



CLUB COMPETITION RULES

The Law of the Sport of Bowls (Crystal Mark Fourth Edition) apply, except where modified below.

Entries

1. All players must be fully paid-up members of the club at the time of entering the competition. The entry fee is £2 per person and the usual rink fees are payable.
2. All team players names must be provided when a competition entry form is completed.
3. Team Secretaries names must be entered together with a phone number and an e-mail address.
4. Sole entrants and Team Secretaries must sign the entry form confirming they and their team members will comply with the competition rules and be available to play on either or both days of Finals Weekend if successful.
5. The age limit for under 12 and under 18 competitions will relate to the player's age on finals date. Up to the Final these matches will be played in two 5 and two 7 end sets respectively, with a one end tie break if needed.

Availability to Play

6. If a player is unavailable to play in a game, they must withdraw. If they are part of a team, they must arrange for a substitute to take their place. A substitute must not have entered the competition or have played in another team in that competition.
7. If a player enters a singles or team competition, knowing they will be unavailable to play on both days of Finals Weekend they will receive a 1-year ban from entering future club competitions.
8. If a player realises subsequently that they will not be available to play on either or both days of Finals Weekend they must withdraw. If they are part of a team, they must arrange for a substitute to take their place. Substitutes must not have entered the competition or have played in another team in that competition.

Substitutes

9. A player in a team who is replaced by a substitute for a match may be reinstated in a later round.
10. Only one substitution shall be allowed for any team.
11. A player may not act as a substitute for more than one team or play for more than one team in that competition.
12. No substitute may play unless they are available to play on either or both days of Finals Weekend.

Arranging Matches

13. The first named player/team in each competition shall be the challenger. They are responsible for contacting their opponents, offering dates and booking a rink (and arranging a marker for singles matches).
14. The date for contacting offering dates shall be two weeks prior to the play-by date for the first round and for subsequent rounds, no later than a week after the closing date for the previous round. All matches must be played on or before the play-by date. Provisional bookings no longer required must be cancelled.

Unavailability to Play a Match

15. In the first round of the competition only if neither player/ team is available to play by the 'play by' date the result will be decided on the toss of a coin in a club officer's presence.
16. From the second round of a competition through to the finals, if a team is unable to play an arranged game by the 'play by' date for any reason (other than rule 19) then they will not concede the match but notify their losing opponents in the previous round of their reinstatement in the competition. There will be no 'walkovers' after the first round.
17. Failure to fulfil an agreement to play an arranged match without reason will result in the offending player/team being disqualified and the game being awarded to their opponents.
18. Should a player/team reach the Finals, if their team is unable to play on either or both days of Finals Weekend then their opponent in the previous round played will be reinstated.
19. The only exceptions to 16, 17 and 18 are bereavement or sudden serious illness.

Match Duration

20. In the rounds prior to the final, no jack shall be cast after the session bell has sounded, even if the game has started late. Singles matches are first to 21 shots and if no player has reached 21 shots the score at the conclusion of the end following the ringing of the session bell shall be the final score. See Rule 33 for Drawn Matches Regulations. Pairs matches are a maximum of 18 ends and Triples matches are a maximum of 15 ends. Two bowl singles are first to 21 shots.
21. For Finals Weekend, all Singles matches are to 21 shots. Pairs and Triples matches are 18 ends or 3.5 hours, excluding trial ends and any extra end.
22. The under 18 and 12 finals are respectively two 9 end sets with a 1 end tie break and two 7 end sets with a 1 end tie break.
23. The adult/junior Australian Pairs competition is two 7 end sets with a 1 end tie break.
24. The Australian Pairs final is 18 ends or 3.5 hours, excluding trial ends and any extra end.

Visits to the Head

25. During time limited singles matches there can be a maximum of one visit to the head per end per player
26. During time limited pairs, triples and fours matches no visits to the head are permitted.
27. For Finals Weekend matches there are no restrictions on visits to the head.

Playing Format

28. There will be no trial ends prior to Finals Weekend.
29. Two bowls per player trial ends are permitted on Finals Weekend.
30. In a tie break, the player winning the toss can take the jack or give it away.
31. If the jack is hit out of play it will be re-spotted 1.5 metres to the side of the full-length spot on the side that the jack left the green. If a bowl covers that spot the jack will be placed alongside that bowl on the side nearest to the centre line spot.
32. Tied ends will count as a played end, the first to play in the tied end shall deliver the jack.
33. DRAWN MATCHES. In timed matches prior to Finals Weekend, if the session bell has sounded and a match is drawn, the player/team who has won most ends will be deemed the winner. If this does not resolve the game, there will be a one bowl shoot-out between skips (or singles competitors) which will take place immediately and on the same rink. The player winning the toss can take the jack or give it away. If the end is killed, the jack will be re-spotted.
34. DRAWN MATCHES. On Finals Weekend an extra end will be played. The player winning the toss can take the jack or give it away.
35. During the knockout stages players will need to arrange their own markers as required. Markers will be provided for Finals Weekend.
36. In the rounds prior to the finals, dress is a white or coloured top and grey or black below the waist. For Finals Weekend, dress is a club shirt and black below the waist. All players in a team must wear the same type and colour top.
37. Any disputes arising between players or teams must be referred to the Competition Secretary who, together with the Club Chairman, will adjudicate.

Definitions

38. A Novice is any player with less than three continuous years' bowling experience, and who has not won the novice singles or pairs at BIBC.
39. The Unwon Singles can be entered by any player who has never won a team or singles competition. A winner of the Unwon can still enter a Novice competition if those conditions apply.