



East Dorset Indoor Bowls Club



Rules for Internal League Games

1. All players must be full members of EDIBC with the exception of the Tuesday night Cash Challenge, where teams from other bowls clubs may be invited to enter.
 2. Members can enter as many leagues as they wish but a player can only play for one team in each league. Once registered, members are expected to honour their commitments to their teams and leagues throughout the season.
 3. Leagues will normally be a minimum of 6 teams and a maximum of 12. Variations to these limits may be allowed with the agreement of the Bowls Committee.
 4. Teams will register players as follows:
 - 4s – minimum 5 players, maximum 8
 - Triples – minimum 4 players, maximum 7
 - Pairs – minimum 3 players, maximum 7
- Any variation to the maximum numbers of players will be at the League Secretary's discretion. Teams in an Open League can be mixed or of one gender.
5. One player will act as Team Captain and be responsible for registering the team and paying the League Entry fee. The Captain will also be responsible for seeing that all players under his or her jurisdiction are fairly treated and have an equal number of games
 6. It is the responsibility of the Skip to collect and pay the Green Fees for their team before the start of the game. One Skip will also collect the scorecard which must be completed with all players' names. The names of any substitutes must be clearly legible and marked 'SUB'. First initial plus surname must be PRINTED on the scorecard and after the game the scorecard handed to the Steward. Rink fees must be paid in full including the fees for absent players. In the event of non-attendance by a team, Rule 11 will apply.
 7. League games, unless rescheduled by the Committee, must be played on the day, at the time and on the rink allocated. In special circumstances a match may be rescheduled at the discretion of the League Secretary but all leagues must be completed by the last Friday in the playing season which will not be extended. Where a match is not played fees for both teams must be paid.
 8. USE OF THE JACK:

The jack is to be rolled in all games. If improperly delivered at the first attempt it will be placed by the opposing Skip, who may also direct repositioning of the mat.

If on any end, including the final end, the jack is displaced out of the rink it will be 'spotted' on the appropriate pre-defined spot for that rink. If the spot is occupied it will be placed on a line between the 'T' and the spot, next to, but not touching, the occupying bowl.
 9. In regular play each match is to finish on the end in play when the bell rings seven minutes before the end of the session. The last end will be deemed to commence when the mat is correctly placed and the jack delivered and centred.

In sets play, the game will continue until both sets have been played and, in the event of a draw, a single end played as a tie-break.
 10. In the event of a league team failing to fulfil its fixtures on more than 2 occasions in a season its membership of that league will not be accepted for the following season unless, in the opinion of the Bowls Committee, there are extenuating circumstances.

11. In the event of a team not attending or players delaying the start of a game by more than 10 minutes they will forfeit the game and MUST pay their green fees. The opposing team, provided they have paid their green fees, will be awarded the game points and score of 9 shots.

In sets play completed sets will be scored as normal but for any set conceded the opposing team will be awarded the game points and score of 4 shots. If that results in a drawn match the opposing team will be awarded the tie-break with 1 shot.

NOTE: Teams claiming matches under Rule 11 must submit a completed scorecard on the day the fixture was scheduled to be played. RINK FEES TO BE PAID BY BOTH TEAMS.

12. SPECIFIC MATCH RULES:

FOURS: If, for any reason, a team cannot field a full team and a substitute cannot be found, 3 players may play. The format being 1 and 2 play with 3 bowls and the Skip plays with 2. They will also lose 25% of their final score.

COMBINATION FOURS: A minimum of 1 man and 1 lady must be maintained.

TRIPLES: If a full team cannot be fielded, 2 may play. The format being:

Team A with 3 players, 3 woods each

Team B with 2 players, 4 woods each, 25% deduction of final score

Winner of the toss or previous end will deliver the jack BUT Team A bowls first every end

One team can play with 2 players only twice in any season

SETS PLAY: the team winning the toss will start the first set and the opposing team will start the second set. Where required another toss will determine who starts the tie-break.

13. SUBSTITUTES:

- A team may only use a substitute 4 times in a season
- One substitute is allowed in 4s and Triples
- No substitute may skip in any league
- A substitute cannot be a registered player in another team in the same league
- Variations to these rules in special circumstances may be made at the League Secretary's discretion.

14. Players cannot visit the head in any league games and both skips must leave the head TOGETHER.

15. Prizes will be awarded to all winners and runners up in all leagues, subject to the number of teams in the league.

16. NOVICE LEAGUE (CYGNETS): Members can remain in this league for a maximum of 2 seasons.

17. If any team is found to be in breach of League Rules or is considered to be guilty of unsporting conduct, the Bowls Committee have the power to impose shots and points deductions as they think fit. Any point not covered in the rules will be subject to a decision by the Bowls Committee.

Summer leagues rules

The above internal league rules will apply with the following variations:

1. Substitutes can be any club member even if registered in a team in the same league, but NOT if their team is the opposing team.
2. 2 substitutes are allowed in 4s and Triples.