

WOODPLUMPTON AND DISTRICT BOWLING LEAGUE

LEAGUE RULES (Revised 2025)

1. The League name is "Woodplumpton and District Bowling League"
2. League Officers are President, Vice President, Immediate Past President, Business Secretary, Fixtures Secretary and Treasurer.
3. The League affairs are governed by an Executive committee comprising the Officers and a minimum of eight representatives across the divisions.
4. Divisional representatives are elected at Annual General Meeting by teams in that Division.
5. At all meetings the Chairman is the League President who will have any casting vote. Vice President is Deputy Chairman.
6. Any Club or team in the League may request the Business Secretary to call a meeting of the Executive Committee. Reasons supporting the request must be included for consideration to be given.
7. No Committee member may vote on matters concerning their own club.
8. The Annual General Meeting (AGM), open to all members of Clubs in the League, will be held before 31st March on a date agreed at half yearly meeting. Any team not represented at the AGM or any League Meeting will be fined £20 for each absence.
9. Annual Subscriptions will be agreed at the AGM.
10. Proposals for consideration at the AGM to be in hands of Business Secretary at least 21 days before meeting date.
11. Each team has one vote. Any proposed changes to Rules and Bylaws require to receive two thirds of votes cast by those teams present at AGM to be adopted.
12. Teams wishing to join League must be proposed and seconded at AGM and receive support from two thirds of votes cast. New teams will be placed in lowest Division.
13. League and Cup games to be played in accordance with the BCGBA Laws of the Game.
14. Rules and Bylaws of the League to be as printed in handbook.
15. No age limits are placed on those taking part in the League's activities
16. Standard Jacks belonging to home club to be used in games and practice.
17. All teams to provide the Business Secretary at or before the AGM the name, address and telephone number of their team contact along with an e-mail address for communications.
18. All teams to provide the Fixtures Secretary at Registration meeting with a list of players they wish to register along with BCGBA numbers.
19. Additional Players may be registered during season by informing Business or Fixtures Secretary of the player's name and registration number. Information must be received before player can participate in any game. Players registered for a team must be a paid up member of the Club they are representing.
20. Players may only play for one team during a season. The Committee may consider requests to vary this Rule only in exceptional circumstances.
21. The League will operate a "two up and two down" system of promotion and relegation between the Divisions. Where a change of size in the Division is involved, the bottom team in a Division will always be relegated and the top team in a Division will always be promoted. To increase the First Division by one then one team will be demoted and two promoted from Division Two. To decrease the First Division by one then two will be demoted and only one promoted from Division Two. This system will follow down through the Divisions, increasing as necessary to aim at equality of numbers throughout.
22. In a case of unequal numbers then the extra teams will start in pairs from the First Division and continue downwards but no Division should have more than twelve teams.
23. In the event of teams being tied on points League position will be decided by reference to most matches won, then by aggregate.
24. No player may take part in a game if not present and available to play 45 minutes after Official start time.
25. Where a player is absent at cut off time, and a registered reserve is available, that player may take part in the match. Such player to take missing player's position in matched card order. The application of this rule will be carefully monitored to prevent any abuse.

26. If a Covid or other disease pandemic interrupts a season BCGBA guidance will be followed. The fixtures secretary will decide the new date(s) for any fixture(s) to be played and team captains notified of the new dates.

RULES FOR LEAGUE GAMES

1.
 - A. Teams in each Division will play each other home and away during the season on the dates stated on the published fixture list. Dates may only be changed in exceptional circumstances and by mutual agreement from both team captains and the Fixture secretary or Chairman.
 - B. The Home team captain or greenkeeper has the final decision on games postponed due to inclement weather and the home team captain must inform the fixture secretary within 24 hours of the postponement. Games postponed by inclement weather to be completed within 21 days from the postponement unless agreed with the Fixture Secretary otherwise six points will be deducted from each team.
 - C. Games postponed for reasons other than exceptional weather must be mutually agreed by both team captains and agreed with the Fixtures Secretary or Chairman before the start time of the match in question. Any fixture not played must be played within 21 days from the postponement otherwise six points will be deducted from each team.
 - D. ALL outstanding games must be completed before the date of the final round of League Matches, the season will not be extended unless there are exceptional circumstances agreed by the Fixture Secretary and Chairman. In the event of the last game of the season being postponed, the teams will have six days (before the Cup semi-finals) from the end of the season date to play the match in question or six points will be deducted from both teams.
 - E. For any postponed game the fixture secretary must be informed and subsequently kept updated by both teams with progress on finding a new date.
2. Each team will consist of eight players.
3. Covered cards to be used for first League Match and thereafter players to be matched up by average. Players with no average to be placed in match up list between plus and minus averages.
4. Home team to have sole use of green until 15 minutes before Official start time. Away team to have exclusive use of green for practice for 10 minutes until 5 minutes before Official start time.
5. In the event of a League or Cup Match that has begun being subsequently SUSPENDED owing to inclement weather or any satisfactory reason agreed by both team captains, all the matches to stand as so far played and the match(es) to be completed on a date mutually agreed upon by the competing teams and not to be replayed in its entirety. Suspended league matches must be completed within 21 days otherwise all games in progress or completed will be made void and both teams deducted up to six points. In the case of an unfinished game, the original players to finish the game as near as possible to the point where the last end was completed, but if either player is unable to continue a substitute can be used provided that the score is continued from where the game stopped. Substitutes may play in games which had not commenced, but no player may play twice in any one match.
6. Each match shall be decided by the total number of points scored.
Match wins as follows: **HOME WIN** -2 points: **AWAY WIN**- 3 points: **HOME DRAW**- 1 point: **AWAY DRAW** – 2 points: **Plus ONE Point for each winner.**
7. Where no opponent is available in an individual game score recorded as 21-0 to non offending team. Individual's average will be credited as +10.
8. Match scores to be submitted online as soon as possible after the match. Any scores not posted by the Monday after the fixture may incur a £20 fine or points deduction agreed by the league committee.

PRESIDENT'S DAY

1. Each team to send one player to President's day.
2. The draw will be made by team name a week in advance and posted on the website with times of play.
3. Teams may send apologies subject to a £20 fine at least 10 days prior to the day.

4. Teams not apologising and not turning up on the day will be fined £20 and have 5 league points deducted.
5. Games will be 21 up in the first round then 18 up.
6. Players from division One and home players play off scratch.
7. Division Two players receive one chalk.
8. Division Three players receive two chinks.
9. Division Four players receive three chinks.

RULES FOR CUP GAMES

1. Draw for Division Cup Preliminary and First round matches will be made at the Annual General Meeting. Greens will be allocated and notified.
2. Competition will be run on a straight knock out basis.
3. Matches to be played on published date. If the Match is postponed due to inclement weather, it must be played within the following five days. In the event of a match not being played within the specified time, the team which originally requested the change forfeits the match.
4. Each team will consist of eight players.
5. Players taking part in Semi Final and Final matches must have previously played 3 League matches for that team during the regular season.
6. Covered cards to be used for matchup of players in Cup matches.
7. No practice is allowed before Matches.
8. Alternate blocks taken by each team. Each Captain to nominate two of the first four blocks on the green
9. Team with highest aggregate score will be winners of any Cup match. Where aggregate score is tied, team with most winning cards will be go forward. If match is still tied, Captains to nominate three players for a play off game of 11 up.
10. Captain of first named team in a cup tie is responsible for submitting result to Fixtures Secretary.

DIVISION MERIT CUP

1. In each Division, the winner of the Season Merit will be the player who, having played a minimum of 13 League games (of which at least six were away from home), has the highest total plus score. In the event of a tie, the player who played most games at number one will take precedence.