

Malpas Senior Citizens Bowling League.

Rules – Revised March 2026

1. These rules should be read in conjunction with the League Constitution.
2. All players must be at least 60 years of age.

SINGLES LEAGUE MATCHES

3. Singles League matches will be played on a home and away basis against all other teams in the Division. Teams shall consist of 8 players and all games shall be 21 up and governed by the laws of the B.C.G.B.A.

DOUBLES LEAGUE MATCHES

4. Doubles league matches, if played in any season, shall be played on a home OR away basis depending on how the software draws the fixtures. Teams shall consist of 4 pairs of players and all games shall be 21 up and governed by the laws of the B.C.G.B.A.

ALL LEAGUE MATCHES

5. The visiting team shall have the first jack. Captains of each team shall act as referees. The team scoring the highest number of chinks wins the match. League positions will be determined by the total number of chinks scored in all matches played.
6. All League matches to be played on Wednesday afternoons at 2:00pm UNLESS a Club has more than 2 teams per green when an alternative day or time will be determined by the Secretary after consultation at the AGM. Usually, 11:00am on a Wednesday although this may be changed by agreement between the captain's involved.

DOUBLES KNOCK-OUT MATCHES

7. In any season where team doubles matches are played as knock-out matches on neutral greens on Thursdays, play will commence at 1:00pm. Teams shall consist of 4 pairs of players and all games shall be 21 up and governed by the laws of the B.C.G.B.A. The Leader shall be determined by the toss of a coin for the first game with the Leader for subsequent games alternating between the Clubs playing.
8. Players can only play in one competition and for only one team in the Cliff & Mary, Jim & Ivy or Jeff Carter Trophy knock-out competitions (if these are taking place), in any one year. Players in any of these competitions must have played at least one game in the appropriate

Division during the current season.

9. In the event of a Doubles competition where both teams finish with an equal number of chinks and also an equal number of wins, the winner should be determined by a nominated pair of players from each team playing an additional game up to eleven chinks.

GENERAL

10. Should any matches fail to start or be abandoned due to adverse weather conditions or a medical or any other emergency, the captains of the teams involved in the matches concerned shall arrange a new date for completion and inform the Secretary. Completed games shall stand and the uncompleted game scores shall be held over to the re-arranged date. The position of the jacks should be recorded. In the event of a player being unable to play on the new date, a substitute may take over the score as it stood at the time of abandonment. No player will be allowed to play in a re-arranged match if they have already played for another team in his/her club during the week in which the original fixture should have been played. Officials of the management committee shall rule in any case of dispute.
11. Players shall be numbered by the captain of each team and shall play in that numerical order. All B.C.G.B.A. Registration numbers must be entered on the Bowls Results website.
12. Results should be entered on the Bowls Results website by the Home Team Captain within 48 hours of the completion of a match.
13. Each game shall be marked by a representative of each team who shall check and agree each other's card every third end. In the event of a disagreement in the score, which cannot be settled amicably, the score shall revert to the end where both score cards show the score to be in agreement.
 - a. Markers shall ensure that they check and agree the final score at the end of each game.
14. The full list of fixtures must be completed. If any club is unable to field a full team of eight players in any week due to sickness, holidays, or any other cause, they must turn up with however many players they have. The missing player(s) shall be recorded as having a nil score and the player from the opposing side shall be given 21 chinks as long as that player is physically present at the match and unless rule 15 below is invoked.
15. It is expected that clubs will fill teams by drawing players from the teams below them. In the event of the LOWEST designated team of a club being unable to field a full team, players from the first four players of the team may play twice. The captain may put face down cards with the names of players willing to play twice. The opposing captain shall draw from these cards a player who is allowed to play twice. If more than 1 player is required, he/she may continue to draw from the remaining cards but only up to a maximum of 2 players. The points that these players score will count toward their team total, but 6 points shall be deducted from the total aggregate for that match for each player who has played twice.

For the avoidance of doubt, a Club with only one team may avail themselves of this rule if they have made every effort to fill the team and been unable to do so. However, this rule is not available to teams in Division 1.

The opponent of a player who is playing twice may have 15 mins practice before their game if they have not already played in the match.

16. No player shall be permitted to play for more than 1 team in the same fixture week as stated in the published fixture list.
17. A player may only play for ONE CLUB per season in the Malpas Seniors League. A player whose subscription for the current season to his present club is unpaid shall not be eligible to play for another club in subsequent seasons until he has discharged that liability. A player moving home to a new area in the League may apply to the Management Committee for a transfer PROVIDING all fees due to date to any league club have been paid AND no more than 3 games have been played.
18. No practice should be allowed by the home team on a match green within 1 hour of the commencement of the match and no player shall practice on an opponent's green on the day of the match.
For the avoidance of doubt, all neutral greens used for knock-out matches shall be treated as an opponent's green by both teams.
19. In seasons where Divisions comprise 8 teams or fewer only one team in each Division shall be either promoted or relegated as appropriate.
In seasons where Divisions comprise 9 teams or more, then 2 teams in each Division shall be promoted or relegated a appropriate.
20. Promotion and relegation shall be determined only by reference to the finishing positions in the Singles league.
21. Tea/coffee and biscuits will be provided by the host team at League matches and at Doubles knock-out matches when played. If tea cannot be provided, perhaps some other form of non-alcoholic liquid refreshment could be provided. E.g. cold drinks on a hot day. When a host club provides a neutral green for a cup final or semi-final or provides a green for the Colin Paxton Competition that club may charge players for any refreshment provided.
22. Should any queries arise, which are not provided for in these rules, the captains must contact the Chairman or Secretary.