

# RULES FOR CLUB COMPETITIONS - 2021

1. **Club Competitions** are open to members who, prior to playing in the first round of a Competition, have been accepted as full members having:

- a) paid the current Club Subscription.
- b) paid the Competition fees.
- c) not entered other clubs' outdoor Competitions for the current year, other than Open Competitions.
- d) Members must not enter Competitions if they are not available for Finals Day.
- e) entries must be received no later than 2 weeks after paying in day.
- f) the draw for all Competitions will be made by the appropriate Competition Sub-committee.

**Specific Competition definitions are:**

## Ladies

**Cribb** A handicapped singles competition open to all Lady members who have never won an outdoor singles competition at any Club.

**Doris Payne** A fixed jack competition played on a fixed date, 16 ends.

**Vi Drew** A fixed date two wood singles competition.

**Phyl Hammon Rose Bowl:** Three bowls, 15 ends.

## Men:

**Veteran** Full member over 65 years of age at the start of the season.

**Novices** Open to any member with a handicap of 2 or less and who has not won an outdoor singles competition at any club.

**Don Stanton** Fixed jack, fixed date competition, three games of 16 ends.

## Both:

**President's Trophy** Open Competition for both men and ladies - no handicap, 21 shots.

## Other Games

**Singles:** All games are played with four bowls, the first player to reach 21 shots being the winner.

The exceptions to this are:

**Ladies' and Men's Two Woods** - 21 ends

**Men's Handicap and Ladies' Cribb:** The player with the lower handicap must score 21 points to win, and the player with the higher handicap must reach 21 points, plus the difference between the two handicaps.

**Pairs/Triples:** The competitions are as follows:

**Ladies' Pairs:** 21 ends, four bowls

**Mixed Pairs:** 21 ends, three bowls handicapped\*

\*Calculate the handicap by adding the two handicaps and dividing by two if there is a ½ go to the lowest number (i.e.,  $7 + 2 = 9, \div 2 = 4\frac{1}{2}=4$ ). The difference in the handicap of the players is added after the first end to the score of the players with the lower handicap.

**Men's Pairs:** 21 ends, four bowls

**All Triples:** 18 ends, three bowls

**Note:** If the scores in any game are equal after the allotted ends have been played, then an extra end is played to decide the game.

## 2. Visits to the Head

### Singles

Neither player may visit the head until both have one bowl left to play.

### Pairs, Triples and Fours

Only the Skips may visit the head and only when they have one bowl left to play. In a fours game playing threes-up is optional.

**3. Competition Sub-committees** will consist of the relevant Competition Secretary, Captain and Vice-Captain. Decisions by this committee will be final. Handicaps will be decided by the relevant full Bowling Committees and be reviewed each season.

**4. Dates for competition rounds** will be decided by each Competition Sub-committee. All games in the round should be completed by this date. Competitions will start from the beginning of the bowling season as from the date of the draws.

Each Competition Sub-committee will also arrange **fixed dates** for the playing of their **Triples** competitions. Members may play their Triples competition on the Club Monday Umbrella evenings.

**5. Arranging games** will be the responsibility of the first-named person or team representative, but it is expected that both opponents will make an early approach to discuss the game.

The first-named person/team should:

a) Give opponent(s) TWO reasonable dates and the play by date. Sundays by mutual agreement.

- b) Book a rink.
- c) If required, arrange for a Marker from the Club's list of Markers or another competent person and enter the Marker's name on the draw sheet.
- d) Provide score cards and prepare the rink, including score boards.

A game is forfeited if a player arrives late by 15 minutes or more.

**6. Winner(s)** to submit score card, signed by both players/skips, to Competition Secretary's box.

**7. Substitute.** In the case of illness, a substitute of equal or lower handicap will be allowed in the Pairs and Triples Competitions up to, but not including, the Semi-Finals, by arrangement with the Competition Sub-Committee.

**Reserve List:** Players who have not entered the Competitions but would be willing to make themselves available as a substitute are asked to put their names on the Reserve List. In the event of a substitute not being available, the game must be conceded.

**8. Extensions** will not be allowed except in cases of illness, the severity of which is preventing a player from playing in the game. Extensions would also be considered in cases of family bereavement or other exceptional circumstances. Decisions to be made by the relevant Competition Secretary. Extensions will be of up to one week maximum.

**9. Closure of the Greens** - due to weather conditions etc. In the event of players being unable to play a Competition due to the closure of the greens, and there being no opportunity to rearrange the game by the play by date, two days extension will be given. After that, the game will be decided by the toss of a coin.

**10. Game Stoppages** When any game is stopped by mutual agreement of the players, by the Controlling Body or by the Umpire (after an appeal to him/her), because of darkness, the weather conditions, or any other valid reason, it shall be resumed with the scores as they were when the game stopped. An end commenced but not completed shall be declared dead. When a game is stopped, the card(s) should be signed by both players or skips indicating the reason for the stoppage and placed in the Competition Secretary's box.

**11. Disputes** Any dispute concerning a competition, is to be submitted in writing within **three days** of the incident to the relevant Competition Sub-committee, who will then decide on any action to be taken. **Those involved will not take part in any further Club competitions until a decision has been made.**

**12. Finals** To be played over **two days**, if necessary, except in cases of severe illness or close family bereavement.

**13.** In all other matters the current World Bowls Laws of the Sport (including Bowls England domestic regulations) and County Rules will apply.

## Guidance for markers

The purpose of these guidance notes is to achieve consistency in the way Club competitions are marked. Remember, a good Marker can make a game, a bad Marker can ruin it. Keep the game flowing.

### Before the game

Make sure that you have the necessary items with you: -

- Measure
- Chalk
- Pen/pencil
- Wedges
- Coin (toss for mat)
- Scorecard
- Umpire's kit is available at the green (if an umpire is not present).

Be familiar with the requirements of the game i.e., 21 shots, 21 ends, handicap, who is the challenger?

### Starting the game

Before the toss for the mat, explain to the bowlers: -

- You will check that the mat is centred **before the jack is delivered**. If the jack is delivered before the mat is centred, it will be ignored, and the mat centred first.
- You will chalk a toucher, or remove old chalk from a non-toucher, as soon as it comes to rest.
- You will update the scoreboard on alternate ends. The bowlers can update the board on the other ends if they are happy to do so. This is to save time and keep the game flowing. Except for two wood singles, you will not be recording the number of ends on the scoreboard. This is a singles game; the ends are not counted.
- For the trial ends they can use any number of bowls up to the number they will be using in the game.
- Ask them to warn you if they intend a firing shot.

### During the game

- Walk quickly to the other end down the centre of the rink. (This will discourage them from delivering the jack before the mat is centred). Stand at the end of the rink in front of the number and centre the mat.
- Move to one side of the number and wait for the jack to be delivered, then centre it.
- Take up a position 1m to the side and 1m behind the jack. Make sure any shadow does not fall on the head area. If a wide head develops, move further out so that you are not obscuring bowls likely to be in the count.
- Answer any questions clearly and concisely. Do not walk into the head to check the position of bowls, look from outside the head. If it's a possible measure, say so but do not indicate that you favour any bowl.
- Warn players/markers on adjacent rinks of a firing shot.
- Do not talk to spectators.

### At the finish of an end

- When all bowls have been played, move to one side of the head, and wait for the bowlers to agree the score. Repeat the score back to them. Do not give any opinion on which might be shot etc.
- Make a quick note of the number of shots scored on the scorecard then move quickly to the other end. The remainder of the scorecard can be completed whilst the mat is being placed or the jack is on its way up. The same applies to the scoreboard updating.
- If asked to measure, be clear what you are measuring. Ask for any bowls not required for the measure to be removed from the head.
- If the distance to be measured is less than 10 inches or greater than 1 yard, call for the Umpire if present. If no umpire is present, use callipers for less than 10 inches and ask for assistance for long measures. The Club's Umpire's kits contain everything you will need.
- When the Umpire is on the rink, move down the rink away from the head unless required to assist with the measuring. The Umpire will indicate which bowl is shot by turning it out, so pay attention.

### At the end of the game

- Offer congratulations/commiserations to the bowlers.
- Note the finish time on the card and get both bowlers to check and sign the card.
- Hand the card to the Umpire, if present, for checking, otherwise place the card in the collecting box.