

Norfolk Bowling Club – Indoor League Rules

1. All leagues are to be played in accordance with The Laws of the Sport of Bowls Crystal Mark Fourth Edition unless otherwise stated in these rules. Copies of which are displayed on the notice board or available [online here from World Bowls](#)
2. Composition of teams - a member may only compete in one division of any league and may only play for one team in that division, unless playing as a substitute as defined in Rule 3

3. Substitutes

- 3.1. A substitute shall be a member not named in the original entry or subsequently registered into a team as per rule 3.6.
- 3.2. If additional players, i.e. substitutes, are used in any team, after they have played in two games they may not play for that team again, as a substitute, although they will be eligible to play up to two games for any other team as a substitute.
- 3.3. In leagues of more than one division, a player from the lower division may substitute for a team in the higher division up to a maximum of twice for any team.
- 3.4. Registered players from a higher division are not permitted to substitute in a team in a lower division.
- 3.5. A player already registered in a lower division team will not be able to 'swap' mid season and join the team they have substituted for in a higher division, although they may play for another team in the higher division a maximum of two games.
- 3.6. Players on the substitutes list who are not registered for any team, in that league, may play for any team twice and if they play for a third time they must become a permanent registered member of that team and thereafter rule 3.1 will apply.
- 3.7. In leagues of triples two substitutes per game are allowed.
- 3.8. In leagues of pairs one substitute per game is allowed.
- 3.9. Any breaches of rules 3.1 to 3.8 will be referred to the Indoor Committee who may impose a penalty as deemed appropriate.

4. Team Composition

- 4.1. The maximum number of players permitted to be registered for each team will be limited as follows, Triples – 7, Pairs – 5

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4.2. All leagues are defined as “Open” and therefore teams of all female, all male or a mixture of both genders are permitted.

5. Match Format

5.1. All non-sets leagues of Pairs and Triples games will be of 2 hours duration.

5.2. In a timed game the last end will be signalled to players five minutes before the end of the 2 hours.

- a) Any end, when started before the five minute bell, shall be played to a conclusion.
- b) An end will be deemed to have started, when the mat has been properly laid, and the jack has been correctly delivered as detailed in rule 5.10 and set.

5.3. Sets game will be played over 2 sets of 8 ends, plus possible tie break with no time limit and can therefore commence when all players are available and the assigned rink is vacant. See Appendix for specific sets match rules.

5.4. Skips are responsible for the collection of all rink fees due and must be collected before the match commences and placed in the rink fee box.

5.5. Games which are timed must start and finish at the appointed time.

5.6. In the event of a triple comprising only two players the following sequence of play must be observed. Each side shall have a lead player, and after each lead has delivered their first bowl the middle player of the complete side will play their bowl until the sequence of nine bowls is completed, skips to deliver in the same sequence as the leads. A player turning up late must play at No 2.

5.7. No player may visit the head other than the skip, and then only after the bell has sounded to signify the end of a timed game, or during a tiebreak end in sets matches.

5.8. The skip may only remain at the head at the point of changeover, after the bell has sounded to signify the end of a timed game, or during a tiebreak end in sets matches.

5.9. A result form must be completed for ALL games showing.

- Date of game and rink number
- Team names
- Player names
- Scores for first set, second set and tiebreak (*)
- Signed by both teams

(*) if applicable

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5.10. Improper delivery of the jack by coming to rest;

- i) in the ditch;
 - ii) completely outside the boundaries of the rink;
 - iii) at a distance of less than 23 metres;
 - iv) on the rink after contact with the face of the bank (i.e. rebounded);
 - v) on the rink after contact with any object or person completely outside the boundaries of the rink.
- a) If a player improperly delivers the jack, the opposing player may place the mat and re-deliver the jack, making sure that it is centred, but the opposing player must not play first.
 - b) If the jack is improperly delivered once by each player in any end, it must not be delivered again in that end. Instead, it must be centred on the "T", and the mat must be placed by the first player to play.

5.11. If a jack in motion passes completely outside the boundaries of the rink of play or rebounds to a distance of less than 20 metres from the mat line, the jack shall be re-spotted. If the jack passes outside the side boundary of the rink it should be placed on a pre-arranged spot on the rink which is 2 metres from the front ditch and 1.5 metres to the left or right of the centre line, being positioned the same distance on both sides of the centre line, on the side that it left the rink of play.

Note: This rule ONLY applies to an end in play and not in relation to a jack being cast to start an end where the Laws of Sport rules 9 & 10 will apply.

5.12. If a bowl is on the re-spot, the jack will be placed as near as possible to the bowl without touching it, between the spot and the centre of the rink. If any other bowls are in the way the jack will be placed as near to that without touching it and the centre of the rink. In other words, directly between the 2 spots without touching a bowl.

5.13. Bowls striking another bowl or in danger of doing so.

- a) Where two bowls in motion touch, both should be picked up and re-played.
- b) Where a bowl in motion is in danger of touching a stationary bowl on an adjoining rink. It is permitted to lift the stationary bowl to allow the bowl in motion to complete its journey.

Note: This is a local club rule, inconsistent with the Laws of Sport 37.1.4 & 37.1.5 which does not allow a stationary bowl to be lifted.

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6. Match Points & League format

- 6.1. For all non-sets leagues, other than the Development League, 2 points will be awarded for a team win and 1 point for a draw.
- 6.2. For the Development League 3 points will be awarded for a team win and 2 points for a draw, and 1 point for a loss within 5 shots.
- 6.3. For all sets leagues, points are defined based on individual set or tiebreaks as per Appendix section A.14
- 6.4. League positions will be determined by 1) the highest number of points, 2) the highest shot difference and 3) the highest number of shots scored.
- 6.5. In leagues with more than one division where no teams withdraw from the league between one season and the next, two teams will be promoted and relegated in each division. This is subject to a review of entries before the season commences where alterations to the league structure may apply which may mean this is reduced to one team promoted and relegated.
- 6.6. Where there is a significant change to the league structure between seasons due to a change in the number entries the league will be structured in such a way to maximise the number of games for each team. In this case teams will be allocated to divisions based on their final positions from the previous season.
- 6.7. Any new team entering a league will automatically be placed in the lowest division applicable to that league.
- 6.8. All teams will have the option to request that they are not promoted to a higher division and must do so when final league positions are declared. However, if they choose to not be promoted they will forfeit any prize monies which may apply.

7. Postponed or cancelled matches.

- 7.1. Any match may be postponed due to inclement weather or clashes with National or County championship playoffs. In cases of sickness or other reasons for an insufficient number of players, substitutes should be used (see Rule 3).

However, where a team is unable to find sufficient players to fulfil the fixture, including the possibility of obtaining substitutes, the match may be postponed provided at least 24 hours notice is given to the opposing team and the appropriate League Steward or League Secretary.

- 7.2. No allowance has been made for a match to not be played, and the failure of a team to complete its league programme will be referred to the Indoor committee for a decision regarding the future of that team in the league.

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7.3. A date will be set and communicated to all team captains at the start of the season confirming the last date on which leagues games must be played.

8. Disputes and change to rules

8.1. The Indoor committee shall adjudicate upon any disputes referred to it concerning the indoor leagues

8.2. Dress in accordance with the club rules.

8.3. Any amendments or additions to these rules must be agreed by the Indoor committee and the decision to do so recorded in the Committee minutes.

8.4. Any amendments, or additions to these rules when agreed by the Indoor committee must be advised to league captains directly, and to all members by notices being placed on indoor notice boards in the Clubhouse.

8.5. Ratification of changes made during the year must be confirmed at the Indoor AGM.

9. Appendix – League Rules for Sets Matches

A.1. Match format for Open Pairs will be 4 bowls for each player, of two sets, each set being played over 8 ends.

A.2. Match format for Open Triples of 2 bowls for each player, of two sets, each set being played over 10 ends.

A.3. In all cases during set 1 or 2 a “no score” end will count as an end.

A.4. If the game is tied after 2 sets, by either team having won 1 set or both sets being drawn, a best of a one end “tie breaker” will be played to determine the winner.

A.5. If the tiebreak results in a tied end, then one extra end will be played with the leads delivering one bowl each.

A.6. 1 shot should be recorded on the result sheet for whichever team wins the tie break end NOT the total number of shots scored in the tie break end.

A.7. The team winning the toss prior to the start of the match shall have the option to either take the mat or give it to the opponent on the first end only. The loser of the toss shall have the option of taking the mat or giving it away on the first end only of the second set.

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- A.8. After the first end of any set, the team who wins an end will start the next end in the set.
- A.9. In a match tie breaker, the team winning the toss shall have the choice of starting or giving away the jack.
- A.10. After each completed set each team has the option whether to change positions, however the opposition **MUST** be informed of the change, and **MUST** be completed before the jack is cast signalling the start of the next set or tiebreak.
- A.11. A result form must be completed for ALL games showing.
- Date of game and rink number
 - Team names
 - Player names
 - Scores for first set, second set and tiebreak (*)
 - Signed by both teams

(*) if applicable

- A.12. League positions will be determined by 1) the highest number of points, 2) the highest shot difference and 3) the highest number of shots scored.

Note: As shot difference will be taken into account it is essential the set scores are recorded on the result form not just which team won the set. In the event of a tie break **ONE SHOT** should be recorded for the team winning the tie break end.

- A.13. League points will be awarded as follows.

- Set win – 2 points to the winning team.
- Set drawn – 1 point to both teams.
- Tiebreak win – 1 point to the winning team.

For clarity

Match Result	Team A	Team B
Team A wins both sets	4 pts	0 pts
Team A wins set 1 and set 2 is drawn	3 pts	1 pt
Both set 1 and set 2 are drawn, team A wins tiebreak	3 pts	2 pts
Team A wins set 1 and Team B wins set 2, team A wins tiebreak	3 pts	2 pts