



WEST DENTON INDOOR BOWLS CLUB LEAGUE & CLUB COMPETITION RULES

- 1. All players taking part in all League / Club Competitions must be Members of West Denton Indoor Bowls Club. No player may play for more than one Team in any League / Club Competition.**
- 2. Details of League / Club Competitions will be displayed on the Notice Board, and contesting Teams are responsible for fulfilling of all fixtures, and payment of Green Fees**
- 3. All fixtures to be played on Days / Dates / Times as specified. Requests to postpone and subsequent re-arrangement of a League fixture may only be made for the following: National Competitions, County Competitions, Bereavement, and Certain Extenuating Circumstances. Reception Staff to be informed of postponed fixtures. Fixtures so postponed shall be re-arranged by those involved, and must be played within 28 days of original fixture date. Fixtures played after last date in each League will not count. You may not request re-arrangement for: Social Functions, Holidays, unless by mutual agreement. Games may also be postponed when required to accommodate any special E.I.B.A. event.**
- 4. A Team failing to fulfill a fixture shall forfeit the points in a League Game and the Tie in any Club Competition. That Team shall still be liable for any unpaid green fees. The opposing Team in order to claim 2 Points and 1 Shot will still be responsible for payment of their own green fees.**
- 5. When a Team fail to appear for a League / Club Competition, and where valid reason is found, the opposing Team in order to claim 2 Points and 1 Shot, must have paid their green fees and complete a score card, marking it Opponents Absent.**
- 6. When a Team is unable to field 4 Players in 4's. They can play with 3 Players, the First and Second playing 3 Bowls Each, and the Skip Playing 2 Bowls. The Team playing 3 Players must deduct $\frac{1}{4}$ from their total score. When both Teams play 3 Players, both must deduct $\frac{1}{4}$ from their total score.**
- 7. When a Team is unable to field 3 Players in Triples, the Team playing 2 Players each play with 3 Bowls. Their opponent's will play with 2 Bowls each, and 21 ends or 2 Hours will be played. The Team playing with 2 Players must deduct $\frac{1}{3}$ from their total score. When both Teams play with 2 Players, both must deduct $\frac{1}{3}$ from their total score.**

- 8. Except where otherwise stated, 16 Ends to be played or to the signal to end the session. A signal will indicate the start and completion of each session. No end shall be started after the first signal and no game to commence until after the second signal. The final end will be deemed to have started if the Mat has been correctly placed and the Jack delivered from the Leading Players Hand. The Jack may be cast and set after the First Buzzer, but no ends to start until after the Second Buzzer. Should the Jack be incorrectly cast, The Laws of The Game will apply. Should any end be made dead in a League Match, the Re-spot Rule will apply. Trial Ends are not permitted in any League Fixture. This will hopefully mean the maximum number of ends will be played. Visits to the head are not permitted. Anyone playing casual in a session immediately prior to a League Match, must not play on rink allocated for League Match.**
- 9. Trial Ends are not permitted in any Club Competition. The following shall apply: Singles 21 Shots, Pairs, Triples and Fours, 16 Ends or 2 Hours. Visits to the Head are not permitted, with the exception of Singles. This will hopefully mean the maximum number of ends will be played. Should an end be made "dead" in any Club Competition then the Re-spot Rule will apply. Anyone playing in a Club Competition may not play in any Casual Sessions immediately prior to that Club Competition.**
- 10. A period of grace, 15 Minutes shall be allowed for a Team delayed for unforeseen circumstances. If after that period of time has elapsed the Team is not present to play, their opponents will be declared the winners. If however the Teams agree to play a shortened period, the points shall be awarded to the winners.**
- 11. In all Leagues the winners shall be the Team with the highest number of points. In the event of equal points the winners will be determined on shots aggregate. In the event of equal points and shots, the result of the League Fixture between Teams involved will determine the winners.**
- 12. Any questions, disputes or protests arising in the course of or in connection with a game, must be made in writing to the Committee. The decision of the Committee will be final.**
- 13. League Sessions to be – September to December, and January to April.**
- 14. Except for the above rules, the rules adopted by the E.I.B.A. shall apply.**