

Bowls Algarve Inter-Club Summer League Rules and Format 2018

1. Each club affiliated to Bowls Algarve may enter one or more teams in the League.
2. All bowlers in each team must be bona fide members of their club and registered with Bowls Algarve. Short-term members are eligible to play, however prior registration with Bowls Algarve, of at least fourteen days, is required to signify valid membership and eligibility to play. Players may only represent one club and play for only one team.
3. Each Team will consist of two triples, each of which, preferably, will be mixed in composition as the essence of this League is that it is mixed in nature. It is however **COMPULSORY** that the team contains at least two ladies and at least two men. In each round, all the matches will be played on the same green.
4. Each league match will consist of two trial ends and two sets of nine ends of play. Teams will toss for choice of jack for each set and Dead Ends will be replayed. Two points will be awarded for a set win and one point for a set draw. The team with the highest total number of shots across the two triples shall, in addition, be awarded two points. In the event of a tie on total shots, each team shall be awarded one point. Maximum points possible per fixture will be 10. The order in which the three players play may be changed after completion of the first set but interchange between the triples is not permitted. League Winners, at the end of the season, will be the team with the most points awarded. In the event of a tied situation, shot difference will count. Where shot difference is also tied, total shots scored will count.
5. Fixtures must be played on the stipulated date. Each team must ensure that they have sufficient squad members to fulfil all their fixture obligations on the specified dates.
6. Any team unable to fulfil a fixture shall have five points and ten shots deducted from their totals to date and all points available will be awarded to the opposition. The opposition will also add ten shots to their total shots to date.
7. If a team is able to field only one triple the game is forfeit and rule 6 will apply.
8. If a team is able to field one full triple and only a pair (two players) for the second triple, then the pair may play four bowls each and the opposing skip will play two bowls and his/her other two players will play the usual three bowls each. The pair will forfeit one quarter of their shots at the end of each set. Only one game may be played in this way, the other game must be a full triple.
9. If any team fields an ineligible player then, irrespective of the actual result of the match, the team will be disqualified and rule 6 will apply.
10. All fixtures will start at 11.00 am. (Unless afternoon matches are necessary due to lack of available rink space or fixture congestion dictates otherwise). Should a team not be fully ready to play within thirty minutes of the agreed start time, then they shall forfeit the match and the provisions of Rule 6 shall apply.
11. Players are asked to wear full whites or Club/Team colours for all League fixtures, however white or Club/Team colours above the waist is acceptable. Flat-soled (heel-less) footwear must be worn by all players. Non-compliance in either respect may result in an official warning. Where such a warning has been issued, a subsequent contravention of the rule by the player will result in his/her disqualification. If he/she has played then the triple will forfeit one third of their score.

12. There will be a match fee of 7 euros per player. The visiting team will pay this amount to the host club and will be responsible for fees from any players failing to arrive. The host club may charge the match fee, or a proportion thereof, to their own players on a discretionary basis.

13. The umpire will supervise the drawing of pairs of rinks by opposing Captains before play commences. Where possible, the two rinks will play side by side. The Home team on the fixture list will lay down their two cards and the Opposition will place their cards at random on top of these.

14. If bad weather intervenes – and subject to the decision to cease play being made/agreed by the host Club's Management – both triples must complete a minimum of six ends of the second set to constitute a completed fixture. If they have done so, scores for ALL ends played will stand. Otherwise the match shall be declared suspended and the opposing teams shall agree a suitable date, acceptable to the host club, to continue within fourteen days or as otherwise agreed with the League Organiser. The resumed match should preferably be played on the same rinks but two more trial ends will be permitted and any triple which had not completed 18 ends before the stoppage will play to the completion of 18 ends. In the event that a player is not available for the resumed match, a substitute is allowed in accordance with Crystal Mark Laws 32.4 and 33.4.

15. The Skip of each Triple shall keep a scorecard for their game, which shall be agreed and signed off by the two opposing skips after the match. Each team will retain their own scorecards in case of subsequent query. Both sets of scorecards MUST contain the FULL SURNAME of each player. Each team, by consulting the published list of eligible players, must satisfy themselves that the opposing team consists entirely of eligible players. If they are not satisfied, or are uncertain, they must raise a query with the League Organiser.

16. The host club shall be responsible for advising the full set of results on their green to the League Organiser within 24 hours of the completed match. League result sheets and tables will be circulated to all clubs as soon as practicable.

17. The Laws of the Sport of Bowls (Crystal Mark Third Edition) shall govern all League matches. It is, however, hoped that the spirit of fair play and common sense will prevail in the event that the rules and these Laws do not cover a specific circumstance. The host club will provide an umpire, whose aim will be to resolve any dispute at the time. If no umpire is supplied the matter will be resolved by the captains. Where, however, resolution is not possible, disputes will be referred to the League Organiser, who, in conjunction with the League Director shall make a binding decision.