

Bowls Algarve Super 10's Competition

Rules and Format 2017/18

1. Each club affiliated to Bowls Algarve may enter one team in the Competition.
2. All bowlers in the 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.
3. Each Team will consist of ten bowlers: one to play Singles (either gender), two to play Pairs (any combination), three to play Triples (Mixed) and four to play Rinks (at least one Man and at least one Lady). The singles game will include two trial ends of two or four bowls as determined by the away team, and will be the first to 21 shots; The Pairs, Triples and Fours games will consist of two trial ends and eighteen ends of play. Teams will toss for choice of jack for the whole team and Dead Ends will be replayed.
4. Teams will play each other in a “round robin” format on a Home and Away basis.. There will be two points awarded for each game win and one point each for a drawn game. Maximum points possible per fixture will be 8. Competition 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 5 points and 10 shots deducted from their totals to date and all points available will be awarded to the opposition. The opposition will also add 10 shots to their total shots to date.
7. If a team is only able to field 8 or 9 players, then the fixture will be allowed to proceed, in accordance with the following: a triple (playing 3, 3 & 2 bowls respectively) may play against a four (playing 2 bowls each) and/or a pair (playing 4 bowls each) may play against at triple (playing 3, 3 and 2 bowls respectively) but in each case, the team with the lower number of players will forfeit 25% of their shots scored at the end of the game;
8. If any team fields an ineligible player then, irrespective of the actual result of the game affected, the team will be disqualified and rule 6 will apply.
9. 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.
10. Players are asked to wear full whites or Club colours for all League fixtures, however white or Club 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 the player was part of a rink, triple or pair, that rink, triple or pair should forfeit one third of their score; if the player was in the singles, that game will be declared null and void, the opponents will receive two points and 21 shots in respect of the game.

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

12. Rinks will be drawn from those available by opposing Captains before play commences. The Home team will lay down their four cards and the Opposition will place their corresponding cards on top of these. Rink numbers will then be allocated on a random basis. Where possible, the four games will play side by side.

13. If bad weather intervenes – and subject to the decision to cease play being made/agreed by the Home Club's Management –the fixture will be deemed complete if the Pairs, Triples and Rinks have all completed a minimum of twelve ends and, in the Singles either Bowler has a score of at least 16 points and at least one more shot than his/her opponent. In these circumstances, scores for ALL ends played will stand. Otherwise, scores for completed games (if any) will stand and the uncompleted game or games will be rearranged and continued within fourteen days or as otherwise agreed with the Competition Organiser. The resumed match should preferably be played on the same rinks but two more trial ends will be permitted and any game which had not completed 18 ends (21 shots for singles) before the stoppage will play to completion. 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.

14. The Home team will provide a Marker for the singles game, who will keep the scorecard; The Skips shall keep scorecards for each other game, which shall be agreed and signed off by the home and away 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.

15. The Home team shall be responsible for advising the result of each fixture to the Competition Organiser within 24 hours of the completed fixture. Competition result sheets will be circulated to all clubs as soon as practicable.

16. The Laws of the Sport of Bowls (Crystal Mark Third Edition) shall govern all games. 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 Home team 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 Competition Organiser, who, in conjunction with the League Director shall make a binding decision.

31.7.2017