

ALTERNATIVE MATCH FORMAT RULES (4 TRIPLES)

FOR USE IN EXCEPTIONAL & WSBL MANAGEMENT COMMITTEE AGREED CIRCUMSTANCES

4.	MATCH FORMAT & RESULT	
4.1	Within each League division, each team will play each of the other teams twice during the season, once at home and once away. Any team that defaults on more than two matches during a season will be withdrawn from the League and its' record will be expunged.	
	<p style="color: red;">N.B. Following a request during the 2012 Season for clarification of 'home' in the above paragraph the matter was considered, and an executive decision was made in accordance with the Constitution para 3.4 d). The definition of 'home' is considered to be <u>'an outdoor bowling green venue that is the choice of the home team/club'</u>.</p>	
4.2	In both League and PC Cup, teams will comprise of 12 players , playing as four teams of Three. Substitution may be permitted in accordance with the Laws of the Game	
4.3	All rinks to play 18 ends (3 wood triples) continuously unless the match is abandoned for any reason when Rule 4.10 d) will apply. In League matches rinks shall not be conceded prior to the end of 18 ends unless a player is obliged to leave the rink due to illness, injury, or other reason. In PC Cup matches a team may concede if they consider it right to do so.	
4.4	Rinks to be drawn. For the PC Cup a further separate draw shall also take place to establish on which rink the extra end shall be played.	
4.5	Trial ends to be played as agreed between competing clubs.	
4.6	Where just one player is absent at the time due for the commencement of the match the following shall apply:	
	a)	The trial ends, followed by the match, shall commence at the time scheduled for the commencement of the match with five players each bowling their two woods.
	b)	The absentee player shall be allowed to take his place in the team as recorded on the match card, provided he arrives prior to the jack being bowled for the commencement of the sixth end. If he fails to arrive by that time the team shall continue to play one player and three woods short for the entire game.
4.7	Where one or more players are absent at the time due for the commencement of the match either of the following shall apply	
	a)	The match may be delayed to allow time for the players to arrive;
	i)	For afternoon games a maximum delay of 30 minutes may be permitted before the trial ends must commence.
	ii)	For games commencing after 17.30 a maximum of 20 minutes may be permitted.
	iii)	If this option is chosen, once the first jack has been bowled to commence the game <u>proper no player may join the game and however many rinks as necessary will play with one player short using the format in 4.8</u>
	b)	If up to three players are absent the team may decide to commence at the time due and play on 3 rinks only the other rink will be conceded.
	c)	If more than four players are absent the match may be delayed as in para a) above but if after the relevant permissible time delay there are still more than 4 players absent the match will be considered a 'default match' and dealt with under para 4.10 c). (Added ADM 2013)
4.8	a)	Where there are only two players on a team on a rink – either at the start of a game or due to a player leaving a rink due to illness, injury or other reason - then play on the rink shall be as follows: (Amended ADM 2013)
	i)	Whichever team wins the end the lead (or two if the lead is the player missing), shall place the mat and deliver the jack.

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	ii)	The Lead of the team with three players shall then play his three woods followed then by the other four players playing in order commencing with whichever team won the previous end.
	iii)	There shall be no deduction of 25% from the score.
	b)	If more than one player is obliged to leave a rink due to illness, injury or other reason for more than 10 minutes - then that rink shall be forfeited with the two rink points and the 2 'overall shot' points being awarded to the opponents. (Added ADM 2013)
4.9	Visiting clubs to bowl the jack on the first end at all times.	
	a)	All League matches will be played on the date as arranged and notified to the Secretary, prior to the commencement of the season and no match will be rearranged to be played after the scheduled date for any reason. In exceptional circumstances a club may – with the agreement of the opposition – arrange to play a fixture – <u>prior to the scheduled date</u> – subject to the consent of the League Secretary after consultation with other Officers.
	b)	If in the PC Cup a match is abandoned prior to commencement or before a minimum of 9 ends have been completed on all rinks the match will be re-arranged. Any re-arranged match must be played no later than 7 days after the original date. The home club to offer two new dates to the away club on the day of the cancellation. Should the home club fail to offer 2 dates on the day of the match they shall forfeit the match. The away club must accept one of these dates during the next 24 hours or will forfeit the match.
4.10	In League Matches, points are to be awarded on the following basis: (Amended ADM 2017)	
	a)	- Completed Match
		Two (2) points awarded to the team scoring the most shots;
		One (1) point awarded to teams who tie on shots scored;
		Two (2) points awarded for each winning rink;
		One (1) point awarded for each tied rink;
		For the purpose of the matches won tie break; Clubs are given win if they score more points than their opponents i.e. 10-0, 9-1, 8-2, 7-3 and 6-4 would all denote wins and 5-5 would be a draw.
	b)	- Cancelled Match
		Five (5) points shall be awarded to each club for a match cancelled due to inclement weather. It is the responsibility of the home team to cancel any fixture due to inclement weather and they must notify the away club. Matches will not be re-arranged and played on another date;
	c)	- Defaulted Match
		Ten (10) points for default awarded to non-offending team - The offending team will be deducted ten (10) points for non-completion of the fixture but the Management Committee reserve the right to reduce or rescind this penalty in the case of exceptional extenuating circumstances.
	d)	- Abandoned Match
		In matches abandoned after the commencement the rink scores to count if a minimum of nine (9) ends have been completed on all rinks. The number of ends that have been completed must be clearly indicated on the result sheet. If 9 ends have not been completed on all rinks 5 points shall be awarded to each club. All players will be recorded as having taken part in the match. (Amended ADM 2013)

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	e)	- Conceded Match	
		In matches conceded after the commencement of the game, ten (10) points will be awarded to the non-offending team - The offending team will be deducted ten (10) points for non-completion of the fixture <u>but the Management Committee reserve the right to reduce or rescind this penalty in the case of exceptional extenuating circumstances</u> . All players will be recorded as having taken part in the match. If less than 9 ends have been played no shots will count, but if 9 or more ends have been completed the shots scored will be recorded. (Added ADM 2013)	
4.11		In PC Cup matches the team scoring the most shots when the totals from the 4 rinks are added up will be deemed to be the winner. Should the scores be level one (1) extra end will be played on a single rink only to determine the winner.	
4.12		Match Result Sheets, fully completed with the names of players, the result of each rink and the overall match scores <u>are to be e-mailed</u> (or in exceptional circumstances telephoned) to the league divisional - or PC Cup - Results Co-ordinator by BOTH TEAMS. For matches played Monday to Saturday results are to be forwarded to arrive within 24 hours of the commencement of the match. For SUNDAY matches such results MUST BE received by the relevant person by 22:30 on the day of the fixture - AT THE LATEST - to enable the weekly results and tables to be passed to the sponsor, first thing Monday Morning. Any result that is not e-mailed in (e.g. notified by telephone) must be forwarded by post to arrive within two (2) days of the date of the fixture. (Amended SDM 31 Jul 13)	

THE DRESS CODE RULE BELOW SHOULD STILL ALLOW TEAMS TO WEAR GREY FOR ANY LEAGUE OR CUP MATCH PROVIDED THAT THEIR OPPOSITION ARE NOTIFIED. THIS RULE IS HIGHLIGHTED TO TAKE PRESSURE OF NUMBERS AWAY FROM CHANGING ROOMS.

6.	DRESS CODE
6.1	Teams may wear their own club coloured shirts providing all players are dressed the same - otherwise white above the waist for all matches. White trousers/shorts to be worn for afternoon matches and grey for morning/evening fixtures unless agreed by both clubs beforehand. <u>The wearing of shorts is subject to each individual Club's rule.</u> (Amended ADM 2014)