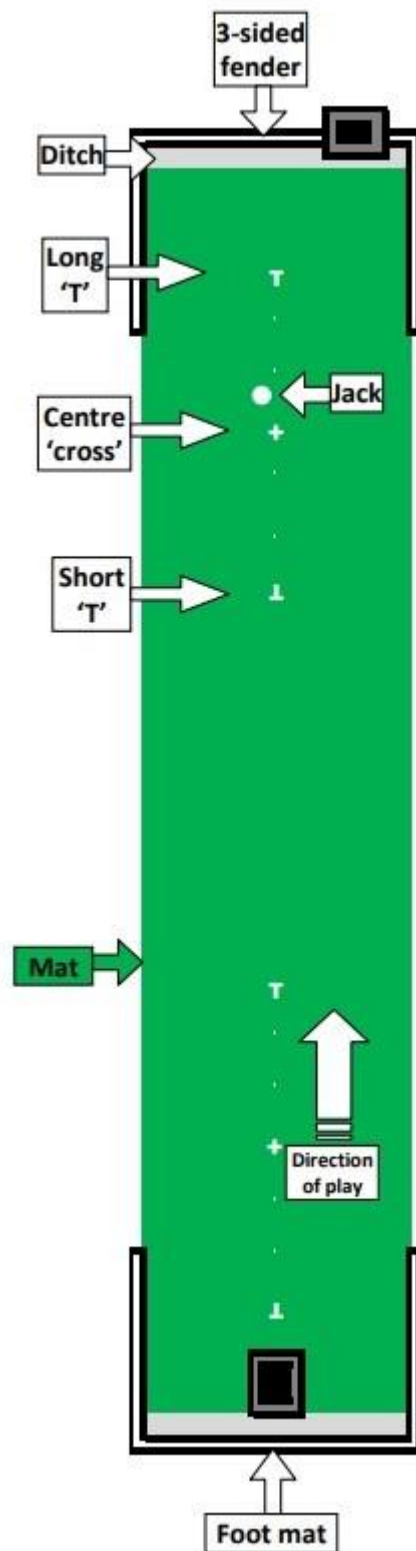


Bury Indoor Bowling League, Playing Rules, Match Rules and General Items

PLAYING RULES

1. At the Bury Castle Leisure Centre, the 'rink' or 'mat', in diagram form below, shall be defined as the FULL area of the green mat including the withdrawing of the fenders by 8 inches at each end to form the 'ditch'.
2. The 'foot mat' will be of the standard size and, at the start of each end; it will be placed within the designated area of the rink.
3. The jack or bowl must be delivered with the rear foot within the foot mat. If not - a fault has occurred and either the Jack is replayed by the non-offending team or the bowl is declared dead.
4. The Jack must be delivered to a point between the Short 'T' and the Long 'T' and, when it comes to rest, it shall be moved left or right to the centre line of the rink between the Short 'T' and the Long 'T'. If the jack is bowled beyond the Long 'T' but not off the mat and into the ditch, then it shall be placed on the Long 'T'. If, however the Jack is bowled either off the mat or short of the Short 'T' then it is passed to the opponent. Should they in turn fail to set a mark then the Jack will be placed on the mid mark of the rink between the Short 'T' and the Long 'T'. i.e. the Centre 'cross'.
5. During play, if a bowl displaces the jack and the jack goes OFF the mat (sideways or in the ditch) or it strikes the side fender then the end must be replayed unless the bell has gone. The jack is deemed to be in play if it stays on the mat due to 'carpet curl'!
6. Any bowl going OFF the mat into the ditch, hitting the side fenders or going off the mat at the sides will be deemed dead and immediately removed. Bowls rolling back on and staying on the mat due to 'carpet curl', either at the ditch or off at the sides, are deemed to be in play.
7. A bowl will be deemed dead if (a) it's delivered out of turn, (b) an opponent's bowl is inadvertently bowled or (c) bowl bowled on a running Jack.
8. Striking in our League is banned as it would be very dangerous if bowls re-bound into players on other mats who have their backs to your mat. Controlled weight is OK! i.e. the bowl must travel in a curved motion and not be fired 'as straight as an arrow'!!! If a player intends to bowl with controlled weight, then they should inform their opponents so that they may observe the shot. Common sense should prevail as, for insurance purposes; weighty shots are not allowed within the Leisure Centre.
9. If there is a clash of markings between opponent's bowls they may be changed for another pair of the same weight.
10. When all the bowls have been played or the last player has elected not to bowl, then the player's bowls nearest the Jack are counted and scored accordingly. No bowl may be moved without the consent of the players concerned otherwise the end is forfeited to the other side and a penalty of 4 points are awarded in the case of Doubles and 6 points in the case of Triples
11. Any bowl removed from the head before the end is measured and completed will incur a 4-point penalty in the case of Pairs and 6 points in the case of Triples.
12. A player may not visit the head during play unless requested by a teammate. All unnecessary walking on the mat must be discouraged. Players changing ends should use the sides of the rink and be off the mat.



MATCH RULES

1. **Jacks** are now stored in a separate box in the bowls cage – and not at Reception!
2. **Score sheet!** Home team responsible for preparing a duplicate score sheet. Home captain to list their players on the duplicate score sheet and to offer the sheet to the opposing captain for them to complete their players. Both captains to collect the game fees from their players including parking refund tickets!
3. **Result to League Sec using WhatsApp!** After the match the two captains between them complete the duplicate score slips and the home captain is to send a copy to the League Sec using WhatsApp. In the absence of a designated Home captain any player can WhatsApp the slip to the League Sec. Each match day captain should retain the score slip and take it home in case that the League Sec has a query on the scores.
4. **Payment to reception pod!** Home captain to collect cash and parking refund tickets - FOR BOTH TEAMS and these monies should be paid in at the Reception Pod with the printed receipt being retained if future queries occur! See General Rule 1 below re: invalid parking refund tickets!!
5. Mat locations! Mat 1 is the mat nearest the hall entrance /side wall, Mat 2 is the centre mat and Mat 3 is the practice or Triples League/Cup mat towards the centre of the hall.
6. Bowls! Only flat green bowls are permitted to be used. Crown green bowls are not allowed. The Leisure Centre provides a 'cage' of flat green bowls for those who don't have their own bowls.
7. Footwear! No member will be allowed to bowl without suitable footwear. Footwear should be flat non-black soled, without heels or excessive patterning and should not be worn outside the building. Bare feet are not permitted. House slippers are O.K.
8. Markers and scorers! Non-players, preferably one from each team, may act as markers and be responsible for scoring on the score boards provided. Match format rules that follow indicate the players responsible for measuring and scoring a completed end.
9. Match duration! Each match is limited to a period of one hour and, using a bell, time to be called 5 minutes before the stipulated finish time by the next match captain ringing a bell after which no Jack may be bowled. i.e. if the jack is released from hand before the bell, then the end in progress must be completed and then the match is ended.

Pairs League format and scoring

10. A Pairs League match consists of four players per team playing as two opposing pairs on Mats 1 and 2 respectively, with Nos 1 & 2 players taking Mat 1 and Nos 3 & 4 players taking Mat 2, each with their opposite numbers.
11. The away team will have first use of the Jack with the winner of each end then having control of the jack. On each mat, the first pair of players play their two bowls alternately followed by the second pair playing theirs alternately. The playing order for each pair can, if required, be changed
12. Teams turning up with only two players must play one player on each mat. A single player on a mat will bowl 2nd and 5th throughout the match but setting the mark if they win the end. Late arrivals may join at the next end.
13. In the event of only three players being available, two players shall play on one rink and one on the other.
14. The pair bowling first in an end are responsible for measuring a completed end and transmitting the score to the scoreboard marker
15. Any team failing to turn up for an arranged game will forfeit the match and the points awarded to their opponents. The defaulting team will also be responsible for their share of the match fee. Teams claiming the points must pay their share of the match fee.
16. Scoring! 2 points are awarded to the winners on each mat/rink and a further 2 points based on the aggregate scores. In the event of scores being tied one point is awarded to each pair. All scores are to be recorded by the home captain and signed by both captains. On this basis, match results will be either 6-0, 5-1, 4-2 or 3-3.

Triples format and scoring

17. A Triples League and Triples Cup match consists of three players per team playing on Mat 3. The formal identification of the three players is Lead, Second and Skip – although most of us can't get out of the habit of referring to them as 1, 2 and 3.

18. The away team will have first use of the Jack with the winner of each end then having control of the jack. No 1 players' play their two bowls alternately followed by No 2 players playing theirs alternately and then the No 3 players complete the end. Unlike the Pairs League, this order of play cannot be changed. Late arrivals may join at the next end.

19. No 2 players are responsible for measuring a completed end and transmitting the score to the scoreboard marker

20. Total chalks scored in the Triples League determines the match result with 3 points being awarded to the winner, nil to the loser and 1 point each in the event of a tied score. See scoring method for Triples Cup matches in Rule 23.

21 Triples League start times for each match

There are two Triples League fixtures in the morning session The first match in the morning session commences at 10.30am and finish at the 25 past the hour bell unless the jack has been delivered and the final end needs to be completed. If you are playing in the second match and the first match over-runs by 5 minutes or so then the two captains should note the time on the hall clock and play for a straight 60 minutes. i.e. in the second match of the morning session ignore the bell that finishes off the pairs matches on Mats 1 and 2 as there will not be another triples match that follows on behind your match.

22. If a team only has two players, the official order of play for the two-man team is to bowl second, fifth, seventh and tenth!!!! As this is a difficult one to remember we have introduced a 'local rule' that the Second or Number Two player of the three-man team should send two consecutive bowls. This interpretation may offend the purists, but it solves the possible issue of bowls being delivered out of turn – and any ensuing disputes!!!

Triples Cup format and scoring

23. For both divisions, matches are played in accordance with the Triples League match rules above as there is a morning session of two matches and an afternoon session of two matches with a one-hour break at 12.30pm. At the end of the match, if the scores are tied an additional end shall be played.

End of season League Tables

24. Teams tied when in a position of champions, promotion or relegation then the final positions will be determined on the head-to-head results between the teams involved. There are no additional hall bookings available for play-offs!

GENERAL ITEMS

1. Car Park refund tickets

If a player inadvertently receives a refund labelled tickets with no date and time stamp on them then these tickets are not accepted at Reception. They are usually the result of the Yellow button not being pressed prior to inserting your money and then pressing the green button. If you get a blank refund ticket then AFTER THE MATCH you should initially inform Reception of the problem, return to your car, get the printed dashboard ticket, take it to Reception and they will refund you £1.00 i.e. don't give it to the captain after the match as they finish up having to resolve the issue – and it's not even their ticket! - - and they invariably finish up out of pocket!!!!

2. Disputes of any kind

Match day captains should know the Rules. If you have any dispute that could lead to an argument and the **match captains** cannot resolve it then get someone in your team who has a mobile phone to call me, the Match Secretary Jim Murray, directly on 07929 572 225 and I'll do my best to resolve the issue there and then. Common sense should usually prevail but I'm afraid that nature is such that some individuals prefer confrontation to compromise!!!! If you encounter an issue that has not been covered by the rules and which has been resolved amicably during a match, then let me know after the match and I will add it to a future newsletter!

IMPORTANT NOTE! If any issue arises and it's not covered in these local rules then please advise the Match Sec and, where necessary, rules will be modified and captains notified accordingly.

Oct 23