

# Chester Seniors Bowling League

## Match and Competition Rules

The schedule of League matches and competitions will be published prior to the season commencing.

All games shall be played in accordance with both the laws of the game approved by the British Crown Green Bowling Association (BCGBA) and the rules of the Cheshire County Bowling Association. The winner shall be the first individual/pair to score twenty one (21).

Standard jacks suitably tested and approved by the BCGBA, a 20 metre or longer tape and a set of measures shall be provided by the home club for all League and Cup matches.

The dress code for all league matches and competitions will comply with current BCGBA rules. In addition, shirts are to be always worn and shorts should be knee length or thereabouts. Swimming shorts are not acceptable.

### 1. Teams

- 1.1 Only players who are registered with the League may participate in any League match or competition.
- 1.2 To be registered with the league, players must be fully paid up members of the club / team.
- 1.3 After June 30th each year, no further registrations or transfers are allowed, unless in the opinion of the League Executive Committee there are exceptional circumstances prevailing which make a breach of this rule acceptable.
- 1.4 The penalty for playing a banned or suspended or unregistered player will be a 2 point deduction for the offending team. The game in which the player took part will be awarded to the other team 21 - 0.

### 2. Players

- 2.1 The list of registered players is carried over from the previous season. Prior to the start of the new season clubs / teams can view their team members and any amendments required can be carried out by the Results System Administrator (RSA) once the details have been forwarded by email to the League Secretary and the RSA.

- 2.2 A player may be transferred to another team provided he/she has not played more than two matches for a team in the current season and the transfer is notified to the Fixture Secretary seven (7) days before the match in which he/she is selected to play - only one transfer per player is permitted in one season.
- 2.3 After June 30th each year, no further registrations or transfers are allowed, unless in the opinion of the League Executive Committee there are exceptional circumstances which make a breach of this rule acceptable.
- 2.4 The penalty for playing a banned, suspended or unregistered player will be a 2 point deduction for the offending team. The game in which the player took part will be awarded to the other team 21 -

### **3. Matches**

- 3.1 Competing teams are to number six (6) players. For each match, the respective captains shall select a team of six registered team members, the remaining registered members of the team shall be reserves.
- 3.2 Games shall normally commence no later than 13:30 and greens are to be available for practice from 12:45 hrs or as soon as possible thereafter for BOTH teams
- 3.3 One (1) point shall be awarded for each individual winner.
- 3.4.1 The Captain of each team shall have control of each match and is responsible for conducting a draw in a single operation to determine the order of play of all six (6) games before the commencement of play. Both Captains shall number their respective cards one through to six (1 - 6) and place them face down, the Away team cards being placed on top of the Home team cards. The cards will then be completed with the players' names and checked by both Captains. Teams playing with less than six (6) players shall concede the appropriate number of games as walkovers with a score of twenty-one - nil (21 - 0) after they have played all their available players. The draw MUST be done this way or may be declared null and void.
- 3.4.2 In the event of a team (or teams agreeing to) submit false match results, then the team (or teams) will forfeit all points for that match and have their team handicap reduced to zero for all Seniors league competitions where handicaps are applied.

- 3.5 Matches in which two (2) teams have sole use of the green shall be played in two sessions, each session comprising three (3) games.
- 3.6 If a green is shared for two (2) matches, the maximum number of jacks on the green shall be four (4) and two (2) games will be played simultaneously in each match until both matches have been completed.
- 3.7 The captains should confirm match results. Home captains are responsible for entering the results into the League web site using a search engine such as google entering [www.bowlsresults.co.uk](http://www.bowlsresults.co.uk).
- 3.8 No games can be postponed owing to deficiencies in team numbers unless approved by the Executive Committee. Adverse weather conditions (to include extreme heat or heavy rain or any condition which may either render the playing surface unsafe or pose a threat to the well-being of the players) or the death of a player during the match are the only reasons for the postponement of any league matches and any unfinished games must be completed as mutually agreed within twenty one (21) days or during the designated "catch-up" period at the mid-point of the league season or before the present league season ends.
- 3.9 All league games MUST be played. Any postponed game particularly during the second half of the season must be played before the end of the league season and NOT after the end of the season. The League Secretary must be informed immediately should there be any problem regarding the completion of any game. Falsifying the result of, or not playing/completing a game for any reason will result in a penalty being imposed on both teams, to be decided by the Executive Committee.
- 3.10 Having a minimum of 3 players available, however unsatisfactory, shall constitute as being "a team" and therefore the game must be played.
- 3.11 Any dispute between teams / players should be dealt with by the Captains on the day. If agreement cannot be reached, the matter should be referred to the Executive Committee for resolution.

#### **4. Competitions.**

- 4.1 There are three (3) forms of competition, namely team, doubles, and singles.
- 4.2 No practice is allowed on the nominated greens before the commencement of play.

- 4.3 Players competing in any competition should not play on the nominated green within either seven (7) days before the commencement or during the period of the competition, unless such play is at any fixture (singles, doubles, or team) either approved by the BCGBA or forms part of County fixtures or those of any directly affiliated league.

## **5. LEAGUE TEAM COMPETITIONS - HERMITAGE CUP AND AMERICAN PLAQUE**

- 5.1 NO PRACTICE is permitted by either team before the commencement of either of these competitions.
- 5.2 For the Final round of the Hermitage Cup and the American Plaque and for the Burrows Cup, the BCGBA dress code will be observed. Dark, plain trousers, tailored shorts or skirts with either club collared shirt or plain collared shirt and correct footwear. Non-compliance with this rule will make a player ineligible to participate.
- 5.3 Team competitions will commence by 13:30. The first round of each competition will be based on "luck of the draw" – the first team out of the draw will have home advantage. Every other round after the completion of the first round will then be on neutral greens. In this round ONLY, the visiting team will have all jacks at the start of the game (the same as in a League game) In all other rounds, the choice of jacks will be decided by the toss of a coin.
- 5.4. The draw and date of matches in both the competitions will be made by the Captains Meeting prior to the season commencing, usually at the March meeting.
- 5.5. Both competitions will be played between teams of six (6) on a knockout basis. A player must have played at least two (2) league games before being eligible for selection.
- 5.6. The Hermitage Cup shall be played during the League season, on League days (Tuesday and Friday) and the American Plaque shall be played at the end of the season, on a Tuesday and Friday before the Burrows Cup.
- 5.7. The match result will be determined using the aggregate score including any handicap that is assigned to each competing team.
- 5.8. If, after the six (6) games, the scores are level and only one (1) match is on the green then each Captain will each select three (3) players from their team to play that day to ensure a result. For

these three (3) matches, the handicap for each team will be half of the original and rounded up to the next highest number.

- 5.9 If two (2) matches played on the same green are drawn then only two (2) players from each team will replay, the handicap being one third of the original and rounded up to the next highest whole number.

## **6. Handicaps.**

- 6.1 The handicaps for the Hermitage Cup, played during the mid-season break, will be calculated immediately prior to the first round, and will be based on league positions at that point. The League leader at the halfway point will have a handicap of 0 with each other team's handicap being the difference between them and the leader, to a maximum of fifty (50) points.
- 6.2 The American Plaque team handicaps are based on the final standings upon the completion of the season and is the difference between the points achieved by the League winners less the team points total divided by two (2) and rounded up to the next highest whole number. The maximum handicap being fifty (50).
- 6.3 First round matches are "luck of the draw" and are based on the same principle as the Hermitage Cup, for all other rounds matches are to be played on neutral greens, with play arranged as for any League match.
- 6.4 The captain of the winning side is responsible for entering the results onto the League web site as soon as practical after the match is completed.
- 6.5 Host clubs at neutral greens are to provide all the necessary equipment; that is jacks, mats, and measures. Refreshments are to be made available, but clubs can charge for refreshments.
- 6.6. Teams wishing to withdraw from the Hermitage and / or the American Plaque must inform the League Secretary at least seven (7) days prior to the Captains Meeting that is held before the season commences.

## **7. LEAGUE SINGLES COMPETITION – THE BURROWS CUP**

- 7.1 The draw for the Burrows Cup will be made by two or more Officers of the League several days prior to the end of the season and will be published on the website prior to the competition date.
- 7.2 The venue for the Burrows Cup will be decided at the previous year's AGM.

7.3 Each team is permitted to send **ONE** (1) entry, usually the Merit winner for that team. However, a substitute player may be used. No changes of players may be made once the competition has started.

## **8. Other Doubles and Singles Competitions.** (\*\* if played \*\*)

8.1 The playing of these matches was revised at the 2021 AGM and are to be run at the discretion of volunteering Clubs, because of the very low entries in previous years.

8.2 Three (3) days are scheduled for these competitions, all played without handicaps. Games scheduled for any day should commence by 16:00 hrs at the very latest.

8.3 The greens to be used are, municipal greens where two (2) greens are available.

8.4 Registration for competitions must be made by 13:00 hrs on the opening day of the competition.

8.5 Host clubs are to provide all the necessary equipment; that is jacks, mats, and measures. Host clubs are also responsible for registration of entrants and the draw for the competition. This draw must be made in the presence of a League Officer before the commencement of play.

8.6 The schedule of play should ensure that competitions are run efficiently and in the minimum possible time subject to the condition that no player is requested to play more than two (2) matches in one (1) day.

8.9 The maximum number of jacks on the green at any one time will normally be four (4).

8.10 In doubles competitions substitutions for absent players may be made any time up to the time of the draw.

## **9. Redmond and W. Poole Cups.**

9.1 These are doubles competitions for which a draw of pairs will be made from all players registered on the day.

**10. G. H. Williams Cup.**

10.1 A doubles competition for players who select their own partners who are not necessarily from their own team.

**11. H. Ainscough and A. Robinson Cups.**

11.1 These are singles competitions.

**END**