

REGULATIONS for all Club Internal Leagues, Club Competitions and Roll-Ups

SESSIONS OF PLAY

9.00am-10.30am, 10.30am-12.30pm, 12.30pm-2.30pm, 2.30pm-4.30pm, 4.30pm-6.30pm, 6.30pm-8.30pm and 8.30pm-10.30pm every day.

GENERAL RULES OF PLAY

That all games be played in accordance with the English Indoor Bowls Association Ltd laws of the game except for:-

1. The initial registration of all teams of players to be with the Office before the first game is played.
2. All score cards must bear the date and names of the teams and players, and the result agreed by both skips.
3. All skips shall be responsible for Rink Fees for their team and seal them in the envelope provided and place them in the Rink Fee Box.
4. The leagues will be divided into suitable divisions if required. The composition of the divisions regarding promotion and relegation will be set by the Indoor Committee. New teams will enter the lowest division.
5. Jack Off Rink - If the jack when in play is knocked beyond the limits of the rink it will be re-spotted on the designated Spot halfway between the centre and the edge, which ever side it goes out, level with the "T" of the rink in the same direction of play. If the Spot is partly or completely covered by a bowl or bowls the jack will be placed level with the front of the Spot nearest to the outside of the rink but not touching any of the bowls.
6. Substitutes are only to be used if registered players are not available and should be taken from the Registered Reserve List. Any club member not registered for another team in the same league may be used but the Office must be notified (telephone answer message, or note in letter box).
A reserve may not play as skip (excluding Aussie Pairs League) nor play for the same team for more than two (2) games. To play a third (3rd) game the player will become a registered player for that team which may result in the requirement to de-register an existing team member.
7. If the participants postpone any match without exceptional circumstances they may be liable to penalties, which will be fixed by the committee. Postponements deemed to be for unsatisfactory reasons may result in a points deduction. The offending team is responsible for reporting the circumstances of the postponement to the Office asap. These matches must be re-arranged within 7 days and played by within 1(one) month of the postponement. If however, a team knows beforehand it cannot play on the date a game has been arranged, they should, try and play it before the arranged date. If a reserve is available to play then they must be used rather than the game postponed. If a team fails to appear for a fixture the offending team shall be liable for all rink fees due (both teams).
8. The Time Bell will sound 5 minutes before the end of the session, after which no Jack may be cast on timed matches.
9. Definition of casting the Jack. The Mat must be in position and Jack on its way up the rink.

10. In all league games staying or visiting the head is discouraged.
11. In league games of a specified number of ends, all ends must be played.
12. If a team in any of the leagues arrives late for a game, shots will be awarded to their opponents on the following scale:- 5 to 15 minutes late 2 shots and 1 end deducted from the allotted ends for the game. 15 to 30 minutes late, 4 shots and 2 ends deducted from the allotted ends for the game, Over 30 minutes the match will not be played and will be deemed to be a cancelled match and rule 8 will apply. This to be agreed before the commencement of the game and put on the scoreboard. If a team fails to turn up the matter shall be dealt with by the Indoor Committee. If a single team member arrives late they may play any position except skip.
13. Dress. For all league game sessions and club competitions Players must wear grey below the waist and predominantly white or Sole Bay Club shirt above the waist; other clubs shirts are not permitted.
For all County team games Sole Bay Club shirts will be worn
For games outside of league and club competition timings smart casual dress may be worn
14. All players must wear regulation bowls shoes while playing on the green irrespective of the session or time being played. Shoes worn to walk to the indoor green must be changed before play.
15. No running, consumption of food, drink or the use of mobile phones is allowed on the green.
16. SMOKING OR THE USE OF ELECTRONIC CIGARETTES OR VAPING IS NOT PERMITTED IN ANY OF THE CLUB BUILDINGS.
17. Roll-ups and league matches may be altered to accommodate National and County Competitions at the discretion of the Chair.

PENALTIES.

In all league games, infringement of Club Rules and/or Regulations may be liable to penalties, which will be fixed by the Indoor Committee.

RIGHT TO APPEAL

This can be done in writing within 14 days, to the Office. Such appeals will be dealt with by the Indoor Committee. Its decision will be final.

RINK BOOKINGS:-

1. These may be booked on sheets provided.
2. Permanent bookings may be made by arrangement subject to availability of rinks.

FEES - Rink, match and all Club, County, National competition and Visitors fees will be fixed by the Sole Bowls Club Management Committee.

ANIMAL LEAGUE

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each match must be mixed and consist of four players playing with two bowls each.
2. Up to 6 players may be registered at least 2 ladies and 2 men for each team, at least two of which must play in each game
3. All League games will be 18 ends. All KO games including the final will be 18 ends. In the event of a tie in the KO an extra end will be played.
4. 2 points will be awarded for a win, 1 point for a draw. In the event of a tie on points the league will be decided on shots difference.
5. If a team has only three players it must still be mixed.

ORDER OF PLAY – THREE PLAYERS WITH TWO BOWLS

If a team has only 3 players they will have the option of playing with 2 bowls each and the final score will count. The order of play shall be

ORDER OF PLAY For this example the team with 3 players will be known as Team 'A' playing with 6 bowls and the team with 4 players as Team 'B' playing with 8 bowls.

(1) When team 'A' has won the toss or the previous end.

'A' Lead, 'B' Lead, 'B' No 2 'A' Lead, 'B' Lead, 'B' No 2 with the No 3's and Skips playing as normal.

Should the fourth player present him or herself after the start of the game but before the fourth end has been played, he or she should be allowed to join the game at the next end at lead, second or third but not at skip.

When team 'B' has won the toss or the previous end.

'B' Lead, 'A' Lead, 'B' No 2 'B' Lead, 'A' Lead, 'B' No 2

AUSSIE PAIRS

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each team to consist of 2 players playing with 4 bowls each. Ladies and gentlemen may play in any combination.
2. Up to 4 players may be registered in each team, at least one of which must play in each game.
3. All league and knock-out games will be 14 ends. In the event of a tie in the KO an extra end will be played.
4. 2 points will awarded for a win, 1 point for a draw. In the event of a tie on points the league will decided on shots difference.
5. **FORMAT:** Player 1 plays 2 of his/her bowls then changes position with Player 2 who plays all 4 of his/her bowls. Then change position again for Player 1 to play his/her last 2 bowls. At the conclusion of an end play starts again with the player at the jack end playing 2 bowls.

CAR LEAGUE

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each team to consist of 2 players playing with 4 bowls each. Ladies and gentlemen may play in any combination.
2. Up to 4 players may be registered in each team, at least one to play in each game.
3. All league games and KO cup games will be a full game of 18 ends.
4. 2 points will be awarded for a win, 1 point for a draw. In the event of a tie on points the League will be decided on shots difference.

FOOTBALL LEAGUE

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each team to consist of 3 players playing with 3 bowls.
2. Up to 5 players may be registered in each team, only one reserve may be used.
3. All league games will be full games of 16 ends. All KO games up to the final will be full games of 16 ends. The KO final will a full game of 18 ends.
4. If the JACK is incorrectly cast the opposing skip shall place the JACK at any official length. Except the KO finals.
5. 2 points will be awarded for a win, 1 point for a draw. In the event of a draw on points the league will be decided on shots difference.
6. If a player fails to arrive the game should proceed with 3 playing against two in the following format:-

ORDER OF PLAY – 3 PLAYERS AGAINST 2

For this example the team with 2 players will be known as Team 'A' and the team with 3 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'B' Lead,

'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'B' No 2,

With the Skips playing as normal 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead ,

'B' No 2, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2,

With the Skips playing as normal, 'B' Skip first.

SOLE BAY LEAGUE

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each team to consist of 6 players, 3 players per rink playing with 3 bowls each.
2. Up to 10 players may be registered in each team, at least 2 of which must play in each rink.
3. All league games and KO games to be full games of 18 ends. In the event of an aggregate tie in the KO an extra end will be played by 1 rink only. This must be tossed for before the commencement of the game after the cards have been drawn.
4. 2 points will be awarded for a win on each rink, one each for a draw. 2 points for an aggregate win, one for an aggregate draw. 6 points being awarded per game. In the event of a tie on points the league will be decided on shots difference.
5. If a player(s) fail(s) to arrive the game(s) should proceed with 3 playing against 2 in the following format:-

ORDER OF PLAY – 3 PLAYERS AGAINST 2

For this example the team with 2 players will be known as Team 'A' and the team with 3 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'B' Lead,
'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'B' No 2,

With the Skips playing as normal 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead ,
'B' No 2, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2,

With the Skips playing as normal, 'B' Skip first.

PLANET LEAGUE

All games be played in accordance with EIBA Ltd laws of the game, with the General Rules of Play of the club and the following:-

1. Each team must be mixed and to consist of 5 players. One game of singles, pairs, triples and fours to be played.
2. Up to 8 players may be registered, at least 2 ladies and 2 men for each team. At least 3 registered players must play in each match. A reserve may NOT play in the singles.
3. In all league and KO games pairs, triples and fours will be of 8 ends. The singles to be 14 ends.
4. One point will be awarded for a win on each rink, ½ point for draw and one point for the aggregate win. In the event of a tie in the KO whoever has scored most shots in the 4 games will win and if shots are equal whoever has won most ends in the singles will be declared the winner. In the event of a tie on points the league will be decided on shots difference.
5. The first named team will supply the marker for the singles. Failure to do so will result in the fours playing with three players only.
6. If a team has only four players it must still be mixed. In the event of the triples and fours being a player short they will play in the following format:-

ORDER OF PLAY – 3 PLAYERS AGAINST 2

TRIPLES If a team, at the start of a game is a player short, the following will apply.

The team with 2 players will have 7 bowls, the lead playing 4 bowls and the skip 3 bowls. The team with 3 players playing three bowls each. Should the third present him or herself after the start of the game he or she should be allowed to join the game at the start of the next end at lead or No 2, but not at skip.

ORDER OF PLAY. For this example the team with 2 players will be known as Team 'A' and the team with 3 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'B' Lead,

'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'B' No 2,

With the Skips playing as normal 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead ,

'B' No 2, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2,

With the Skips playing as normal, 'B' Skip first.

ORDER OF PLAY – 4 PLAYERS AGAINST 3

FOURS If a team has only 3 players they will have the option of playing with 2 bowls each and the final score will count. The order of play shall be

ORDER OF PLAY For this example the team with 3 players will be known as Team 'A' playing with 6 bowls and the team with 4 players as Team 'B' playing with 8 bowls.

When team 'A' has won the toss or the previous end.

'A' Lead, 'B' Lead, 'B' No 2 'A' Lead, 'B' Lead, 'B' No 2 with the No 3's and Skips playing as normal.

When team 'B' has won the toss or the previous end.

'B' Lead, 'A' Lead, 'B' No 2 'B' Lead, 'A' Lead, 'B' No 2

However if they play with extra bowls they will be deducted 25% of their final score. If this is played then the order of play shall be

Should the fourth player present him or herself after the start of the game, he or she should be allowed to join the game at the next end at lead, second or third but not at skip.

ORDER OF PLAY For this example the team with 3 players will be known as Team 'A' playing with extra bowls and the team with 4 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead,

'B' No 2, 'A' No 2, 'B' No 2, 'A' No 2, 'B' No 3, 'A' No 2, 'B' No 3,

With the Skips playing as normal. 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' No 2, 'A' Lead,

'B' No 2, 'A' No 2, 'B' No 3, 'A' No 2, 'B' No 3, 'A' No 2, With the Skips playing as normal. 'B' Skip first.

AGGREGATE LEAGUES.

1. To be played under EIBA RULES and all rules of the General Rules of Play plus the following:- 10.30am session will be known as the White Aggregate.
2. A perpetual trophy will be played for, with prizes for the winners and runners-up for the league for per-Christmas games and another for after Christmas games.
3. A separate entry fee will be charged for pre-Christmas and after Christmas sessions, these will be fixed by the Sole Bay Bowls Club Management Committee.
4. In this LEAGUE, if more than 32 players sign in for a particular session, the session will be shared by the last players to sign in to the maximum of 12, who will be asked to play either half a session each or withdraw. The players playing half a session will pay half fees and be awarded 2 points for the half session they do not play.. Two games of 8 ends or 1 hour duration will be played.
5. The SCORING SYSTEM. In each game two points will be awarded for a win, one point for a draw. In each win every five shots scored more than the opponent, i.e. 1 point for plus 5 shots, 2 points for plus 10 shots and so on. Those playing the half session as above, will be awarded 2 points for the session they do not play.
6. The winner of each league will be the player who has the highest points score, Should there be a tie on points in either league, the player with the most bonus points will be declared the winner. If there is still a tie the players concerned will hold the trophy for the appropriate number of months each.
7. If a team, at the start of a game is a player short, in a game of TRIPLES the following will apply: - The team with 2 players will have 7 bowls, the lead playing 4 bowls and the skip 3 bowls. The team with 3 players playing three bowls each. Should the third present him or herself after the start of the game he or she should be allowed to join the game at the start of the next end at lead or No 2, but not at skip.

ORDER OF PLAY. For this example the team with 2 players will be known as Team 'A' and the team with 3 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'B' Lead, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'B' No 2

With the Skips playing as normal 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2

With the Skips playing as normal, 'B' Skip first.

FOURS If a team has only 3 players they will have the option of playing with 2 bowls each and the final score will count. The order of play shall be

ORDER OF PLAY For this example the team with 3 players will be known as Team 'A' playing with 6 bowls and the team with 4 players as Team 'B' playing with 8 bowls.

When team 'A' has won the toss or the previous end.

'A' Lead, 'B' Lead, 'B' No 2 'A' Lead, 'B' Lead, 'B' No 2 with the No 3's and Skips playing as normal.

When team 'B' has won the toss or the previous end.

'B' Lead, 'A' Lead, 'B' No 2 'B' Lead, 'A' Lead, 'B' No 2

However if they play with extra bowls they will be deducted 25% of their final score. If this is played then the order of play shall be

ORDER OF PLAY For this example the team with 3 players will be known as Team 'A' playing with extra bowls and the team with 4 players as Team 'B'.

When Team 'A' has won the toss or the previous end the order of play is as follows:-

'A' Lead, 'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' No 2, 'A' No 2, 'B' No 2, 'A' No 2, 'B' No 3, 'A' No 2, 'B' No 3,

With the Skips playing as normal. 'A' Skip first.

When the Team 'B' has won the toss or the previous end the order of play is as follows:-

'B' Lead, 'A' Lead, 'B' Lead, 'A' Lead, 'B' No 2, 'A' Lead, 'B' No 2, 'A' No 2, 'B' No 3, 'A' No 2, 'B' No 3, 'A' No 2,

With the Skips playing as normal. 'B' Skip first.

11. On any points not covered by the above regulations, the organisers' judgement will be final.