**LOCKSWOOD BOWLING CLUB**

**CLUB COMPETITIONS & RULES**

**2023/24**

**GENERAL**

**Club competitions are open to ALL paid-up playing members as defined in the constitution.**

All players wishing to take part in club competitions are to enter their names onto the appropriate lists, when posted, and place the entry fee(s) into one of the envelopes provided, together with the appropriate entry slip, which must be completed with a tick against every competition that they have entered. Remember to write your name on the slip and the envelope and the word 'competitions' on the envelope.

Envelopes should then be placed in the box provided. Any member whose fees are not placed in the entries box by the competition entry closing date **will be excluded from competing.**

Some competitions (tournaments) will state "Pay on the Day" so there is no need to place monies in the competition box.

The draw for all competitions will be made by three experienced members in accordance with the format drawn up by the Competition Secretary, which will depend upon the number of entries for each competition. (i.e. byes or preliminary rounds.)

 Each round should be completed by the date decided by the Competition Secretary and displayed on the Competition Notice Board.

 **The first named player/s in the draw (usually written in red) shall be the Challengers.**

 The Club Finals dates will be shown in the fixtures booklet which is issued before the competitions commence. If you are not going to be available to play in the finals you will be expected to withdraw from the competitions by the quarter finals stage, and forfeit the game at this stage.

 The Club Captain and Ladies Captain will confirm nominated markers for all the Finals.

 Unless otherwise stated, all competitions will be played in accordance with the Laws of the game as published by Bowls England.

It is expected the games are played in a competitive but friendly manner and the skips are able to resolve any questions which arise in the course of play or off the green with common sense. Where agreement cannot be reached or a ruling on any matters pertaining to club competitions the Competition Secretary will be the sole arbiter, whose decision shall be final.

List of Club Competitions

**Summer knock-out Competitions**

1. MENS SINGLES----------- 21 shots

2. LADIES SINGLES---------- 21 shots

3. MENS PAIRS---------------- 16 ends—self-selected partners

4. LADIES PAIRS------------- 16 ends--- self-selected partners

5. PRESIDENT’S CUP------- 21 shots--mixed singles

6. TED GREEN ----------------- 16 ends —mixed drawn pairs (handicap)

 MEMORIAL TROPHY.

7. WILLCOCKS CUP---------- 21 shots--mixed singles**.**

8. GOATER CUP---------------- 16 ends -- drawn pairs -open to members who have never

**Reached a final at any club**

9. THE BILL HIBBERD-------- 4 woods-best of 3 sets. 7 ends per 1st & 2nd set. If a 3rd set needed

 TROPHY then 3 ends only to decide winner. Open to **65 years old** and over

10. THE RYE CUP———— **3 woods – 21 shots -** mixed singles - knockout

11. MYHILL CUP———— **3 woods** - 16ends-mixed drawn pairs (handicap)

12. THE JUBILEE TROPHY — **3 woods** mixed triples handicap competition played over 16ends - -
entries as a team. 2 shot penalty per player who has reached a final

**Day Tournaments**

13. THE MARGARET -------- Drawn Australian Pairs Tournament (mixed or single sex). Number

 GRANT TROPHY of ends decided based on entries (handicap same as Ted Green).

14. 3 WOODS-7 ENDS ------ knock-out singles — held on late Spring Bank Holiday

15 2 WOODS-11 ENDS----- knock-out singles -- held on August Bank Holiday

16. John Geary Cup -------- 7 ends, mixed triples team tournament, drawn-leagues format

**Other Competitions**

17. ACCUMULATOR ——— Summer Saturday afternoon Tournament

18 SPOON DRIVE------------ Winter Saturday afternoon competition once Accumulator ends

19 SPRING & AUTUMN TRIPLES ------- Mixed Triples Team event played in a league format

**Winter Competitions**

20. WINTER SINGLES—— 21 shots – Ladies leagues & Mens leagues - winners and runners-up of each league go into knock-out stages

21. WINTER PAIRS——— 16 ends--any pairs--league format- winners and runners-up of each league go into knock-out

**Summer knock-out Competitions Rules (Challengers names in red)**

**Rule1; Failure to play matches by the nominated date will disqualify one/all competitors at fault.**  Such disqualification shall be at the discretion and instigation of the Competition Secretary.

If a player has a short-term illness preventing them from playing, the Competition Secretary must be informed so that a possible extension of 1 or 2 days may be approved, Any extension means that the period for the next round will be reduced for the players concerned.

**Rule 2; The Challengers have the responsibly for arranging the match within SEVEN DAYS of the previous round play-by date (or the date the schedule was published)**

If challenger or opponent are liable to be away for any of the period during which you are expected to play **you have a duty** to contact each other to come to a mutual agreement on a date to play.

If the challenger/opponent is unable make contact or unable to agree a date for the match, the Competition Secretary must be informed as soon as possible before the play-by date for that round.

**Rule 3;** **The Challenger is responsible for booking the rink and obtaining a marker for a singles game.**

A maximum of THREE matches can be booked per session (morning, afternoon and evening).

There are usually up to 3 weeks between rounds so make your challenge early and leave plenty of time to get the match played. Arrange games so that they have every chance of finishing in daylight. Consult your fixture list so that you do not clash with club fixtures. Markers must be aware of the rules of the competition they are engaged in.

**Rule 4; Any competitor failing to appear within 30 minutes of the agreed time for a match, or an incomplete team (one player short) will forfeit the game, unless adequate reasons are given to the Competition Secretary within 24 hours.**

Opponents will toss for the privilege of bowling the jack or having the last wood.

Scorecards are to be signed by both players and the marker in singles and by the skips in other matches. Once they have been signed, both players or teams have accepted the scores as recorded and can no longer query the result, so check your scorecard. The card is then to be placed in the appropriate box. **The Competition Secretary will record all results on the competition sheets on the notice board. Nobody else is to make entries onto the competition sheets unless delegated to do so in the absence of the Competition Secretary.**

**Rule 5; Substitutes**

Drawn Pairs - a substitute is only allowed in the event of death or long term disability / illness.

Mixed Triples - the players taking part in the first game shall constitute the team and shall normally play together throughout the competition.

All substitutes must be approved by the Competition Secretary. He or she must be of a similar standard and have not already played in the competition and they cannot Skip.

If a player(s) withdraws, consideration will be given to the reinstatement of the losing player(s) thus allowing them to continue playing in the competition and providing the future opponent(s) with a match rather than a bye. All reinstalments must be approved by the Competition Secretary

**Rule 6; Competitions will be played to the number of shots or ends as shown on the List of Club Competitions**

**Rule 7; The Ted Green Trophy** will be 16 ends – mixed drawn pairs on a handicap system. The handicap is based on two lists of players taken from the applicants. List A will be new and inexperienced players as decided by the Competition Secretary and two other experienced members, whose decision will be final. The pairs will then be drawn one from list A and then one from list B. Ideally each pair should constitute a male and a female player. Once teams are established, they will be drawn into a knockout grid with completion dates noted.

**Rule 8; The Club Pairs** (Men's, Ladies and Mixed) will be knock-out competitions of 16 ends. Entrants will be divided into two classes, 'A' for skips and 'B' for the remainder and then drawn separately and alternately. Classification and the draw will be made by any two experienced players at the request of the Competition Secretary. Players must accept the partners drawn. In the event of a tied score after 16 ends, an extra end will be played to determine the winners, skips to toss for the mat. In the event that the extra end is tied, a further end will be played until there are clear winners.

**Rule 9;The Jubilee Trophy** will be played as a three wood mixed triples competition over 16 ends*.*

**Entries are to be made as a mixed team of three and the appropriate fee made as one payment.** Use the special entry slip for this competition. In the event of a draw after 16 ends, the skips will toss for the mat or last wood and an extra end played until the match has a clear winner.

**Rule 10; The Bill Hibberd Trophy** will be a four wood singles tournament played over the best of three sets, each set consisting of 7 ends. Toss for the mat. The player losing the toss will have the choice of mat in the second set. If a third set is played the players will again toss for the mat but only 3 ends are played to decide the winner. The winner of a set will receive 2 points, 1 point if the set is tied and 0 points if they lose a set. A player should concede a set if they no longer have enough ends left to catch up. If a player wins the first 2 sets the game will be over. If a player wins the first set and draws the second they are the winner. In the event of both players scoring 3 points over the three sets, a single end play-off will take place, the competitors tossing for the privilege of having the mat or the last wood. In the event of a tied end in a play-off, the players will again toss for the mat or last wood and play another end until there is a clear result.

**Day Tournaments**

**Rule11;** Players must register and pay the entry fee at least 15 minutes before their allotted match time. **Late entries will not be permitted.** Stand-in players are allowed.

**Rule12**; The teams for the **Mixed Triples Competition, The John Geary Cup,** will be drawn and will contain at least one of each sex. The teams will then be drawn into equal leagues\* and will play each team in their league over 6\* ends, scoring two points for a win and one for a draw. The team with the highest number of points will go forward to the semi-finals. If teams are level on points, shot difference will be taken into account. If they are still level, the number of winning ends will be taken into account and, if they are still level, the skips of the two teams will have a one wood play-off to a jack placed by an independent marker. No visiting the head is permitted during a game. Any team killing an end will incur a 3 shot penalty.
If a match is drawn in the semi-finals and final stage, an extra end will be played to determine a winner. This competition will be played out on one day.

\* If numbers dictate the format can be changed

**Rule13: The Margaret Grant Trophy** is either an **Australian** **Pairs** or **3 woods 6 ends** charity event and will be a drawn “Pairs Tournament” (mixed or single sex as dictated by the entries)

1.Entrants will be seeded and then drawn into pairs taking into account gender to maximize the number of mixed pairs. If there is an odd number of pairs any remaining entries on the list will be reserves.

2.The format will be two groups\*, each consisting of a maximum of 14 teams with each team playing 3 random games against teams in their group. Scoring two points for a win and one for a draw.

3 The winner of each group\* will play in the final (6 ends not timed). If teams are level on points, shot difference will be taken into account. If they are still level, the number of winning ends will be taken into account.

\* The number of entries will determine the number in teams per group and may result in only one group, i.e. no final

4.Each game will consist of 6 ends or 45 minutes whichever is the soonest. A bell will sound after 40 minutes, after which the end being played will be the last. If the jack has not been centred then the game is finished.

5.All games will commence at the same time by the signal of the bell. No trial ends. Toss for the Jack, which should be cast and centred before the bell is rung.

6. Any team killing an end will incur a 3 shot penalty. The end will count and the none offending team cast the next Jack.

7.No visits to the head are allowed

All proceeds will go to the Presidents and Ladies Captain Charities

**Rule14;** The **2 Woods-11 Ends** and the **3 Woods-7 Ends** Competitions will be knock-out competitions played out over the day. Players will be given a start time for their first round and they will be given a bye if their opponent fails to arrive on time. Matches will be marked by a designated marker. In the event of a tied score, an extra end will be played, the players tossing for the privilege of having the mat or the last wood. Players will not be permitted to visit the head. Any player killing an end will incur a 3 shot penalty.

**Other Competitions**

**Rule 15; The Week-end Accumulator Competition** will take place during the summer season on Saturday afternoons, weather and circumstances permitting and providing there are at least 10 players. The game will consist of 8 woods per team of 2, 3, or 4 players per rink. If a side consists of 3 players the skip will have 2 woods. If a side consists of 2 players, each will have 4 woods.

There will be no deduction from the score of a team consisting of less than 4 players.**16** ends are to be played, but, if the weather conditions disrupt the game, **12** ends or more will be accepted for scoring purposes with scores taken from the same number of ends for each team. Less than **11** ends will result in the game being declared void.

Players will have a name tally which must be handed to the person running the competition at **least 15 minutes** before the start time **Late entries will not be permitted.** The draw will be made by 3 experienced players, who will select the required number of skips. 2 skips will be drawn from the skips bag. The remaining players will be drawn alternately from another bag to play with those skips. As the names are drawn they will be entered onto the scorecard for each rink. The next rink will then be drawn in the same way, etc. Players are to play in the positions drawn.

Ten games must be played during the season to be eligible to win a trophy. Weekly scores will be recorded on a competition sheet and displayed on the notice board after 10 games have been played. Both shots for and against will be recorded. Scores will be worked out as follows:-

 Shots for x 100

 [ Shots for + shots against ]

Players will have their ten best scores selected for consideration at the end of the season. The player with the highest average score will be the winner and there will be 3 runners-up. A nominal

charge will be made to enter each week.

**Rule 16: The Spoon Drive.** The Winter Spoon Drive is a weekly ‘turn up and play’ Competition, held on Saturday afternoons throughout the Winter. A minimum of 12 players are required for the competition to be played.

Ideally, it is a Triples Competition, but the format depends upon the number of players who attend. If, due to the numbers, a 2-player pair is necessary then each team will play 8 woods, ie. triples to be played with the skip having 2 woods only.
A token is drawn by each player. The token represents, the rink, the position and either the home or away team.
The format will be 3 sets of six ends. After each set the teams scores will be recorded and attributed to each player within that team. Tokens will be redrawn after each set. This procedure occurs three times with the individual players scores being added to the previous. At the end of the competition, the player with the highest points tally is the winner and is awarded a teaspoon bearing the Lockswood Crest. In the event of a tie, a one-wood shoot-out, the jack being placed independently, will determine the winner.

**Rule 17: The Spring and Autumn Triples Competitions.** Spring Triples will normally take place between mid-February to mid-April with the Autumn Triples between mid-September and mid-November.
All games will take place on a Monday afternoon.
The competitions will take the form of mixed teams of 6 players, chosen randomly from the entries. There will be a ‘cut-off’ on the numbers of entrants to achieve the 6 player per team requirement. A reserve list will be compiled from the ‘extras’ and these players may be used as substitute to a team that has a player who has an unexpected, prolonged illness or other long-term commitment. A substitute will be committed to that team and may not be approached by another team.

Each team will have a themed name and volunteer captains will head their teams and manage the team lists for duration of the fixtures, endeavoring to give equal sharing of the number of games to be played by each individual.

Each team will play all the other teams (depending on take-up) and the results will be relayed as a listing and in the form of a league table.

The winning team will be presented with the trophy on the last day of the competition. The trophy will be displayed in the trophy cabinet along with the names of all the team members. Each team member will receive a small monetary prize.

Play will last for 2 Hours and will start and end on the bell. The fixture list will identify the rink number and the home team. The jack may be centred prior to the bell. At the end of the match, if the jack has been centred prior to the bell, the end should be completed.

Three woods for each player, no trial ends.
2 points will be awarded for a win and 1 point for a draw.
One score card to be completed by the home team skip but both skips should sign the card on completion of the match.

If a full team is not fielded, the match should be played 9 v 8 woods with the full team starting each end. At the end of the match the incomplete team shall have 25% of their score deducted.
A reserve player can be recruited ‘on the day’ but a penalty of 5 shots will be deducted from the teams final match score.
A reserve player cannot a) play against their own team; or b) play as a skip. In the event of a dead end 2 shots shall be awarded to the opposition.
If the jack is improperly delivered it should be placed by the opposing team at a position of their choice with the position of the mat unchanged

If, after 1 hours play, a match has to be abandoned due to extreme weather the score at the time of abandonment will stand as the match result.

If the full fixture list is abandoned and if at least 50% of the matches have been played the trophy will be awarded to the league leaders.

**Winter Competitions**

**Rule 18;** Singles will be first to 21 shots and Pairs will be 16 ends. The Pairs choose their own partners and teams can be all men, ladies or mixed. Both the Pairs and the Singles competitors are ideally drawn into four groups and you will play all the opponents in your group once, earning 2 points for a win, and 1 point for a draw in the Pairs (no extra ends should be played to decide a winner).The cut off date for the round robin games is the end of February In the event that players having equal points at the end of the round robin, the shot difference will count and the player with the highest difference will go through. If there is still a tie, the number of winning ends will count.
If a player or a pair withdraw during the group stage, all games played by them will be nullified, unless, they have played all their opponents within that group that could be in contention of winning or being a runner(s)-up within the group. In that instance the results will be taken into account.

The Challenger, the player(s) in the vertical listing, is responsible for booking the rink and obtaining a marker for a singles game.
A maximum of THREE matches can be booked per session (morning and afternoon). Rule 4 applies, but at the group stage the penalty is 2 points and 10 shots, the defaulter(s) scoring 0 points and -10 shots whilst the opposition receive 2 points and 10 shots

The winners and runners-up in each group go into the knock-out stage with the final normally the first week in April.

Quarter Finals

Winner(s) in Group 'A' v Runner(s)-up in Group ‘C’

Winner(s) in Group 'B' v Runner(s)-up in Group 'D'

Winner(s) in Group 'C' v Runner(s)-up in Group 'A'

Winner(s) in Group 'D' v Runner(s)-up in Group ‘B’

If a pairs match is drawn in the quarterfinals, semi-finals and final stage matches, an extra end will be played to determine a winner.

**Substitutes are allowed in the Pairs. T**he players taking part in the first game shall constitute the team and shall normally play together throughout the competition. One additional, and the same player may be used as a substitute at any time. All substitutes must be approved by the Competition Secretary. He or she must be of a similar standard and have not already played in the competition and they cannot Skip.

**Miscellaneous**

Holders of the club perpetual trophies will undertake to return them to the Competition Secretary no later than the 7th of September to allow sufficient time for the trophies to be engraved with the names of the season's winners. All engraving on club trophies will be at the expense of the club.

The Club will insure all trophies against theft, loss or damage by either the Club or the Holder.

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