

## Lancaster Bowling League Rules for Trophies

### Lancaster Bowling League Trophy

1. Any registered member of the Lancaster Bowling League, having paid all fees due, shall be entitled to enter the Lancaster Bowling League Trophy Competition.
2. The Competition will be handicapped. Division one players play off 0, division two players play off +2, division three players play off +3 and division four players play off +4.
3. The Committee will determine the entry fee, total prize money and prize contribution to be allocated from League funds.
4. The competition will be hosted and organised by a club determined by the Committee. The host club will determine the maximum number of entries.
5. The competition date and closing date for entries will be agreed jointly by the Committee and the host club.
6. The holder of the Trophy shall, if they wish, have automatic entry into the following year's competition, free of charge, subject to availability and the entry being received before the closing date.
7. All games to be 21 up.
8. Scratch time is 30 mins after the designated start time.

### Challenge Trophy

1. A player must be a paid-up member of the League and club they are representing. A player can only play for one team in any cup competition during a season. Players cannot play in the W H Nicholls Trophy if they have played in the Challenge Trophy during that season and vice versa.
2. Only players who have played in previous rounds of the Challenge Trophy for that team or two league games for that team are eligible to play in the semi-finals and finals of that competition.
3. Any club having more than one team in the League and only entering one team in the competition, shall enter as either the 'A' or 'B' team for example, and not as one club.
4. The competition will be handicapped. Division one teams are given +10 points for away matches, none for home matches. Division two teams are given +10 points for home matches and +20 points for away matches. Defending champions are handicapped a further -10 points for home and away matches.
5. If two teams that share the same home green are drawn together, both teams will be classed as the home team for handicapping purposes.
6. The Committee will determine the prize money to be allocated from League funds.
7. The Committee will draw each round of the competition and will determine match dates.
8. The selection of opponents to be made by ballot by the two Captains. The order of play is the decision of the home Captain.
9. Scratch time is 30 mins after the designated start time. Any named player on the team sheet, who is not available after the scratch time, may be substituted. If no substitute is available, the game shall be awarded to the opposing player 21-0.

10. Away teams will have first throw of the jack in all games.
11. All games to be 21 up with results being decided on aggregate score. In the event of an aggregate tie, the team with the highest number of games won shall be the winner. If the result is still a tie, the match is to be replayed on the visiting team's green at the earliest opportunity and before the next scheduled round.
12. With the following exceptions, all matches must be played on the match date determined by the Committee:-
  - a) If an issue arises that may prevent a team from playing a game, 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 who will determine what action is necessary.
  - 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 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. The match should be re-arranged at the earliest opportunity and the Fixtures' Secretary informed without delay.
  - d) 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. The match must be played on the original date or as soon after as possible, on a date agreed by both Captains.
13. If a new date cannot be agreed upon in 11, 12(b), 12(c) or 12(d) above, before the next scheduled round, the Fixtures' Secretary will determine the match date.
14. The semi-final and final matches will be played on neutral greens at 7pm, dates and venues for which will be fixed by the Committee. The first team drawn will practice at 6.30pm and the second team drawn will practice at 6.45pm. Team captains will do a 'turn of cards' draw on the night and games will be played in the order of the draw. Team Captains to use discretion in the event of a player not being present at the designated start time but before the 30 minutes scratch time. The Committee official will toss a coin to determine which team has the jack for the first game and the jack will then alternate for the remaining games. Host clubs should provide four scorers and two measurers.
15. Home Captains should input results for all matches on the website, <https://www.bowlsresultstwo.co.uk/lancasterbowling/> as soon as possible after the match, and send an image of the completed sheet to the Fixtures' Secretary. Both Captains should keep a record of the scores.
16. Any dispute, which is not covered by the foregoing rules, shall be settled in accordance with the League Rules (so far as they apply).

### **W H Nicholls Memorial Trophy**

1. A player must be a paid-up member of the League and club they are representing. A player can only play for one team in any cup competition during a season. Players cannot play in the Challenge Trophy if they have played in the W H Nicholls Trophy during that season and vice versa.
2. Only players who have played in previous rounds of the W H Nicholls Trophy for that team or two league games for that team are eligible to play in the semi-finals and finals of that competition.
3. Any club having more than one team in the League and only entering one team in the competition, shall enter as either the 'A' or 'B' team for example, and not as one club.
4. The competition will be handicapped. Division three teams are given +10 points for away matches, none for home matches. Division four teams are given +10 points for home matches and +20 points for away matches. Defending champions are handicapped a further -10 points for home and away matches.
5. If two teams that share the same home green are drawn together, both teams will be classed as the home team for handicapping purposes.
6. The Committee will determine the prize money to be allocated from League funds.
7. The Committee will draw each round of the competition and will determine match dates.
8. The selection of opponents to be made by ballot by the two Captains. The order of play is the decision of the home Captain.
9. Scratch time is 30 mins after the designated start time. Any named player on the team sheet, who is not available after the scratch time, may be substituted. If no substitute is available, the game shall be awarded to the opposing player 21-0.
10. Away teams will have first throw of the jack in all games.
11. All games to be 21 up with results being decided on aggregate score. In the event of an aggregate tie, the team with the highest number of games won shall be the winner. If the result is still a tie, the match is to be replayed on the visiting team's green at the earliest opportunity and before the next scheduled round.
12. With the following exceptions, all matches must be played on the match date determined by the Committee:-
  - a) If an issue arises that may prevent a team from playing a game, 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 who will determine what action is necessary.
  - b) If either Captain deems the green to be unplayable, or unsafe to play on, then the match should be re-arranged at the earliest opportunity and the Fixtures' Secretary informed without delay. In the case of inclement weather, a final decision should not be made until 7.30pm.
  - c) If a 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. The match should be re-arranged at the earliest opportunity and the Fixtures' Secretary informed without delay.
  - d) 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. The match must be played on the original date or as soon after as possible, on a date agreed by both Captains.

13. If a new date cannot be agreed upon in 11, 12(b), 12(c) or 12(d) above, before the next scheduled round, the Fixtures' Secretary will determine the match date.
14. The semi-final and final matches will be played on neutral greens at 7pm, dates and venues for which will be fixed by the Committee. The first team drawn will practice at 6.30pm and the second team drawn will practice at 6.45pm. Team captains will do a 'turn of cards' draw on the night and games will be played in the order of the draw. Team Captains to use discretion in the event of a player not being present at the designated start time but before the 30 minutes scratch time. The Committee official will toss a coin to determine which team has the jack for the first game and the jack will then alternate for the remaining games. Host clubs should provide four scorers and two measurers.
15. Home Captains should input results for all matches on the website, <https://www.bowlsresultstwo.co.uk/lancasterbowling/> as soon as possible after the match, and send an image of the completed sheet to the Fixtures' Secretary. Both Captains should keep a record of the scores.
16. Any dispute, which is not covered by the foregoing rules, shall be settled in accordance with the League Rules (so far as they apply).

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