

## LEAGUE RULES

The League shall be known as the **OVER WYRE & DISTRICT LADIES AFTERNOON BOWLING LEAGUE.**

1. Each club shall be bound by the BCGBA Laws of Bowling and the League bye-laws. The Annual General Meeting is held in February and allows one vote per team.

2. All players should be a fully paid up member of the club they represent. If a team is short, i.e., none of the fully paid up members are available, a Social member of the club with a BCGBA number may be brought in for a limited number of games. Any team wishing to register a new player must inform the Secretary (or if unavailable, any committee member) by 11.30am on the day of play. Young ladies will be allowed to play in the league after they have reached their 12<sup>th</sup> birthday, being accompanied by parent, grandparent or guardian.

3. If a player is not registered, that team would have to record that players score as 21-0 against on the match result, but 21-11 will be applied for the opponents averages when the results are collated by the Secretary and will show on the website. The same applies if a player has no opponent.

4. If a team turns up with 7 players, the 8<sup>th</sup> place is always left vacant.

5. In the event of a player not able to be present at the start of the match, she must be there before the 2<sup>nd</sup> half starts or a reserve must take her place. This may result in the reserve playing in the wrong average order and will be accepted by the Committee.

6. A player may only play for one team in any season

7. Promotion and relegation to be two up and two down

8. Each team to provide a measurer. Gentlemen will be allowed on the green to assist with measuring. Players must not measure their own ends.

9. The first match to be turn of card.

10. Matches to start at 1.30pm. Practice times to be Home team 1.00pm to 1.15pm and the Away team 1.15pm to 1.30pm with the exception of the Captains. All match blocks shall be used for practice and tested.

11. The result of the match will be calculated as follows.

i) One point for each winning player, plus

ii) An additional 2 points for a HOME team winning the aggregate score.

iii) An additional 3 points will be awarded to the AWAY team winning the aggregate score.

iv) In the event of the aggregate score being tied, 1 point will be awarded to the HOME team and 2 points awarded to the AWAY team.

12. In case of bad weather matches to be cancelled by 11.30am. The Secretary to be informed as soon as possible. All cancelled matches to be played within four weeks.

13. If a match is abandoned through bad weather the two Captains will arrange another date within 4 weeks or at the discretion of the Secretary to finish the games. Unfinished games to carry on where they left off at a completed ends. Captains please make a diagram and mark where they will recommence from.

14. Players are only allowed to miss 5 matches to qualify for League Average Trophies.

15. Prize winners who do not attend the Presentation Lunch and not delegating someone to receive their prize money will forfeit their winnings back into league funds. Each team to donate a raffle prize to the value of at least £10 as agreed at the AGM.

### **DOUBLES DAY**

This competition is not compulsory. Entries are limited to 32 pairs

One pair per team but if the competition not full then a waiting list of 2<sup>nd</sup> pairs will be accepted in date order entry.

Send all entries either by text or email to the Competition Secretary.

Handicaps will be 1<sup>st</sup> division players +2 on card, 2<sup>nd</sup> division players +3 on card, 3<sup>rd</sup> division players +4 on card.

Home players will receive -2 on the card and forfeit the jack at the 1<sup>st</sup> end of each round.

Entry fee is £6 per pair.

Start time is 09.30am.

### **CAPTAINS DAY & TOP AVERAGE DAY**

1. Each team to enter one player plus a reserve on Presidents Day and Top Average Day.  
There is no limit to the number of games played to enter.

Start time is 9.30am. Home players will receive -2 on the card and forfeit the jack at the 1<sup>st</sup> end of each round.

### **Cup Winners.**

The next time a cup winner enters the same competition they will receive -2 on the card for each round. This applies to a same doubles partnership.

Handicaps will be 1<sup>st</sup> division players on scratch, 2<sup>nd</sup> division players on +2 and 3<sup>rd</sup> division players on +4 on the card.

**Players will be fined £10 for not turning up on any Competition Days once the draw has been made.**

### **CUP RULES**

Greens can be used at least once. Please check all divisions to see when your green is being used for a cup match. Will all captains please arrange for the green to be opened up, blocks, mats and measures to be made available and for a brew to be available.

1. All cup matches will be played on neutral greens.
2. All matches to be played on averages
3. No practice
4. The two captains will decide which team has the blocks in each half.

5. Handicaps are 2 per league place at halfway through the season.
6. All players to arrive at least 15 minutes before the start time of 1.30pm to enable the captains to do the draw. Any player arriving after 1.30pm will not be allowed to play.
7. Captains to decide order of play each picking 2 players for 1<sup>st</sup> half.
8. All players to have played at least 2 games in the current season.
9. All matches to be played under BCGBA rules
10. In the event of a tie with an equal number of wins and aggregate, each captain will pick 3 players and number 1, 2 and 3 on the cards. Each player plays their corresponding number from the other team and play the first to 7up. A coin will be tossed by one of the captains. The winner of the toss gets the blocks in games 1 and 3 the loser gets the block in game 2. The winner is the team that wins 2 of the 3 games.
11. If a team from the Presidents club is in the final that match will be played on a neutral green.