

# **INTERNAL LEAGUES' RULES**

Leagues will be drawn and allocated a timetable by the Leagues Sub-Committee in accordance with the number of teams entering each league. Lists of the League matches and teams for both winter and summer seasons will be displayed in the Bowls Hall.

## **1. Teams**

- Each team shall have sufficient registered members to meet their commitment to their league. (League Secretary to be informed of any additional members).
- It is the responsibility of the team organiser to ensure that any matches that are postponed are played as soon as possible prior to or following the date allocated in the timetable. (League Secretary to be informed of re-arranged matches).
- The team that postpones a match, and then fails to **PLAY** the match within 4 weeks of the appointed date, will be charged the full rink fee and 2 points and 5 shots will be awarded to the opposing team. The team who is not requesting postponement should offer **THREE** suitable dates to their opponents.

## **2. Substitutes**

- Substitutes may be used in any league match.
- A list of members willing to act as substitutes will be displayed to assist any team short of a player(s) for league matches.
- A substitute may play a maximum of 5 matches for any team before becoming a de facto member of the team.
- A substitute may not act as a skip for the team.
- Substitutes should be identified by the team leader by use of the letter 'S' after their name on the scorecard, and for all matches must be a member of the appropriate sex.

## **3. Match Playing Time**

All internal Winter League matches will be of two and a quarter hours duration, and should not be finished ahead of this time. Any team conceding the match before the session end will be penalised by 5 shots. No jacks to be set after the end of session warning bell which will be sounded 8 minutes prior to the finishing time.

## **4. Additional Rules**

### All Leagues:

- No trial ends.
- Skips or 3's are not allowed to remain at, or visit the head. Skips breaking this rule will be brought before the committee.

### Four's Matches

Any player turning up late after a match has begun will be allowed to join the team immediately but will lose 25% of their teams score for the first five ends. Teams competing with three players throughout the complete match will lose 25% of the total score, with the lead and second of the three person team playing three bowls each.

If a team competes with three players for 3 matches then 4 points will be deducted from their total score.

### Triples

If a team has only two players the match may be played with eight bowls against nine with the team with three members playing the first and last bowl. The team winning the previous end will deliver the jack as usual.

Teams competing with two players will lose 25% of their total score. In Triples Sets Matches 25% will be deducted from each set.

### Sets Triples

Is played over 3 sets of 5 ends; dead jacks are placed on the T and the end is continued.

### Australian Pairs

Each person of the pair alternates playing the first and last 2 woods and the middle four. Each person therefore leads and skips on alternative ends.

### Mens Leagues - Ladies Leagues - Open Leagues

- Teams playing Mens Leagues must consist solely of male players.
- Teams playing in the Ladies Leagues must consist solely of female players.
- Teams playing in the Open League can be any combination of sex.
- Games not played in accordance with a), b) and c) above shall be considered as friendly matches with 2 points and 5 shots awarded to the opposing team.

Except for the foregoing World Bowl/EIBA rules will apply.

It should be possible for any disputes arising within or after games to be resolved by the skips concerned; however any unresolved disputes, arising during or after play, are to be referred to the Winter Leagues Committee whose decision will be final.