

WHITEKNIGHTS INDOOR BOWLS CLUB 2025/26

LEAGUE ADMINISTRATION RULES

1. **ENTERING A TEAM-** Full bowling members of the club may enter a team of a minimum of five players in any of the leagues. New teams will be accepted at registration time providing rink space is available. Entry of a team into one of the main leagues automatically enters that team into the League Knock Out.
2. **PLAYER REGISTRATION-** Teams & their players must be registered (see entry form) by the last day of February for the following season. Thereafter a team may only be varied by signing of a player not registered in the same league or by transfer from another team in accordance with rule 3. Players must be registered before being permitted to play in a team. You can only play for one team in each format (example you can only play in one Men's Matinee team.)
3. **PLAYER TRANSFER-** Members of a league team may only transfer to another team once during a season with the knowledge of both captains involved. Special Case: in the event of a team withdrawing part way through the season consideration may be given to members of that team registering with another team without rule 3 applying.
4. **PLAY DATES-** Fixtures shall be played on the date & at the time published in the league schedule but maybe played in advance of the scheduled date by mutual consent of both team captains, subject to rink availability.
5. **POSTPONEMENTS/RESCHEDULING;** These are only permitted for the following reasons
 - (a) Adverse weather conditions
 - (b) An outdoor clubs AGM
 - (c) Selection of two or more players for a representative game at club level or above.
 - (d) Two or more players in fixed date County or National competition.
 - (e) Three or more players attending a funeral.
 - (f) Grounds of Compassion; each case shall be considered on its own merit. Examples are a road traffic accident or falling ill.

A team postponing a fixture must immediately notify their opponent, the club & the Club Manager who will allocate a re-scheduled date. The team not postponing the fixture shall have first choice of reschedule dates. The revised fixture can be played on any day of the week but, where possible, the time shall be as originally scheduled.

Any team refusing to reschedule a game shall concede the game to their opponents by ten shots to nil. The team will also be responsible to the Club for the loss of any rink fees.
6. **DURATION OF A LEAGUE PROGRAMME;** The league programme must be completed by the Friday preceding commencement of the competition finals programme.

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LEAGUE RULES OF PLAY

- 1 **TERMS OF PLAY-** League games will be played in accordance with the EIBA laws of the game- <https://eibacomps.co.uk/rules-and-regulations> except for the following local rules. All leagues will be played as triples.
- 2 **PLAYING TIME-** All games shall be played in a two-hour session & play will finish at the completion of the end in play on the sounding of the buzzer prior to the end of the session. Once the final end buzzer has sounded the end should only be completed IF THE JACK HAS BEEN CAST.
- 3 **SCORING-** The following shall be awarded, 2 points for a win, 1 point each for a draw.
- 4 **TRIAL ENDS-** There shall be none.
- 5 **VISITING THE HEAD-** There shall be none. Players should keep the game continuous and avoid delays in leaving the head or on the cross over.
- 6 **SPOTTING THE JACK-** If during play the jack is caused to leave either side of the rink it shall be re spotted on the appropriate side of the rink. Play will then continue. If the re-spot is covered the jack will be placed at the nearest point of the re spot to the T.
- 7 **DRESS-** This shall be in accordance with the published dress code.
- 8 **MIXED LEAGUES-**
 - (a) Afternoon Mixed teams shall be represented by at least 1 man and 1 lady. **(UNLESS SHORT OF PLAYERS- REFER TO RULE 9)**
 - (b) Open Triples & new bowlers leagues shall be represented by single or mixed gender.
- 9 **PLAYING SHORT OF PLAYERS -**

TRIPLES: Should only 2 members of the team be present at the start of the game play **WILL** commence even if the players are both of the same sex, with each member of the team playing with 4 bowls and their opponents playing each playing with 3 bowls. To accommodate this the team winning the toss or an end will deliver the jack but the team with three players will always deliver the first & last wood on any end. At the end of the game such team will forfeit one third (33%) of their total score rounded up to a whole number e.g. for a total score of 13 the team will forfeit 5 shots. A third player may join the team with two players prior to the commencement of the fourth end & then play will return to normal and no shots forfeited. Where both teams play with a player short both teams will forfeit one third (33%) of their score and the result of the game will be decided on the adjusted scores.

Anyone arriving late cannot skip.

FREQUENTLY PLAYING SHORT OF PLAYERS; Any team regularly playing short of players on a combined total of more than three occasions shall forfeit 50% of their total score on the fourth & each subsequent infringement.
- 10 **CONCEDING A GAME-** Teams being more than one player short & ready to play ten minutes after the scheduled start time shall concede the game to their opponents by ten shots to nil. The conceding team will also be responsible to the club for the loss of any rink fees unless the club office & their opponents were advised of the concession at least 48 hours prior to the scheduled start time. Note rules of compassion may apply & advice should

be sought from a Club Manager. See Administration Rules.

Once conceded a concession cannot be withdrawn.

- 11 **UNREGISTERED PLAYERS-** Any team playing an unregistered player will forfeit the game to their opponents by ten shots to nil.
- 12 **LEAGUE KNOCK OUTS-** League rules apply to League Knock Outs. They must be played with a full team of players. At the end of the session, if scores are tied, the winner will be decided by a) most ends won, or b) winner of last scoring end. A 4-shot handicap will be applied per division which must be added to the scorecard and board before start of play. All rounds including the final will be 2 hours. For finals the Club dress code for competition finals shall apply.
- 13 **LEAVING THE GREEN DURING PLAY-** Where a player has to leave the green for reasons of illness or an accident then;
(a) their place may be taken by another team member if available
(b) the match may be continued in accordance with Rules 8 & 9
(c) if a player wishes to return to the game he/she may do so in their original position provided they have missed no more than 3 ends. No shots will be forfeited.
If the reason for leaving the green is serious however involving considerable interruption to the game, & at least one hour has been played, by mutual agreement, the game maybe ended with the score at the time of interruption standing as the final score. If the team losing a player is already one short, they must concede the game to their opponents by ten shots to nil. The team losing a player may also concede the game by ten shots to nil if they feel unable to continue without counting as a concession under rule 11.
- 14 **SUSPENSION OF PLAY-** Where the playing of a fixture is stopped for any reason outside club control, for example power failure, players must vacate the green & wait for 30 minutes or until the end of the session, whichever is less, in case the game can be restarted. If the game cannot be restarted & more than one hour has been played the score at the last completed end will stand as the result. If less than one hour has been played the game will be continued for a further hour at a date scheduled by the club with the score carried forward from the last completed end. There will be no additional payment for the scheduled one-hour continuation. If a further hour cannot be rescheduled before the end of the season the result of the game will be deemed to be a draw 5 shots to 5.
- 15 **OUTDOOR LEAGUES-** Players must be registered to their outdoor club and wear club uniform or follow the Whiteknights dress code.
- 16 **NEW MEMBERS LEAGUES-** Players must be in their first or second year of bowling at Whiteknights.
- 17 **DISPUTES-** These shall in the first instance be resolved by the Club Manager. Appeals shall be resolved by the Bowling group in accordance with the Constitution Section 2 paragraph 5.4.