

# **2026 - Lytham St. Anne's Men's Bowling League**

## **League Rules and Competition Notes**

(This League encourages the participation of disabled players and recognises their needs)

### **Rule 1: League Name.**

The League shall be known as '**Lytham St. Anne's Men's Bowling League**', and all League matches to be played under British Crown Green Bowling Association (hereinafter BCGBA) rules.

### **Rule 2: Executive Committee**

The affairs of the League be governed by an Executive Committee elected annually at the A.G.M. The Officers of the League Committee shall comprise Chairman, Secretary, Treasurer, Fixture Secretary and the Competition Secretary. Any Club without a representative on the Executive Committee may send a member to a League Committee Meeting, who will have the power to vote on matters arising.

### **Rule 3: Subscriptions and Teams**

The annual subscription of each Club shall be determined annually at the A.G.M. A Club wishing to revise the number of teams competing in the League for that club must notify the secretary in writing by the 31st October prior to the new season.

### **Rule 4: Financial Year**

The financial year-end of the League shall be the 31st October.

### **Rule 5: Annual General Meeting**

The League A.G.M. shall be held not later than the 31st January and all members of league clubs may attend. For all matters requiring a vote, a maximum of three representatives from each club will each cast one vote. All members of the Executive Committee and Officers of the League, excluding the Chairman, may represent their Club and exercise one of the Club's three votes. The Chairman may cast an additional casting vote if necessary to break a tie.

### **Rule 6: Financial Affairs**

The Treasurer shall submit a statement of the financial position of the League at the A.G.M. and at any other time on request.

### **Rule 7: Rule Amendments**

No League rule shall be altered, except at the A.G.M. Notice of any suggested alterations must be in the hands of the Secretary by the 21st October, who shall advise each Club Secretary of any proposed alteration at least 28 days prior to the date of the A.G.M. Any club wishing to move an amendment to a proposed amendment shall notify the Secretary, in writing, no later than 7 days prior to the date of the A.G.M.

### **Rule 8: Registration of Players**

Any new club joining the League must submit a printed list of their members, wishing to play in the League, to the Fixture Secretary on or before the 31st March for the coming season. This list should detail Christian name, Surname & BCGBA Reg no. For all existing clubs in the League, the list of registered players from the previous season will be automatically carried over to form their starting list of registered players for the coming season. There will be no requirement for existing clubs to forward a list of their registered members to the Fixture Secretary, unless they wish to do so. Any amendments to a clubs existing list of members can be made at any time by contacting the Fixture Secretary with details of members to be added or removed from the existing list. For league

matches, and with exception to the last 4 games of the season, a team may field any player, even if they have not been registered with the Fixture Secretary, providing that:-

- I. They currently hold a valid BCGBA Registration Number OR a number has been applied for.
- II. They are a member of the club.
- III. They have not played any other games for another club in the League during the season. See exception below.

Bowlers shall only be allowed to play for one Club in a specific league in any one season, i.e Bowlers may play for different clubs in the different leagues, except prior to the 31st July and provided the player has not played more than five matches. Individual applications must be made to the Fixture Secretary with a letter from his existing Club giving permission for transfer to a new Club. Any transfers must be agreed with the Fixture Secretary before the bowler can play for the new club. Only registered players may play in the last 4 games of the season and no new registrations will be permitted during this period.

Any team in breach of the above will be deemed to have played an unregistered player.

#### **Rule 9: Matches**

The Lytham St Anne's Men's Bowling League consists of 3 separate leagues:

1. Monday Evening League
2. Friday Evening Doubles League - Note: Ladies are permitted to play in this league.
3. Veterans League – Played on Tuesday and Thursday afternoons.

#### **Rule 10: Player qualification for a Match and the Season**

A player may play for any team within his club at any time, but may only play for one team on any one week and the total games playable during the season shall not be more than that of any team within the League concerned. If therefore there are a varying number matches playable in differing Divisions, of the same League, the player can play up to the total of the team with the highest number of games playable of a team in the League concerned.

Even if the match limitation has not been reached then the following will also apply:

Note: "Lower league position" is at the date the match is played.

**Monday & Friday Evening Leagues:** Once a player has **WON 6** or more matches for a single team he may not play for another team which is in a lower league position.

In addition, during the last four scheduled **matches** of the season and where the fixture may affect the Championship, Runner Up or relegation positions, a player who has played in **8 or more** matches for a single team may NOT play for another team which is in a lower league position.

**Veterans League:** Once a player has **WON 6** or more matches for a single team he may not play for another team which is in a lower league position.

In addition, during the last four scheduled **matches** of the season and where the fixture may affect the Championship, Runner Up, promotion or relegation positions, a player who has played in **8 or more** matches for a single team may **NOT** play for another team which is in a lower league position.

If there is any doubt about the eligibility of a player, then please check with the fixture secretary before the match.

Any team playing an ineligible player shall be subject to the following penalty. The offending player shall lose the match, the game being awarded 21-0 in favour of the non-offending team. For the purpose of the League Merit table, the score shall count as 21-15 to the non-offending player. The Match Secretary shall be instructed to draw to the attention, of the League Officials, any noticeable infringements of this rule. The League Officials are empowered to take any steps as they deem necessary. This may include a fine or the deduction of further points if the circumstances warrant such action.

## **Rule 11: Promotion and Relegation**

### **Monday Evening League:**

Promotion and relegation will apply annually.

The top team in Division 2 will be promoted to Division 1, and the bottom team in Division 1 will be relegated to Division 2 for the following season.

### **Friday Evening Doubles League:**

Until such time there is more than one division in the Friday league, relegation and promotion is not applicable.

### **Veterans League:**

Promotion and relegation will apply annually.

The top two teams in Division 2 will be promoted to Division 1, and the bottom 2 teams in Division 1 will be relegated to Division 2 for the following season.

## **Rule 12: Commencement of Game**

Matches shall commence no later than 15 minutes after the scheduled start time. If the Captains agree and the conditions or failing light warrant it, they shall have the necessary power to start the game at an earlier time than that laid down.

## **Rule 13: Match Postponement provisions**

**A match cannot be postponed due to lack of players, unless it is at the end of the season and does not affect relegation, promotion or Championship / Runners Up positions and is agreed by both Captains and The Fixtures Secretary.**

Where a match has been postponed through inclement weather, or unforeseen cause, the following procedure must be followed:

### **13.1 Within 24 hours of the match being postponed:**

13.1.1 The Home Captain, or delegate, must offer the Away Captain, or delegate, two alternative dates, together with the times of play.

13.1.2 These should be on 2 differing days of the week and must be within 14 days of the original postponement.

13.1.3 If the postponement occurs within 14 days of the end of the season for that particular team, the alternatives offered MUST be prior to the last scheduled date laid down for the League fixtures. Where the time constricts the application of this, the Fixture Secretary must be consulted on the day of cancellation.

13.1.4 The Home Captain should also ensure that the Fixture Secretary is informed of the postponement and the alternative dates offered to the Away team.

13.1.5 If the Away Captain, or delegate, is not offered revised alternative dates in accordance with 13.1.1 to 13.1.3 of this rule, he should inform the Fixture Secretary of the fact.

### **13.2 Within 48 hours from the original time of play:**

13.2.1 The Away Captain, or delegate, must accept one of the alternatives and notify the Home Captain, or delegate, accordingly. He should also notify the Fixture Secretary of the agreed date of play.

13.2.2 If the Home Captain, or delegate, has not received confirmation of the revised date within 48 hours, he should inform the Fixture Secretary of this fact.

13.2.3 The Fixture Secretary then has the power to designate a revised date of play, which will

normally take into account the two dates initially notified by the Home Captain. He will inform the Away Captain of this revised date and no appeal will be allowed to this. If either team is not present on this designated date, their opponents will be awarded a walkover and full match points as applicable.

### 13.3 After 72 hours from the original date of play:

13.3.1 If the Fixture Secretary has not received the revised date of play within this time, he will have the power to designate a date on which the match MUST be played. Both teams must adhere to this ruling and no appeal shall be allowed. If either team is not present in the designated date, their opponents will be awarded a walkover and full match points as applicable.

In this entire rule, the Fixture Secretary will work in conjunction with the League Officials, but his decision will be final.

## **Rule 14: Making the Draw**

### **Monday Evening League**

The draw is to be done in two halves starting with the home team Captain placing the score cards of his selected first four players face down. The away team Captain then randomly covers these with the cards of his chosen first four players. Both Captains then share the duty of completing the names of home and away team players on the score cards. The same process is then repeated for the second four players. Any player absent when called to play must be replaced by a reserve and shall not therefore play in the match.

### **Veterans League**

The first game of the season will be started by the team captains randomly turning over the cards of the first and then second four players.

Thereafter the draw is to be done in two halves with the home team Captain placing at random the score cards face down of their top four players as listed on on-line bowls, the visiting Captain places the cards for their top four merit players at random on top. Both Captains then share out the writing of the cards. The process is repeated for the remaining four lower ranked players. The home team captain has the choice of order of play. If for any good reason an away player needs to start in either first or second four specifically it can be agreed between the two captains before the draw is made.

After the first game any player who has not played a game comes in at zero merit.

A player who has played for their clubs Division 2 team then plays up in the 1<sup>st</sup> Division for the 1<sup>st</sup> time goes into the lower ranked half of the draw, thereafter they play to their ranking.

A player who has played in the 1<sup>st</sup> Division then plays down in the 2<sup>nd</sup> Division for the first time goes into the upper ranked half of the draw, thereafter they play to their ranking.

A player who plays for another of his clubs teams in the same division uses their existing online ranking for the purposes of the draw.

In the case of a walkover, this is in the second half of the draw. Any player absent when called to play must be replaced by a reserve and shall not therefore play in the match.

### Friday Evening Doubles League

1. Matches will consist of 8 players (Gents or Ladies) for each team, made up of 4 pairs.
2. The pairings will be decided by turn of a card. Each Captain places 8 score cards face down on the table containing the name of each player, in any order they wish.
3. The away Captain then selects any 2 cards from the home team cards, this decides the first pairing for the home team. The home captain then selects 2 cards from the away team cards, deciding their first pairing. These pairing's play each other. The same procedure is followed to decide the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> pairings.
4. If there are enough "Markers" available then all 4 matches may commence at once. If "Markers" are not available then 3 matches can commence. When one match is completed the fourth match can then commence.

4(a) If there are not enough markers available and the Captains agree, then one of the players playing may "Mark" the card.

5. When submitting the results on-line please use the following procedure.  
If "**Alf** and **Bert**" from East End 'A' play "**Colin** and **David**" from Lytham BC 'A' and win 21-16 input as follows:

Home Team		Away Team	
East End 'A'		Lytham BC 'A'	
Alf	21	Colin	16
Bert	21	David	16

Complete the scorecard for all four matches and complete the "Total" and "Points" totals as normal for a singles match. The merit table will then reflect the top doubles player irrespective of who they have partnered throughout the season.

### Rule 15. Match Practice

Practice other than 15 minutes prior to the start of the match, must not take place on an opposing teams green on the day of the League match, unless the player is a member of the opposing Club or involved in a tournament on that green. In the 15 minutes before a scheduled match start time, the away team has exclusive use of the green for practice. The visiting Captain shall be allowed

15 minutes prior to this time to allow for the draw to take place and the match to commence at the correct time.

**Rule 16: First Jack**

In each match, the Jack shall be led off by the visiting team.

**Rule 17: Provision of Jacks**

The home club must provide eight standard Jacks. These standard Jacks, (which must be in date in accordance with the current BCGBA rules) must be used in practice before the match; four of these then to be used in the match.

Failure to comply with this rule will result in a fine of £1.00 per non-certified Jack per match. Not more than four Jacks shall be used on the green at the same time, except if conditions warrant it and the captains agree. They shall have the discretionary power to put up to six Jacks on the green at the same time.

**Rule 18: Markers**

There shall be two markers for each game. All cases of dispute will be governed by the Laws of the BCGBA, a copy of which must be held by each club and shall be interpreted by a both Captains who shall be appointed by the home club Captain before each match commences.

**Rule 19: Walkovers**

Each game shall be 21 up, from scratch; a player having a walkover shall count 21-0 for the purpose of the match result, but for Merit purposes, his score shall count as 21-15.

**Rule 20: League Match Points Scoring System**

The result of each match to be calculated as follows:

Both the home and away teams shall receive one point for each winning player.

An additional two points will be awarded to a home team with the winning aggregate score.

An additional three points will be awarded to an away team with the winning aggregate score.

In the event of the aggregate being equal, then one point will be awarded to the home team and one point will be awarded to the away team.

**Rule 21: Final League Table Points Scoring System**

The championship shall go to the team obtaining the greatest number of Match Points, as decided in Rule 20 above. In the case of a tie for any position in the League, the positions will be decided by factors in the following order:

1. The team with the most Games won during the season.
2. The team with the highest Individual Aggregate Points Difference during the season.
3. The team with the greatest number of Match Points in games between the two teams during the season.

4. The team with the higher Aggregate Points Difference between the two teams during the season.  
In the event of two or more teams still being level, a play off will take place between the teams concerned.

The result of the play-off will be decided on the number of Games Won during the play-off. In the event of a 4-4 tie, the Individual Aggregate Points total shall be the deciding factor. If the teams are still level, a further play-off shall take place.

**Rule 22: Submission of Results**

The detailed result of each match should be transmitted to the Match Secretary, by each home team captain, or his appointed delegate, within 24 hours of the completion of the match.

The preferred methods of submission are as follows:

**1. Website Input** -- Input via the [www.online-bowls.org](http://www.online-bowls.org) website by an authorised delegate of each club or team.

Other accepted methods of submission are;

**2. Email.** By forwarding an email to the Match Secretary, attaching a detailed match result sheet.

**3. Direct Delivery.** The completed result details should be delivered to the Home address of the Match Secretary.

**4. First Class Post.** By posting, first class details of the match result to the Home address of the Match Secretary.

### **Rule 23: Cups and Shields**

The Challenge Cup and/or Shield, appropriate to each division, shall be held from year to year by the winners of each division.

### **Rule 24: League Constitution and Application for membership**

The Constitution of the LSA Men's Bowling League shall be ratified for the forthcoming season at each AGM. Any new applications by new clubs or teams for membership of the League will also be ratified, or otherwise, at this meeting.

### **Rule 25: Fines**

A Team failing to arrive to fulfil a fixture will be fined £5.00. A Team playing an ineligible player will be fined £5.00 for each player in addition to the penalty applied in rule 10.

### **Rule 26: Merit Prizes**

For the League merit prize a player counts 1 point for a home win and 2 points for an away win (See NOTE below). Should more than one player have the same number of points the one with the highest aggregate shall take the prize. If players are still equal then the prize will be shared.

NOTE: In any league where the fixtures are structured so that the teams play each other 3 times the individual points for an away win shall be 1 point.

### **Rule 27: Adherence to Fixture List**

When clubs have more than one team in the same division, their fixtures, both home and away will be scheduled before the last 2 weeks of the season.

All clubs in the League shall play home and away matches in accordance with the official fixture list and no alterations shall take place without first receiving permission from the Fixture Secretary. Any suggested re-arrangement shall be prior to the date specified in the fixture list. The request for any alteration of any fixture shall be made at least five days before the proposed date and enclose written agreement to the alteration by the other club. The Fixture Secretary shall have the power to arbitrate and sanction re-arrangement of fixtures when necessary. Clubs are requested to make reasonable allowance for non-availability of popular greens, wherever possible.

### **Rule 28: Affiliation**

All Clubs shall be affiliated in accordance with the BCGBA Bye-Laws.

### **Rule 29: Referees**

Referees shall be appointed to league or other competition matches at the discretion of the Executive Committee.

**Rule 30: Veterans League**

Only players who have attained the age of Fifty-six years or who will attain that age during the current year shall be eligible to play in the Veterans Divisions. The rules for the Veterans shall be the same as rules 1 to 29 above.

**General:** The Executive Committee has the power to deal with any matter not provided for in these rules.

The rules have been revised in accordance with amendments carried at the Annual General Meeting of Wednesday 2nd December 2025.

**Andy Baird**  
**LSAMBL Secretary**  
**21<sup>st</sup> January 2026**



# **Lytham St Annes Men's Bowling League**

## **COMPETITIONS – Guidance Notes**

### **Rule 1 – Qualification**

The Trophies are open only to registered players of a Bowling Club in the Lytham St Annes Men's Bowling Leagues.

In the Doubles Competition both players in the Doubles Partnership must be registered members of the LSAMBL.

### **Rule 2 – Entry Fee**

The competition entry fee is to be inclusive of any green fees payable.

### **Rule 3 – Competition Rules**

All games shall be played under the auspices of the British Crown Green Bowling Association Rules.

### **Rule 4 – The Game**

All games are to be a minimum of 21 up, but handicaps may be allocated at the discretion of the Competition Secretary and League Executive Officials. These will be in accordance with the guidelines laid down below.

#### **For the Granville Autos Trophy and the Doubles Competition:**

All games are to be 21 up and played off scratch.

#### **For the Mayors Trophy and the Peter Watson Memorial Trophy;**

Handicaps will be allocated in accordance with the Guidelines in 4.1 and Games will be played as shown in 4.2.

- 4.1 Players are allocated a handicap, immediately prior to the draw being made. This is evaluated by taking the players current league average and applying a handicap according to the tables below:

#### *Evening and Veterans League Division 1 Bowlers;*

If a players current league average is +3.00 or better, then the player has a scratch average.

If a players current league average is +0.00 to 2.99, then the player has a +1 handicap.

If a players current league average is -0.01 to -2.99, then the player has a +2 handicap.

If a players current league average is -3.00 or worse, then the player has a +3 handicap.

#### *Evening and Veterans League Division 2 Bowlers;*

If a players current league average is +6.00 or better, then the player has a +1 handicap.

If a players current league average is +3.00 to 5.99, then the player has a +3 handicap.

If a players current league average is +0.00 to +2.99, then the player has a +4 handicap.

If a players current league average is -0.01 to -2.99, then the player has a +5 handicap.

If a players current league average is -3.00 or worse, then the player has a +6 handicap.

The handicap of each player will be determined on the calculation shown above, but the following guidance will also be taken into account by the Competition Secretary.

- 4.1.1** Players playing in both the afternoon and evening leagues shall use the better of the two averages as the basis of the calculation.

**4.1.2** Where a bowler who enters the competition has not got either a First or Second division average (basically if a player has not played 25% of the possible games played that season), then the handicap shall be decided by the Competition Secretary, taking into account all known factors.

**4.1.3** If an obvious anomaly occurs, eg. A player of Division One ability is playing in Division 2 because his club only has team in that division, or alternatively, because he chooses to play in Division 2 rather than Division 1, the Competition Secretary will determine a “fair” and “just” handicap for that player.

**4.1.4** A player goes back four chinks following the year of winning. The player can only go further back if they then win the trophy again the following year, otherwise the player will revert to a normal handicap basis the following year.

**4.1.4.1** Where a player wins the competition again the following year, his handicap shall go back a further 4 chinks. He then returns to -4 the following year, unless winning for a 3<sup>rd</sup> year in succession.

**4.1.4.2** If the player does not play in the following or subsequent years, the handicap shall remain as allocated until such time as the player has played in the competition again.

**4.1.5** If any other circumstances arise with regard to handicaps, the Competition Secretary will have the power to adjudicate on this.

**4.2** Each game commences at the players score as determined below and this mark shall be entered onto the scorecard. Each game will then be played to 21 up, unless a minus handicap is involved.

Examples of starting scores are:

Where both players are scratch or on the same plus handicap, the score commences at 0-0, the game is 21 up.

Where one player is scratch and the other is +3, the score commences at 0-3, the game is 21 up.

Where one player is +1 and the other is +3, the score commences at 1-3, and is 21 up.

Where one player scratch and the other is -4, the score commences at 4-0, and is 25 up.

Where one player is +3 and the other -4, the score commences at 7-0, the game is 25 up.

In the unique situation where both players are on a minus handicap:

**4.2.1** Where both players are on -4, the score shall commence at 0-0 and the game is 21 up.

**4.2.2** Where one player is on -4 and the other -8, the game shall commence 4-0, but be 25 up.

**Rule 5 – Practice**

Practice time will be at the discretion of the Competition Secretary. This will basically only be allowed on Finals Day, or on a qualifying day if a player has received a bye, but his opponent has already played a game.

**Rule 6 – Draw and Substitutes**

After the draw, substitutes will only be accepted and allowed into the draw at the discretion of the Competition Secretary.

**Rule 7 – Report times**

Competitors must report to the organiser immediately on arrival at the green. In the Doubles trophy, only one of the pair need report. Any player, or pair, failing to report within 5 minutes of the time advised for play may be scratched by the Competition Secretary.

**Rule 8 – Trophies and Prizes**

The winner (and Runner up in the Granville Autos Trophy) shall each be presented with a Trophy at the conclusion of the event. This will be held until the next playing of the trophy, but must be returned to the Competition Secretary, or a League Executive Official, at least a week prior to the First Qualifying round of the next competition.

The number and amount of prizes are determined by the League Executive Officials and will be subject to the amount of entry fees received.

**Rule 9 – Officials and Markers**

The League Executive Officials and/or the Organiser appointed by the host club, will appoint match officials as necessary and One official marker for each game.

**Rule 10 – Competition Organisation**

If, in the opinion of the Competition Secretary, it is necessary, qualifying rounds may be played on other days and/or greens than those initially allotted. He shall have sole power to make such arrangements.

**Rule 11 – Organising Body**

The League Executive Officials have the power to deal with any matter not provided under these rules.