scorecard. It is the responsibility of the winner to make sure the completed scorecard is left in the allocated Location, or forwarded to the Competition Secretary, no later than the closing date for that round. **Failure to do so may result in disqualification.**
- o) Competition Finals shall be played on the date(s) specified. Refer to section B for further details.
- p) Singles competition competitors who, subsequent to entering the competition, and prior to the semi final, become unavailable for finals day, **MUST** withdraw from the competition, prior to the semi-final taking place {If the winner of a semi-final is subsequently found to be unavailable for the final, the losing semi-finalists shall be re-instated and will play in the final.

7) Disputes, Disagreements and Appeals

- a) If any competitor fails to appear within 30 minutes of the agreed time of starting, their opponent may claim the match.
- b) Claims must be submitted to the Competition Secretary within 48 hours.
- c) Any dispute or disagreement shall be referred to the appropriate Competition Secretary for a decision.
- d) Competitors shall have the right of appeal regarding the decision of the Competition Secretary. All appeals, regarding the decision, shall be submitted in writing to the appropriate Club Captain within 48 hours.
- e) A Sub Committee consisting of the Ladies and Gents Captains and the Ladies and Gents Competition Secretaries shall adjudicate upon all appeals. **Their decision shall be final. NB! If any of the above are directly involved in the dispute, or have some connection (Family member, etc), they will step down and be replaced by one of the Match Secretaries.**

8) Substitution

- a) In all Pairs competitions, one substitute, who has not previously played in that competition, may be used, **with the agreement of the Competition Secretary**.
Should substitution be necessary in subsequent rounds, only the original substitute shall be eligible.
NB! Substitution may only take place, when unavoidable.
- b) The original player shall receive the prize money and their name shall be added to the trophy. Their handicap shall be updated accordingly. The substitute's handicap shall not be affected.
- c) In all pairs' competitions, the substitute must have a handicap, which cannot be greater than the handicap of the substituted player.
- c) If a substitution is required, prior to playing the first round, then they shall be classified as part of the original team and will be eligible for trophy, prize and handicap points.
- d) If a substitute is required in subsequent rounds, the scorecard must be clearly marked with "**Substitute**" against their name (**Refer to 8b**).
- e) Should a competitor concede a match, he is assumed to have played that match and will not be eligible as a substitute in the remaining rounds of that competition.

9) Markers

- a) Markers in all singles competitions shall carry out their duties strictly in accordance with the provisions of *Law 71 of the Laws of the Game, as follows:-*
- b) **Before Play Commences:**
 - 1. Make sure you know the rules of the competition you are marking.
 - 2. Ensure you have the necessary equipment (Coin, pen, score card, chalk, measure & Wedges).
 - 3. Confirm who is the challenger.
 - 4. Ensure the competitors' names, the competition, date and rink no., are entered onto the Scorecard (Challenger on the left hand side).
 - 5. Establish which bowls belong to which player.
 - 6. Advise the players that you will only answer questions from the player who has possession of the mat.
 - 7. Agree with the players that you will mark touchers as soon as they come to rest.
- d) **During Play:**
 - 1. Ensure that the Competitors are aware that the mat is properly placed a minimum of 2 metres, from the ditch to the front of the mat, and that the jack is centred at a legal distance of 23 metre { from the front of the mat}. NB! Always use the 2-metre stick, when setting the jack from the rear ditch.
 - 2. Remain still, at least 2 metres behind the jack and to the side of the rink, while the bowl is Being played. **Make sure you do not obscure the rink boundary markers, or overshadow the jack.**
 - 3. Do not approach the head, unless it is to mark a toucher, remove illegal chalk marks, indicate a toucher, or to answer a question.
 - 4. Mark on top of the bank the position of the Jack (White Marker), and touchers in the ditch (Yellow marker - challenger, red marker - opponent).

5. Remove dead bowls and ask players if a bowl is in or out of the rink (The whole of the bowl must be out).
6. Be as accurate as possible when giving the current situation. **Nb! If you are unsure which is shot, say so.**
7. Only measure shots when asked to by the players. If you, or the players, cannot decide, call the umpire. If an umpire is not available, your decision shall stand). NB! A tied end shall occur, if the measure is for shot and cannot be separated. For pairs games the end shall count. The score from the previous end shall be entered for the tied end.
8. If bowls are likely to fall before or during measuring, use wedges. (Allow 30 seconds after the **last** wood has come to rest, before placing wedges).
9. As the marker you are impartial and must not show any bias towards one of the players.
10. When the game is complete, congratulate both players and ensure the card is completed, agreed and signed by the losing player.

10) Laws of the Game(Crystal Mark)

- 1) For any matters not covered by the above rules, please refer to the latest edition of the above document, held at the club.

B) Finals Weekend

1) Finals Date

- a) The date for finals weekend shall be as stated in the fixtures list, on the Club website, unless unforeseen circumstances, such as extreme weather, make it impossible to do so. In such circumstances, the playing committee shall agree an alternative date(s), which will require ratification by the management committee.
- b) All finals shall be played on the days specified, with the exception of:-
 - i. When there are a number of competitors in multiple finals, making it impossible to schedule, without exceeding the maximum number of 3 finals in one day.
 - ii. Any final where one, or more, of the competitors is representing the club in a major event or competition, where the date is fixed and coincides with the club finals day.
- c) Any other requests, to play a final on a different date, shall be considered by the playing committee, but are unlikely to be granted, without exceptional circumstances.

NB! Sickness and injury will not be considered as justification for changing the date of the final. Eligible substitutes may be used. (Refer to Section 8).

2) Rink Selection

- a) Competitors who have reached more than one final must play on different rinks for each final played during that day. NB! A competitor playing in both finals days may be drawn to play on the same rink on both days.
- b) Rinks shall be drawn on the morning of each final day.
- c) Men and Ladies Championships shall be played Sunday afternoon, on rinks 3 to 5 of the chosen green.
- d) The Sunday draw shall commence with the draw for the Men and Ladies championships, followed by the draw for the morning session and the remaining afternoon games.

- e) When a late afternoon session is required, the draw for rinks will be as above.
- f) Where a final does not take part on either Finals Day, the draw for rinks must take place on the day the final is played.

3) Disputes

- a) An umpire shall be appointed for each session and their decision on any dispute shall be final.

C) Hooper Cup

1. The competition shall take place on the Sunday specified on the Club website.
2. Typical game starting times:

| | |
|------------------|---------|
| Game 1 | 2.00pm |
| Game 2 | 2.45pm |
| Game 3 | 3.30pm |
| Tea and biscuits | 4.10pm. |
| Game 4 | 4.30pm |
| Game 5 | 5.15pm |
3. All competitors must be in the clubhouse no later than 1.15pm for signing in, to allow time for any required team changes and the issue of score cards.
4. There will be a match fee of £2.00.
5. Dress code shall be Club kit.
6. All teams shall be drawn mixed triples (where possible), with the draw taking place on the preceding Saturday.
7. The competition shall consist of 5 games of 5 ends each.
8. There will not be any trial ends
9. Visiting the head is **NOT** permitted
10. Team positions may be changed for each game, but cannot be changed during the game.
11. There is a time limit of 35 minutes per game. A bell will be rung to start the game. The jack may be set, but no woods delivered before the bell. The bell will be rung at the end of each game period, after which no further jacks may be set. Any ends commenced (Jack set) prior to the bell shall be completed.
12. The team to have the choice of mat in each game shall be decided by the toss of a coin.
13. A 'dead end' shall count, but will incur a penalty of 2 shots, awarded to the opposing team.
14. Scoring:

| | | |
|------------|---|--------------|
| Won game | - | 2 points |
| Drawn game | - | 1 point each |
| Lost game | - | 0 points |

NB! A Bye shall score 2 points and 4 shots.

15. If teams have the same number of points at the end of the competition, then the shots difference shall be used. If the top 2 teams can still not be separated, then the number of ends won will be used. If teams are still tied, there will be a 1-end play-off. **NB! The game shall be forfeited by any team killing the end.**
16. In the event of any disputes, the decision of the Competition Secretaries shall be final.