

# **BANISTER PARK BOWLING CLUB INDOOR RULES**

## **1. LAWS OF THE GAME**

All games shall be played in accordance with the Laws of the Game for Indoor Bowls as published by the EIBA except as amended by the following rules.

## **2. ELIGIBLE PLAYERS**

All players in a league must be either a FULL or INDOOR member of the Club

## **3. TEAM REGISTRATION & FEES**

Team captains shall be responsible for registering the team players. A minimum fee of £6 per team, or such other amount as may be determined from time to time by the Indoor Committee, must be included with the submitted registration entry form.

## **4. LEAGUE COMPOSITION**

**The Bowls Committee** reserves the right to alter the composition of leagues or requirements for entry and no guarantee can be given to members that they can be accommodated in their selected session(s).

**ALL LEAGUES ARE OPEN. (There are no Ladies or men's leagues)**

In the event of a Team Captain not re-entering his/her team for a league for the following season, where more than one team applies to take the vacant place, priority will be given to the proposed team that comprises at least 3 (if a triple) or at least 4 (if a four) of the previous season's players.

**Teams MUST play on the rink that has been scheduled for them to play on and may not move to another rink. UNLESS THE RINK IS REQUIRED FOR A NATIONAL/COUNTY MATCH.**

## **5. POSTPONED GAMES**

The Team Captain NOT responsible for postponing the fixture shall offer two alternative dates to the opposition, who then, MUST agree to one of these dates.

Dates must be offered within 7 days and matches played within 21 days of the original fixture date.

**Failure to offer or accept to play a rearranged date will result in the fixture in question being referred to the Bowls Committee, where the circumstances will be reviewed, and a final decision made.**

## 6. SUBSTITUTES

In Triples, not more than one substitute will be allowed in a game. In fours, not more than two substitutes will be allowed.

*The “One Short” rule (see Rules 8&9) should be adopted if a team is short of players. **This rule will only be allowed twice in a season. If there is a third occasion the game will have to be rearranged.***

A substitute will not be allowed to Skip – failure to comply with this rule will result in the game being voided with the non-offending team being awarded two points and ten shots.

Members are NOT allowed to play as a reserve for a team in the same league that they already play in.

## 7. TRIPLES GAMES

If after 15 minutes of the due to start time, only two players of a triples team are present, then game shall proceed as follows:

The lead of the pair shall play with four bowls and the lead and number two of the Triple shall play with two bowls each. The Pair shall have 33% of their final shot score deducted (**rounded up to the next whole number**)

If only two players of both teams are present after 15 minutes of the due starting time, the game shall be rearranged.

**If only one player is present, or no players of a Triple team are present for a game, the defaulting team shall, except in extreme weather or road conditions, forfeit the game and be deducted 2 points and the Non Defaulting team will be awarded 2 points.**

## 8. FOURS GAMES

If after 15 minutes of the due to start time, only three players of a Four team are present, then game shall proceed as follows:

The complete Four shall play two bowls each as normal.

The Triple shall play with three bowls each except the Skip who shall play with two bowls only.

The Triple shall then have 25% of their final shot score deducted (**rounded up to the next whole number.**)

If both teams have only three players present, the game shall continue on the same basis and NOT as a normal Triples game.

**If less than three players of a fours team are present for a game, the defaulting team shall, except in extreme weather or road conditions forfeit the game and be deducted 2 points and the Non-Defaulting team will be awarded 2 points.**

## 9. TRIAL ENDS

No trial ends shall be played in time limited games (normal 2 hour sessions). On full games, trial ends are optional.

#### **10. REPOSITIONING OF THE JACK (In time limited games)**

- (a) If, when the jack is cast, it enters another rink, or is cast short, or is cast into the ditch, the jack shall be repositioned by the opposing skip and the mat repositioned, if desired, by the opposing lead.
- (b) During any League game, if the Jack is driven out of the confines of the Rink the Jack will be re-spotted on the pre-determined spot position on **the side where it left the Rink**.

#### **REPOSITIONING OF THE JACK (in non-time limited games)**

- (a) If, when the jack is cast, it enters another rink, or is cast short, or is cast into the ditch, the jack shall be sent back and the opposition lead can reposition the mat and re-cast the jack. If the jack when recast enters another rink or is cast short or is cast into the ditch again, it must be placed on the T and the mat can be repositioned by the first lead to cast the jack.
- (b) If the jack is driven out of the confines of the rink, the end will be declared a dead end and will have to be replayed and the end does not count.

#### **THIS APPLIES THROUGHOUT THE DURATION OF THE GAME**

#### **11. VISITING THE HEAD**

In time-limited games, the head shall not be visited by any player until both teams have delivered their required number of bowls and both skips must leave the head at the same time.

In non time-limited games, players may visit the head and 'threes up' can be played.

#### **12. BOWLS FROM AN ADJOINING RINK**

Where a bowl from an adjoining rink is likely to collide with a bowl or bowls on an adjacent rink, a player shall lift the static bowl to allow the moving bowl to complete its run.

In the event that bowls collide, the moving bowl shall return to the bowler and the static bowl(s) shall be replaced.

In the event that replacement is not practical, the end on the adjacent rink shall, with the agreement of both skips, be replayed.

#### **13. DRIVING/FIRING**

Any player attempting to drive/fire should give due warning to the players in the vicinity of the head or target.

#### **14. PLAYING TO THE BELL**

Games shall be played to the bell which will ring **five minutes** before the end of the session.

If the Jack **is in motion** when the bell rings (from a lawfully positioned mat) the **end shall be completed**.

#### **15. EMERGENCIES**

If play is stopped because of an emergency and not re-started, the scores shall stand as a result provided five or more ends have been played.

#### **16. SCORING**

Two points shall be awarded for a win and one for a draw. Teams having an equal number of points will be positioned in the league table on shot difference, if the shot difference is equal, the highest number of shots scored will be deciding factor. **In some leagues it is possible that some teams will play one fewer game than other teams. This is inevitable with the odd number of teams entered and the length of the season. If this situation exists and affects the top of the table, the winning team will be the one that has won a greater percentage of matches during the season.**

#### **SCORECARDS**

It shall be the sole responsibility of the Skips to ensure the score cards are made out with the correct names of the players present, scored correctly, signed and placed in the box provided.

#### **17. COMPLIANCE WITH CLUB AND LEAGUE RULES**

It shall be the duty of the Skip to ensure that all Club Rules are strictly observed.

**It shall be the duty of all to ensure that all members of their team are aware of the League Rules.**

#### **18. PRIZE MONEY**

Entrance fees shall be distributed at the end of the season to the Winners and Runners-Up of each League.

#### **19. DISPUTES**

Any disputes shall initially be resolved by the Indoor League Secretary. Any appeals against that decision must be put in writing to the Bowls Committee within fourteen days of the Indoor League Secretary's decision.

#### **20. MATTERS NOT PROVIDED FOR**

Matters arising that are not provided for within the foregoing, shall be determined by the Bowls Committee.

**POLITE OBSERVATION**

*Although unwritten, it has long been the accepted practise in most (if not all) clubs, that “warming-up” or practice on any rink immediately prior to a game (except “official trial ends“ ) is considered unethical.*

**EXTRACT FROM THE WORLD BOWLS HANDBOOK**

“it should be appreciated that no code of Laws governing a Game has yet achieved such perfection as to cope with every situation. The Code of Law governing bowls is no exception.

Unusual incidents not definitely provided for in the Laws frequently occur. It is well therefore, to remember that the Laws have been framed in the belief that true sportsmanship will prevail, and that in the absence of any express Law, common sense will find a way to complete a happy solution to a knotty problem”

**The above quotation applies equally to these Rules for our Indoor Leagues**

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