ELLESMERE PORT & DISTRICT LADIES BOWLING LEAGUE

LEAGUE RULES

1 Player Eligibility

- 1.1 All players must be registered with the British Crown Green Bowling Association (BCGBA).
- 1.2 Each team is responsible for ensuring that their members are so registered.
- 1.3 No age restrictions will apply to membership of the League.

2 Registered Players

- 2.1 Names and addresses of registered players, together with their registered BCGBA number (only where this number has already been allocated), must be given to the League Secretary with the team registration at the Registration Meeting in February.
- 2.2 To be distributed to Captains, each team will provide:
 - The name, telephone, and email (if applicable) for the Team Captain, Vice-Captain, Secretary (if a League member) and Delegate.
 - A list of team members and their LAD/BCGBA numbers. No other information for team members is required.

The information must be kept for Captain/Vice-Captain/Secretary eyes only.

- 2.3 Players may join the League at any time during the season.
- 2.4 Players must be registered with the League a full 3 days before playing.
- 2.5 Registered players are not eligible to play for more than one team in League games or League fixtures in any one season.
- 2.6 Any team playing unregistered or ineligible players will forfeit the game wrongly played. The game will be treated as a walkover. See Rule 3.4.

3 League Matches

- 3.1 Each team shall play every other team home and away.
- 3.2 Any team(s) failing to fulfil their fixtures will be fined an amount to be determined at the AGM.
- 3.3 League matches shall be played with 10 players on each side.
- 3.4 In the case of a team having insufficient players at a match, any member finding herself without an opponent will gain the score of 21-11 for individual merit purposes. The match record will show 21-0 for the team.

- 3.5 League matches will begin at 1pm.
- 3.6 Games are 21 up.
- 3.7 Visiting players to lead the jack.
- 3.8 Home teams will provide all necessary equipment ie jacks, mats, long and short measuring tapes etc.
- 3.9 Standard certified jacks to be used for all matches.
- 3.10 Cards are to be drawn 4, 4 and 2.
- 3.11 Before any names are entered on the cards, it is essential that these players are actually present at the venue and are willing to play.
- 3.12 Names which have been entered on the cards may NOT be changed once the draw has been made, except under exceptional circumstances, and with the agreement of both captains.
- 3.13 Practice WILL NOT BE PERMITTED on the match green on the day of play by either team before a League game.
- 3.14 Teams will provide scorers who will sit together and check every third end.

4 Measuring

4.1 Measuring on the green may be undertaken by the Captains, Vice-Captains or any other registered player nominated by the respective Captains who is competent to do so.

5 Authority Of Home Captains

- 5.1 The Home Captain can refuse to allow any player onto the green if she considers that the shoes worn are unsuitable. including hard block-heeled or open-toed footwear.
- 5.2 The decision to play 5 on the green will also be made by the Home Captain.
- 5.3 If at the start time any players from the visiting team have arrived but the Visiting Captain/Vice Captain has not, the Home Captain can start with the players who have already arrived. The Home Captain's decision is final.

6 Rearranging League Matches

- 6.1 It is permitted to re-arrange match dates in extreme circumstances (ie funerals associated with any team, inclement weather or for BCGBA competitions) by joint agreement between the Captains and the League Secretary.
- 6.2 A match may be postponed due to inclement weather AFTER 1.30pm on the match day.
- 6.3 If through unfavourable weather or any other cause over which the teams have no control, a match cannot be completed on the date fixed, the points scored by each player shall count and the match shall be re-arranged.

6.4 Any game already in progress MUST BE COMPLETED BY THE PLAYERS NAMED on the rearranged date. If the players named are not available on that date, the game is considered abandoned, and the points already recorded stand.

The positions of the players on the green must be recorded on paper or by phone and the rearranged game will start from those positions.

- 6.5 In the case of games NOT STARTED, names may be substituted if the original players are not available.
- 6.6 In the case of re-arranged games, the Team Captain, Vice-Captain or other official must be present.
- 6.7 Any re-arranged games must be played on the first date allocated for re-arranged games.

7 Results

- 7.1 The team with the highest aggregate score wins the match.
- 7.2 Match points will be awarded on the basis of:
 - Two points per home win
 - Three points per away win
 - In the event of a draw each team will receive one point.
 - Plus one point for the highest aggregate score over both games.
- 7.3 Home teams must ensure the result details are entered on the website within 48 hours of the match being completed. The details should then be checked by the away team within five days of the match being played.
- 7.4 Clubs shall retain all the result cards for the home fixtures of all their teams until the end of the season.
- 7.5 At the end of the season the team with the highest number of points will be the champions. Should two teams draw at the top of the League, there will be a play-off and the winners will be declared champions.
- 7.6 In the event of a tie for second place, aggregate points will determine the winner.
- 7.7 League Winners and Runners-Up will receive awards to be determined at the AGM.
- 7.8 The champions will host a match at the end of the season against a representative side consisting of the players with the best aggregate for each of the other teams in the League.
- 7.9 The team coming second to provide measurers.

8 Disputes

8.1 Team Captains will notify the League Secretary, in writing, of any disputes or complaints regarding League matches. The League Secretary will refer the matter to the Executive

Committee and the matter will be dealt with according to the procedure in Section 7.3 of the Constitution.

9 Trophies

- 9.1 If League trophies are not returned to the League Secretary at least one week before the relevant competition and in good condition, then the HOLDER will be responsible for any repair/replacement necessary.
- 9.2 There is a fine determined at the AGM for non-return of trophies.

10 Merit

- 10.1 A minimum of 10 games to have been played to be eligible for the aggregate award (5 home and 5 away).
- 10.2 The aggregate is determined using the 5 best home results and 5 best away results.
- 10.3 The player with the highest individual aggregate in each team will receive an award to be determined at the AGM.
- 10.4 The League Player of the Year is the player with the highest aggregate and will receive an award to be determined at the AGM.

11 Competitions

- 11.1 League competitions shall be Sport4All, the Millennium Shield and charity competitions as determined season by season.
- 11.2 The Registration Fee covers entry to all League Charity Competitions (with the exception of Sport4All and Millennium Shield which remain on a 'pay to play' basis).
- 11.3 The rules for all competitions shall be posted on the website.
- 11.4 Only registered players may enter competitions.
- 11.5 Practice WILL NOT BE PERMITTED on the match green on the day of play by any competitor.
- 11.6 Winners & Runners-Up will receive amounts to be determined at the AGM.
- 11.7 All raffle money (less expenses for prizes) collected on competition days will be donated to the season's designated charity/ies or as provided by Law.

12 Charitable Contributions

- 12.1 As part of the Registration Fee, each member shall donate a sum to charity, the amount of which is to be determined at the AGM.
- 12.2 The charity or charities supported will be proposed and voted on at the AGM.

CHANGE LOG

Version 2	22 November 2023	Rule 2.4 – Changed from 7 to 3 Rule 6.2 – Changed from one hour to 30 minutes.
Version 1	22 November 2023	Rules split from Constitution and adopted in full at AGM.