

# MEON VALLEY BOWLING CLUB

## Rules for Meon Valley Bowls Club Competitions and Roll-Ups. Indoors (In the Pavilion)

Amended February 2022

Use 'Rules for Meon Valley Bowls Club Competitions and Roll-Ups 'Outside on the Green' for the summer season.

### 1. THE DRAW

The organiser of a competition is permitted to play without having to enter the draw.

Grouping entrants (for example, as the potential Skips, inexperienced players, players who could skip in the absence of their usual Skip) prior to a draw is permissible if the intention is to encourage good competition. However the organiser must be in a position to show that the draw is to a large extent random and every effort has been made to be fair. To that end the draw should take place in the pavilion, in the presence of the member appointed by the Management Committee to attend and, if possible, other members. The draw will then not only be fair but will be seen to be fair – thus protecting organisers from adverse comment.

Players must not enter the competition if they know they will not be available for the final or a significant number of other matches.

### 2. DISPUTES

The organiser's decision in disputes (not involving her/himself) is final and there will be no right of appeal. The organiser must, before the event, nominate a deputy to adjudicate potential disputes involving her/himself and advise the Committee who that deputy is.

Players are not allowed to have a family member or partner as their Marker in any Meon Valley Bowling Club Competition matches. This is to ensure impartiality is preserved.

### 3. INCOMPLETE TEAMS

#### a. Holidays and/or Other Recreational Activities

Will not be accepted as a reason for delay or requesting a reserve and may result in a team having to forfeit a match. If one player of a pair or triple is absent for a reason that is acceptable, the organiser shall, if possible, allocate a reserve. In the event of a four being one player short the match shall proceed with the incomplete team forfeiting 25% of the total shots scored.

Players should not enter any competition if they know they will not be available for the final or a significant number of other matches.

b. Late Arrival

If a player is late arriving a delay of 15 minutes, maximum, will be permitted. After that Rule 3 (a) shall apply.

c. Substitutes and Reserves

No substitutes or reserves are allowed in singles matches.

A single reserve may be provided by the competition organiser in pairs, triples and rinks matches but no reserve shall be allowed to play more than once for any team unless the competition is a one-day event which starts and finishes on the same day. To facilitate this, the organiser should ask for reserves before the competition begins and have an openly fair method by which the allocation of reserves will be made.

A substitute may be provided, through the same method by which reserves are allocated, to replace a player who for some reason has become unable to play in all further matches. The substitute will then play for that team in all further matches in the competition. In this case, the name of the original team player, if he/she has played in one or more matches, plus the name of the substitute will appear on the Trophy/Honours Board. Neither reserves nor substitutes may play skip. Should no reserve or substitute be available the team shall forfeit the match with the exception of a Rinks competition where Rule 3. (i) shall apply.

d. Leaving the Mat During the Course of Play

If a player has to leave the Mat permanently during the course of a game due to illness or another reasonable cause then a substitute can be used. If a substitute is available, they can take over if approved by both skips or by an umpire if in attendance. The substitute cannot play as skip but can play in any other position, whereas the team is allowed to rearrange their playing positions. The substitute must be a member of said team/squad. If no substitute is present or available then the following rules apply.

The game continues with the defaulting team playing with one player short. (See note below). The match should be replayed at a mutually agreed time and should commence from where it finished with regard to the score and number of ends played. The same players, or, from the squad can only be used. The defaulting team will forfeit the game.

The competition organiser will adjudicate if agreement cannot be found.

Note: If option 'a' is agreed then the following applies for Rinks and Triples only: -

Rinks. Three players remain in the defaulting team. The Lead and Number Two will play with three bowls each, and the Skip with two bowls. Both teams will still bowl eight times per end.

Triples. The two remaining players in the defaulting team will play with four bowls each. The opponent's 'Lead' and 'Number Two' will play with three bowls each, and the 'Skip' with two bowls. Both teams will now bowl eight times per end instead of nine per end.

The score achieved by the defaulting team for the remaining number of ends must be deducted by one fourth (25%). The two scores achieved, before and after the interruption, are then added together to arrive at the total shots scored for the defaulting team.

#### **4. ONE DAY COMPETITION MATCHES/TOURNAMENTS (e.g. The President's Shield) AND ON-GOING LEAGUE MATCHES/COMPETITIONS (e.g. Friday Night Trips)**

Rules 1, 2, 3 and 4 above shall apply. The organiser of a competition shall, through an openly fair means, allocate carpets for matches.

#### **5. KNOCKOUT COMPETITION MATCHES AND TOURNAMENTS**

General rules that apply to all knockout competitions

The organiser must publish 'Play On' dates and/or five knockout 'Play By' dates (including the final), at the same time that members are invited to sign up. (One or more of these dates may not be needed).

The 'Play By' and 'Play On' dates/times must be adhered to. If they are not, one player/team will be given a walk-over in accordance with the rules below. A walk-over cannot be overruled.

Extensions of time, to a maximum of 7 days, will only be permitted by the organiser in exceptional circumstances.

Holidays and/or other recreational activities will not be accepted as a reason for delay or requesting a reserve and may result in a team having to forfeit the match.

The organiser must be kept informed of any problems in arranging matches.

Singles and Pairs Matches. Look first at 5a above – general rules

The first named singles player/pair is the challenger and is responsible for contacting the opponent(s) prior to the tenth day before the 'Play By' date. They must also book a carpet, in the case of a singles match, provide a marker (which is compulsory) and inform the organiser of the result.

Should the challenger not make contact in time the opponent will become responsible for contacting the Challenger, offering two dates and times to play the match, booking a rink and providing, in the case of a singles match, a marker. Should the challenger not respond or be unable to play on either of the dates/times offered by the opponent, the opponent(s) will be awarded the match.

Neither player/pair is permitted to change the carpet that has been booked, without the agreement of the other player/pair.

Should a player/pair cancel an already agreed match the other player/pair shall have the option of offering two dates and times on which to play the match or claim an immediate walk-over. Should the player/pair that cancelled not be able to play on either of the dates offered a walk-over will be awarded against them.

No reserves are permitted in a singles competition but a reserve or substitute may be provided in a pair's competition in some circumstances. See Rule 3c.

If the organiser has not been contacted by either player/pair by the 'Play By' date and the result of the match has not been posted, a walkover will immediately be awarded to the player/pair who organised the match.

#### Triples Matches *Look first at 5a above – general rules*

The organiser will set the dates and times for matches and, by some openly fair method, allocate rinks.

A reserve or substitute may be provided in a triple's competition, in some circumstances. See Rule 3c above.

It shall be the responsibility of the winning team to inform the organiser or post the result by the end of the 'Play On' date.

### **6. PRACTICE BEFORE A COMPETITION MATCH**

Members may practice on either carpet the day before a match.

Assuming that the bowls club day comprises of four sessions – morning, afternoon, early evening and later evening, members must not practice on the same carpet on which they will play a match in the next session.

Members must not complicate the organisation of a roll-up through the necessity to avoid infringing Rule 6 above.

### **7. TRIAL ENDS**

Generally, two trial ends should be played with each player bowling 'two woods up and two woods down'. In four wood singles matches 'four woods up and four woods down' should be played.

In timed matches such as The President's Shield and on occasions where time is limited such as Friday Night Trips no trial ends will be played but on the first two ends the score will be limited to one shot.

#### 8. **THE MAT**

The player/team to decide who will place the first mat and bowl first shall be determined by the tossing of a coin. The mat must be placed so that it covers the first spot from the ditch line.

#### 9. **FOOT FAULT**

The bowler, when delivering a bowl must have all or part of one foot on or above the mat. Not to do so constitutes a Foot Fault.

#### 10. **DELIVERING THE JACK**

- a. The deliverer of the jack must make sure that it is centered.
- b. The jack shall be rolled up and placed in line with spots on the carpet.
- c. If the jack does not reach the first spot or goes into the ditch or off the side of the carpet it must be delivered again by the opposing player who may also move the mat to a new position. However, the original deliverer of the jack will still bowl the first wood.
- d. If the jack is improperly delivered by both players, the mat should, once more, be placed by the first player to play and the jack placed on the center line on the last spot.

#### 11. **WHERE PLAYERS MUST STAND**

- a. When not delivering a bowl players must stand or sit behind the fender.
- b. When at the head, and not controlling play, players (e.g. the number one and the number two in a rinks match) must stand or sit behind the fender whether a player from their team or the opposing team is bowling.
- c. Players controlling play at the head (e.g. skips or number three in a rinks match) must not stand on the carpet when a member of the opposing team is bowling.

## 12. **TOUCHERS**

- a. A bowl, on its original course, that touches the jack is called a toucher and remains 'live' (in play) if it comes to rest within the boundaries of the rink even if it is in the ditch on that rink.
- b. A bowl that having come to rest falls and touches the jack before the next wood is delivered is a toucher.
- c. If the last bowl of the end comes to a halt, falls over and touches the jack before 30 seconds have elapsed it is a toucher.

## 13. **MARKING A TOUCHER**

- a. A toucher should be marked with chalk unless to do so might move the bowl or alter the head – in which case it must be nominated as 'a toucher'.
- b. Chalk marks from previous ends must be removed from a bowl before it is delivered again.

## 14. **MOVEMENT OF A TOUCHER IN THE DITCH**

- a. A toucher lying partially over the front edge of the ditch can be legitimately moved by a non-toucher.
- b. A toucher in the ditch can validly be moved by a jack in play or another toucher and remain in play.
- c. A toucher in the ditch that is moved by a non-toucher, should be placed back in its former position.

## 15. **DEAD BOWL**

A bowl is dead if:

- a. It is not a toucher and comes to rest in the ditch or when any part of it touches the ditch line or rebounds out of the ditch onto a part of the carpet in front of the ditch.
- b. It is touching the sides of the fender - even if it is a toucher.
- c. It comes off the side edge of the carpet.

16. **LIVE JACK**

- a. A jack that has been moved by a bowl into the ditch is 'live'.
- b. A jack in the ditch can be moved by a toucher.
- c. A jack in the ditch which is moved by a non-toucher must be placed where it was before it was moved.

17. **DEAD JACK**

A jack is dead if:

- a. It passes beyond the front face of the ditch. (And over the fender)
- b. It passes completely outside a side of the carpet.
- c. It touches the sides of the fender.
- d. If the jack is dead the end is dead and Rule 18 applies.

18. **DEAD END**

- a. A dead end must not be counted as completed and must be replayed in the same direction, unless, to avoid returning bowls to the starting end, the opponents in singles or the skips in pairs, triples or rinks agree to play it in the opposite direction.
- b. The first to play on an end that has been declared dead must also be the first to play when the end is replayed.
- c. Each player/team shall be allowed to cause one dead end without penalty. If a player/team has already caused a dead-end cause another, two shots shall be given away by the offending player/team and the end counted as played.
- d. 'Firing' must be exercised with caution in order to avoid injury to anyone/everyone present. A warning **MUST** be given when a player intends to bowl with more than the usual vigor.

19. **SCORING AN END**

- a. No bowl shall be moved until it is agreed whether it is a scoring shot or not.
- b. As shots are agreed each scoring bowl can be removed from the head and placed in a group away from the head and the number of winning shots agreed by the opponents.

c. Once agreed the opponents must inform the skips of the outcome of the end.

## 20. **DECIDING THE NUMBER OF SHOTS SCORED**

a. Scoring must not start until the last bowl to be delivered has come to rest or 30 seconds after that, if necessary. (See Rule 12 ‘Touchers’). During the measuring process, bowls that are likely to fall over should be prevented from doing so using the best means available; for example, wedges.

b. If a bowl that needs to be measured is resting on another bowl that is interfering with the process, the bowl to be measured should be supported (wedges) and the other bowl removed.

c. If a bowl or the jack is moved during the process of measuring the opposition player must replace it in its former position.

## 21. **TIED END**

a. If the nearest bowl of each team is the same distance from the jack the end is tied and recorded as played with no score. It is not to be played again.

b. If an end is tied the player who bowled first in the tied end must bowl first in the next end.

## 22. **DELIVERING THE LAST BOWL OF AN END**

It is not compulsory to bowl the last bowl of the end.

## 23. **VISITING THE HEAD**

A singles player is permitted to visit the head only after delivery of their third bowl per end.

Skips in Pairs, Triples and Rinks matches may visit the Head just once per end.

Visits to the Head must be cursory to avoid disrupting the flow of the match – taking no more than two minutes including walking time.