

## **LOTHINGLAND LEAGUE BOWLS RULES (amended 1 November 2024)**

- 1.** The league shall be called the Lothingland 2 bowls league and will be open to all bona fides amateur clubs within the district or near to at the discretion of the league Council.
- 2.** There will be a limit of sixteen (16) teams in the league. A club shall be allowed to enter two(2) teams. On considering new applications preference will be given to clubs not already in the league.
- 3.** The league will not be affiliated to any other Bowling Associations or league and will be deemed a “friendly” league.
- 4.** The annual general meeting will be held in Autumn of each year.
- 5.** A Governing Council of Chairperson, Secretary, Treasurer, Registration Checker, Competition Secretary, Webmaster, and Committee member will be elected annually. The Secretary and two delegates from each member club will attend the Annual General Meeting. Each member club will have two votes. Seven attending member clubs will be a quorum.
- 6.** All clubs wishing to join the league must be represented at Annual General Meeting.
- 7.** Matters of urgency of dispute will be dealt with by the Emergency Committee comprising of the Governing Council (see 5 above) and any two member clubs secretaries not involved in the dispute. Decisions made by this Emergency Committee will be binding and final.
  
- 8.** Emergency Committee can call an Emergency general Meeting if required with 1 vote each per club attending
  
- 9.** The League Secretary shall be an Honorary Member of all clubs in the league.
  
- 10.** The league’s constitution or rules can only be altered by a majority vote at the Annual General Meeting.  
Any proposals to alter the constitutional rules must be notified to the League Secretary at least fourteen(14) days prior to the AGM and the League Secretary will notify all Club Secretaries of the proposals at least ten(10) days before the AGM.
  
- 11.** All matches shall be played in accordance with Federation Rules, subject to any of the following rules given the constraints of the greens within the league.
  
- 12.** All matches may be played anytime during the day up to and start no later than 6:30PM. A later start time of 6:45pm but not later can be agreed between the two team captains. An allowance of 15 minutes for unavoidable delay of three or more visiting team members may be made.
  
- 13.** In the event of a club fielding an incomplete team the lead player in the block or blocks concerned may be allowed to play one extra wood but shall not play two woods consecutively. The number of blocks allowed to play extra woods shall not exceed two (2).  
The order of play where one player has three (3) woods will be as follows:- The winner of the previous end will cast the jack, the block playing with six (6) woods will then bowl first, the skips

will bowl as normal i.e. winning skip from previous end will go first. Therefore where "A" is one player short, order of play will be:-

B LEAD

A LEAD

B LEAD

A LEAD

B No 2

A LEAD

B No2

SKIPS

In the event of a player arriving late, he/she shall be allowed to join his/her rink providing no more than three ends have been played, he/she may not however replace the playing skip. A team will consist of 12 players making 4 blocks of 3.

**14.** Each team will play one home and one away with all other teams in the league, each game will consist of 21 live ends. The fixtures will be compiled by the secretary as soon as possible but no later than the 31<sup>st</sup> January; any subsequent alterations must be notified to the league secretary as soon as possible.

**15.** The Results of all matches are to be sent to the League secretary within 2 days of the match been played via online i.e. e-mail [lothingland@outlook.co.uk](mailto:lothingland@outlook.co.uk) or other electronic method agreed by an officer of league. Results sheets must show clearly the players' names & submitted in a format is easily readable.

**16.** Points to be awarded are: Each winning block 1 point: Drawn blocks 1/2 point: Winning teams 3 points; Maximum of points awarded 7.

If at the end of the season there is a tie on points for any position in the league, the team with the greatest shots difference will be awarded a higher position. If the points and shot difference are the same, the team scoring the most shots will be awarded the highest position. If point's difference and shots are the same then it will be declared a draw.

**17.** A player may only play for one club during the season unless at least 7 days' notice of transfer is given to the league secretary in writing, both clubs concerned must be in agreement with the transfer, a player may make only one transfer during the season, for the purposes of this rule teams from the same club will be regarded as separate clubs.

**18.** Teams from the same club must play each other's home and away before 30<sup>th</sup> June

**19.** Any club scratching a fixture shall give 48 hours' notice to the opponent club and the league secretary

(except in the unavoidable circumstances such as inclement weather, sudden illness, accidents etc.): the fixture should be re-arranged within 14 days by mutual agreement. If unable to agree, it should be referred to the fixture secretary.

**20.** Any club failing to turn up for a match without prior notice as above will forfeit the match and 7 points will be awarded to the other team.

**21.** Rain affecting play: Play will only cease or not start on the agreement of both captains. If 15 ends or more have been completed the score at the point will stand as the result of the match, otherwise the whole match will be replayed on a mutually agreed date which the league secretary should be informed of.

**22.** Woods within 2 meters of the Cott will not be removed from the head without agreement of both players making the count, the No 2 should do the count and keep the scorecards, the non-claiming No 2 should remove the winning woods after agreement, the shots in dispute will be given to the non-offending side.

**23.** If the Cott runs against the back edge of the green the wood shall be deemed dead and removed from the rink.

**24.** All clubs are to register a list of their players, A and B team separately, with the league secretary by the first game.

No player can be registered after 14<sup>th</sup> July and players join the club between 26<sup>th</sup> April and 14<sup>th</sup> July must be registered with the league secretary before been played. If an unregistered player is played that team will forfeit two(2) points from the game. If there are not enough points scored in the game to allow this then the deficit will be taken from the seasonal total.

**25.** If an end result in a draw, no shots will be entered on the score. However the end will be deemed to have been played and entered as such.

**26. CUP TEAM MATCHES** Draws to be taken place at the AGM

All Bob Whitley Shield games and Final of Dorothy Stringfellow Shield

a) Two trial ends can be played.

b) Two woods are to be played, if the scores are level at the end of 21 ends all rinks will play extra ends until one team has a leading score overall.

c) In playing extra ends the Captain will toss for the Cott, the winner having the choice to take the cott or allow his opponents to have it.

d) The Finals will be played on neutral ground to be arranged by the League Secretary.

e) The Finals will be played in grey and white or club colours.

#### Dorothy Stringfellow Shield

a) The games will be 2 rinks at Home and 2 rinks Away, in the case of the Cliffs 2 blocks on one green and 2 on the other. The game consists of 21 ends 2 woods.

b) The first name club will play an extra end on their green in case of a draw on a rink selected before the start of the game.

c) If the weather is unsettled make sure both greens are playable as both games must be played at the same time.

d) If a game. At least 30 ends must have been played at both games, if not the entire game is to be replayed.

e) The home team is to send in the result.

**27.** In all disputes during the play team Captains will arbitrate and reach agreement. If no agreement can be reached the end or ends will be replayed.

**28.** The above rules 10-27 not definitive but allow the local conditions and preferences. They will apply to the Lothingland Bowls League only. Reference shall be made to the Federation Rules for guidance on matters not covered.

**29.** ALL TROPHIES to be returned to the league secretary when requested

**30.** Players should wear adhere to the following Dress Code:

Men-white top and grey trousers or shorts

Ladies-white top grey skirt, slacks or shorts

Both- Club attire if existing

**ALL PLAYERS-BOWLING SHOES MUST BE WORN**