

Lancaster Bowling League Rules 2024

1. The league plays under British Crown Green Bowling Association Laws (so far as they apply). Professional bowlers shall not be allowed to play in league or trophy matches.
2. The team for which a player plays their first game of the season is the team they will be registered with. This player will subsequently be able to move to another team in the same club in accordance with rule (6). A player may only play for one club in any given season.
3. Any member of a club not paying their just liabilities to that club shall not be registered as a member of any other club in the league until such liabilities have been discharged. The club Secretary should bring this to the attention of the League Secretary. The club Secretary to inform the League Secretary when the liabilities have been paid.
4. The order of a player's position in the team to be decided on aggregate (points for minus points against). The order of a player's position for their first game of each season, whenever that shall occur, shall be decided on the player's previous season's aggregate, even if playing for a different club, team or division. For all league games, in the event of two or more players having the same aggregate, those players shall be listed at the Captain's discretion, within that aggregate.
5. Any player who has not played in the previous season for any club in the Lancaster Bowling League shall play at position ten. Should two or more players be without an aggregate, it is at the Captain's discretion to play the players at positions ten, nine, eight etc.
- 6a. Player movement for league games. The conditions are as follows; Players may move up teams within their club, unrestricted. Players may move down one team only, irrespective of division.
- 6b. If players move up to a higher division they must start at number ten for the first game only, so they obtain an aggregate for that particular team should they be required again. Should two or more players be required, it is at the Captain's discretion to play the borrowed players at positions ten, nine, eight etc.
- 6c. If players move down to a lower division they must start at number one for the first game only, so they obtain an aggregate for that particular team should they be required again. Should two or more players be required, it is at the Captain's discretion to play the borrowed players at positions one, two, three etc.
- 6d. If players play for another team in the same division, they MUST start on the current aggregate from their original team, for the first game only.
- 6e. When players have an aggregate for the other team, this is used for their playing order.
7. Once a player has played for a team in either of the trophy competitions, they are tied to that particular team for the rest of the season.
8. If any player(s) plays out of aggregate order as specified in rules 4 – 6e, or for two clubs in trophy competitions as specified in rule 7, 21 points will be deducted from the team's overall score.
9. A team for a league match shall consist of ten players, eight of whom must be present at the scheduled match start time.
10. In the event of any member of the selected team not being present within one hour of the scheduled match start time, the Captain shall be allowed to play a substitute player, provided that said substitute is present within one hour of the scheduled match start time. If no substitute player is present within one

hour a walkover is awarded. A score of 21-0 should be entered on the scorecard. For merit purposes, the player present is awarded a 21-11 win and ten points are added to that player's aggregate.

11. Practice shall be allowed for 30 minutes prior to the scheduled start of the match. The first 15 minutes will be allocated to the home team and the second 15 minutes to the away team plus the home team Captain. If there is inclement weather at the time when practice would normally be happening, practice would be forfeited by players of both teams.
12. All teams with floodlights will commence matches at 7pm. Any team without these facilities will start their earlier and later matches at 6.30pm as per the fixtures. The list of players for the visiting team must be in the hands of the home team Captain at least 20 minutes before the start of the match. When deemed necessary, matches may be completed under floodlights, where available, at the request of either Captain.
13. By agreement between the two Captains, five jacks shall be allowed on the green at the commencement of any match starting at 6.30pm so as to have good light in case of inclement weather.
14. Each Captain to appoint measurers on behalf of their team, and team Captains to act as joint referees.
15. Scoreboards MUST be used for all league and trophy matches.
16. Standard jacks to be used in all matches to be provided by the home team. The away team player to have first throw of the jack in each game.
17. All games to be 21 up.
18. One point will be awarded to the winner of each game and the team with the highest aggregate score will be awarded two points for a home win or three points for an away win. In the event of a tie on the aggregate, one point will be awarded to the home team and two points to the away team.
19. The home team Captain shall compile one complete and legible sheet of names, scores and results for each match. This sheet shall be signed by both Captains and the home team Captain should forward an image to the Fixtures' Secretary as soon as possible and in any event before 12 noon on the day following the match. Home team Captains should also input match scores on the bowls results website before the end of the day following the match. Teams shall be fined £5 if these deadlines are not met. Both team Captains should keep a record of the scores. League tables will be automatically updated as results are entered.
20. With the following exceptions, all matches must be played according to the fixtures:-
 - a. If an issue arises that may prevent a team from completing a fixture, the Captain must contact the opposing Captain, immediately, and directly, to discuss the situation. If this proves impossible, then the Fixtures' Secretary should be contacted without delay.
 - b. If the home captain, on the day, deems that there is no chance of the fixture taking place due to inclement weather and/or other circumstances, they should contact the opposing captain and mutually agree that the match should be postponed to be re-arranged at a later date. Once teams have arrived for a match a final decision on whether the match should be postponed is to be made by both captains 30 minutes after the scheduled start time.
 - c. If a league match is started and then abandoned due to being deemed unplayable or unsafe to play on, by either Captain, any completed games shall stand, and those in progress shall be re-commenced on a re-arranged date at the scores prevailing when the match was abandoned.

- d. The home Captain must inform the Fixtures' Secretary within 24 hours of any postponement or abandonment. Any match so affected is to be played or completed on the first available date acceptable to both Captains. If agreement cannot be reached, the Fixtures' Secretary will set a date for the match to be played or completed and this decision will be final.
 - e. In the case of a green being closed through being deemed unplayable or unsafe to play on, the Fixtures' Secretary must be informed immediately. Any match thus affected must be played on a neutral green chosen by the original home team and shall count as their home green for that match.
 - f. All cases of abandonment or postponement will be reviewed by the Executive Committee, and any abuse of these rules will result in ten points being deducted from the offending team.
21. In the event of a team not fulfilling a scheduled or re-arranged fixture, the team awarded the win will get 12 points for a home fixture or 13 points for an away fixture. The team awarded a loss shall have 12 points deducted for a home fixture or 13 points deducted for an away fixture. The defaulting team to be fined £20. This must be paid to the League Treasurer before 31 October in the season that the default took place.
 22. Where two teams from the same club are in the same division, they shall play each other as early as possible in each half of the season, at the Fixture Secretary's discretion.
 23. The merit prize in each division shall be awarded to the player having the highest points based on one point for each game won. In the event of a tie, the winner shall be decided on aggregate.
 24. Winners of monetary prizes should attend the Annual Presentation Evening to collect their winnings, or notify the League Secretary in advance of the meeting that they wish to nominate a representative to attend on their behalf. Failure to attend by either party will result in the monies being retained by the League.
 25. Trophies need to be handed back in the same condition as when they were presented. Failure to comply will result in the offending club paying the bill for repair of said trophy.
 26. The Marsden Building Society Trophy will be awarded to the player with the best performance through the league, in accordance with rule 23. In any season where there are not an equal number of teams in all divisions, this trophy will be awarded to the player with the best percentage of wins, to be calculated as a percentage of the maximum possible league games.
 27. The winner of the merit prize in division one will go onto represent the Lancaster Bowling League in the North Lancashire & Fylde Champion of Champions competition, normally held in April of the following season.
 28. The Executive Committee will review any dispute arising out of these rules on request, and their decision will be final.

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