

 **Waterside Bowling Club**

 **Internal Competition Information Guide V: 005 06/04/2022**

Contents:

[1. General Rules Coverage: 4](#_Toc100155360)

[1.1 Competition Management: 4](#_Toc100155361)

[1.2 Challenges/Challenger: 4](#_Toc100155362)

[1.3 Dress Code: 5](#_Toc100155363)

[1.4 Unable To Complete Match: 5](#_Toc100155364)

[1.4.1 Inclement Weather: 5](#_Toc100155365)

[1.4.2 Other Situations: 5](#_Toc100155366)

[1.5 Substitutions: 5](#_Toc100155367)

[2. Club Competitions Formats: 6](#_Toc100155368)

[2.1 Competitions Formats: 6](#_Toc100155369)

[2.1.1 Singles: 6](#_Toc100155370)

[2.1.2 Mixed Singles: 6](#_Toc100155371)

[2.1.3 Pairs: 7](#_Toc100155372)

[2.1.4 Mixed Pairs: 7](#_Toc100155373)

[2.1.5 Triples: 7](#_Toc100155374)

[2.1.6 Fours (2 Woods-21 Ends): (Currently No Waterside Competition). 7](#_Toc100155375)

[2.1.7 Game Completion: 7](#_Toc100155376)

[2.1.8 Day Competitions: 7](#_Toc100155377)

[2.1.9 Special Rules for 100 up (4 Woods) (Pete Cox & Raiment Competitions): 7](#_Toc100155378)

[2.1.10 Wednesday League (Doug Lewis): 8](#_Toc100155379)

[*2.1.10.1 Format:* 8](#_Toc100155380)

[*2.1.10.2. Substitutions Format:* 8](#_Toc100155381)

[*2.1.10.3 Fixtures:* 8](#_Toc100155382)

[*2.1.10.4 Team Shortage:* 8](#_Toc100155383)

[*2.1.10.5 Game Abandonment:* 9](#_Toc100155384)

[2.1.11 Singles Ladder: 9](#_Toc100155385)

[*2.1.11.1 Singles Ladder Format:* 9](#_Toc100155386)

[2.1.12 Pairs Ladder: 10](#_Toc100155387)

[*2.1.12.1 Pairs Ladder Format:* 10](#_Toc100155388)

[2.1.13 Brian Mainwaring Trophy Rules: 10](#_Toc100155389)

[3. Club Competition Awards: 11](#_Toc100155390)

[3.1 Global Rules: 11](#_Toc100155391)

[3.2 Singles: 11](#_Toc100155392)

[3.4 Day Competitions: 11](#_Toc100155393)

[3.4 Asquith Plate: 11](#_Toc100155394)

***Club Bowls Competitions - General Rules***

1. General Rules Coverage:

The rules detailed herein cover the club competitions that qualify for club finals, including Day competitions & Wednesday league.

All Waterside Bowling Club competitions that result in a Final over Finals weekend follow Bowls England rules with the exceptions as noted in this document, Specifically 100 Up competitions and Wednesday League and Handicap competitions.

Fun days, special events and singles and pairs league organised as extra bowling activities are excluded and will be subject to specific rules outlined in separate notices.

Trial ends can be played in any match unless specifically excluded. Standard practice is 2 trial ends of 2 woods each. This can be extended to 2 ends of 4 woods each for Singles game but both players must agree and advise the marker prior to start of play.

1.1 Competition Management:

The Competition Secretary in conjunction with the Ladies Competition Secretary and respective Captains are responsible for the management of ALL club competitions and must be referred to in matters of disputes. They will if necessary refer disputes to the management committee. Whilst the rules for the Pairs and Singles ladder are included herein the management of these competitions are under the sole control of the organiser.

1.2 Challenges/Challenger:

The Challenger is the first named member outlined on the draw sheet and is responsible for issuing the challenge to their opponents. In team games the Skip is responsible challenger.

The Marker or Skip in a singles/team game shall toss a coin for the Mat with the call being offered to the non-Challenger.

It is the responsibility of the Challenger / Skip to ensure the score card is completed/signed and passed to the competition secretary.

The Challengers will offer up to three dates to their opponents, which must follow the rules outlined below. If the dates offered by the challenger are within the rules below but are unacceptable then the Challenger may claim the game with reference to the competition secretary’s approval.

* + - The first offered dates must include a weekday (Daytime), weekday (Evening) & one weekend date.
		- First Offered dates must be a minimum of 14 days prior to published Challenge by Date.

If the initial challenger cannot offer dates within the rules as set out then the challenge passes to the second named player/Team Skip, who must then offer two dates different from the dates set by the initial challenger, these new dates must be at least 7 days before the published Play By date. .

In the event of any dispute of dates or any other issue then the matter must be referred to the respective Competition Secretary’s, who in conjunction with the respective Captains will make a decision on the matter.

1.3 Dress Code:

ALL club competitions are to be played in Club Shirts/White top and Greys with exception of Finals Weekend where the code will be Club Shirts and White trousers.

 This is important in that it shows respect to the benefactor who donated the Trophy and its importance in the club calendar.

1.4 Unable To Complete Match:

1.4.1 Inclement Weather:

In the event of match not being able to be completed due to inclement weather, and where this makes it impossible to re-arrange a fixture before the completion date, the aggregate score, in uncompleted matches in which 12 ends or more have been played, shall stand as the result unless otherwise specified. If the score is a tie then the result shall be decided by the toss of a coin. Matches not started and matches in which less than twelve ends have been completed shall be decided by the toss of a coin, or by mutual agreement. If no agreement can be reached then the situation must be reported to the Competition Secretary who will in conjunction with Club Captains make a decision.

1.4.2 Other Situations:

Any issue or situation which results in the game not being played or the outcome of the game is in dispute then this must be referred to the competition secretary immediately.

1.5 Substitutions:

 A substitution may be used within the following rules for Club competitions where a Final is played over Finals weekend. These rules may be applied to Day Competitions at the discretion of the Competition secretary and Club Captains.

* A substitute may not be used in Singles once the competition draw has been published.
* Only one substitute may be used in Pairs, Triples. In Fours (Rinks) a maximum of two are permitted.
* The substitute/s may not play as Skip.
* The substitute/s must not have played in a previous round of the same competition.
* The substitute must be a bowling class member of the Club.
* If a substitute is required during a game then the rules in the current Laws of the Sport of Bowls apply.
* If a player/team/side fails to appear and be ready to play within **30 minutes** after the mutually agreed time for the tie, the opponent may claim a ‘walk over’ but must do so under the control of the Competition Secretary.
* If a player/team/side is onsite but is not ready to play within **15 minutes** after the mutually agreed time for the tie, the opponent/s may claim a ‘walk over’ but must do so with reference to the Competition Secretary.
1. Club Competitions Formats:
* Singles
* Two-Wood Singles
* Pairs
* Mixed Pairs
* Triples
* Fours ( No Current Waterside Competition )
* 100 Up ( Pete Cox (Men), Rayment Trophy (Ladies) )
* Wednesday League

2.1 Competitions Formats:

2.1.1 Singles:

 Championships - 4 Woods – 21 Shots (Men’s & Ladies)

 Green Medal - 4 Woods – 21 Shots (Men)

 2 Wood Singles - 2 Woods – 21 Ends (Men)

 Pete Cox Trophy - 4 Woods – 100 up (Men) \*\* (Refer: 2.1.7)

 Championship - 4 Woods – 21 Shots (Ladies)

 Rayment Cup - 4 Woods – 100 up (ladies) \*\* (Refer: 2.1.7)

 Anne Bedford (Handicap) - 4 Woods – 21 Shots (Ladies)

 Jamieson - 4 Woods – 21 Shots (Ladies)

Brian Mainwaring Trophy - 4 Woods – Played In Sets. (Mixed) \*\* (Refer 2.1.10)

 Asquith (Singles) (Ladies) - 2 Woods – 15 Ends (Qualifying Rounds)

 - 2 Woods – 21 Ends (Final on Finals Weekend)

2.1.2 Mixed Singles:

 Chas & George - 4 Woods – 21 Shots

 Frank Winterburn - 2 Woods – 21 Ends

2.1.3 Pairs:

Men’s Drawn Pairs - 4 Woods – 18 Ends

Ladies Drawn Pairs - 4 Woods – 18 Ends

2.1.4 Mixed Pairs:

Mixed Pairs - 4 Woods - 18 Ends

Mitchell Trophy - 4 Woods - 18 Ends

2.1.5 Triples:

 Men’s Triples - 3 Woods – 18 Ends

 Ladies Triples - 3 Woods – 18 Ends

 Mixed Triples - 2 Woods – 18 Ends

2.1.6 Fours (2 Woods-21 Ends): (Currently No Waterside Competition).

Each game shall consist of 18 or 21 ends (TBC), two bowls each player.

2.1.7 Game Completion:

In the event of the scores being equal when all ends have been played, an extra end or ends shall be played until a decision is reached.

2.1.8 Day Competitions:

John Gilbert (Men Only) - Dependant on Entries - (Teams Seeded)

John Forrest (Men Only) - Dependant on Entries – (Teams Seeded)

Roger Downes (Mixed) - Dependant on Entries – (Teams Seeded)

Goodall Cup (Mixed) - Dependant on Entries – (Teams Seeded)

2 G’S (Mixed) - Dependant on Entries – (Teams Seeded)

*The game completion rule 2.1.6 applies to Day competitions at the Competitions discretion.*

 2.1.9 Special Rules for 100 up (4 Woods) (Pete Cox & Raiment Competitions):

Each game shall consist of 4 bowls each player. Each player will bowl all there four woods in rotation as for standard singles game. The bowl closest to the Jack scores 4 points, next bowl closest scores 3 points, next 2 points, next 1 point. Touchers in the ditch are included in scoring.

If the marker cannot determine shot for any of the 4 separate scores then that score is not included in the total points awarded for that end only.

“*Ex: If the marker cannot determine between the two second scoring bowls (3 points) then the 3 points are not included in the score for the end. Only 7 points will awarded for the end. This rule applies to all the four scoring shots within the end.”*

*If at the end stage of the game both players reach or pass 100 points in the same end then the winner is the player who has shot, irrespective of the number of points reached or passed 100.*

2.1.10 Wednesday League (Doug Lewis):

*2.1.10.1 Format:*

1. Games commence at 14:00hrs (2:00pm)
2. Games consist of eighteen (18) ends.
3. One shot on the first end of each game only.
4. Competition is played on a league system. Two points for a win, one point for a draw. The league winners will be the highest points over all games. In event of a draw shot difference will be applied. If teams are still tied the shots for will be applied.

*2.1.10.2. Substitutions Format:*

1. Substitutes cannot play as SKIPS unless agreed by the

Competition Secretary or League Manager.

1. Substitutes cannot play more than three times for the

Same team in one season unless agreed by the

Competition Secretary or League Manager.

1. Substitutes can be taken as a permanent team member with the agreement of the Competition Secretary or the League Manager.

*2.1.10.3 Fixtures:*

Any team defaulting on any match day without agreement from opposing team and the Competition secretary or League Manager will forfeit the game and the two points will be awarded to the opposing team

*2.1.10.4 Team Shortage:*

In the event of a team only able to field two players the following applies:

1. The lead and No 2: of the non-defaulting team shall bowl three woods each and the Skip shall bowl 2.
2. The defaulting team shall bowl four woods each But TEN SHOTS will be deducted from their final score.
3. In the case of a team only able to field one player the Game will be forfeit and the opposing team will be awarded two points.

*2.1.10.5 Game Abandonment:*

1. Any game abandoned due to rain before all teams have played 12 ends will not score. If twelve ends have been played then the score at stoppage of game will stand.
2. If inclement weather causes the game to be cancelled it is the Skips responsibility to phone and the pass the information to his team. If unable to contact then the skip or Skip’s representative must contact the league manager.

2.1.11 Singles Ladder:

*2.1.11.1 Singles Ladder Format:*

1. Leagues will organised according to entry numbers. The winner of each league will win a cash prize. If there is a tie on the top of any league, players must play off for an overall winner.
2. The game is a standard 4 wood singles format ie: the first player to reach 21 points. 2 trial ends of 2 woods each if required.
3. **2 points for a win and 1 point for a draw.**
4. Games should be arranged before the play by date. If you cannot play by the date then please contact Janet Ballard. Please remember that we do have members who work so you will need to be flexible regarding times and days.
5. All results are to be sent to Janet Ballard on the day of the competition, preferably by email at Janetballard1@btinternet.com, or by phone 02380 899002 or text: 07988561470.
6. All players are responsible for arranging their own games and booking a rink. The challenger arranges a marker. A 2 hour session should be sufficient. **There is no specific dress code required.**

2.1.12 Pairs Ladder:

*2.1.12.1 Pairs Ladder Format:*

1. Each of the Pairs individual league winners will receive a a cash prize. If there is a tie at the top of any league there will be a play off for first place.
2. The pairs league is a **3 wood, 18 ends game (1 on the first 2 ends).** Normal bowls rules apply. If the jack goes out of the rink it is counted as an end with no score.
3. There is no time limit to play the game but it may be ended before the 18 ends if it is not possible to win as shot difference does not apply.
4. **2 points for a win and 1 point for a draw.**
5. All rounds are to be played by their play by date where possible. If you are unable to play a game by the play off date please contact Janet Ballard.
6. All results are to be sent to Janet Ballard on the day of the competition, preferably by email at Janetballard1@btinternet.com, or by phone 02380 899002 or text: 07988561470. **THE SCORE IS NOT NECESSARY, JUST THE RESULT.**
7. All players are responsible for arranging their own games and booking a rink. Games should take no longer than 2 hours. **There is no specific dress code required.**
8. One substitute who has not played in the competition can be used if required.

*Please allow flexibility of dates and times as per our normal club competitions. We have quite a few members who work and have child care duties.*

2.1.13 Brian Mainwaring Trophy Rules:

1. The Brian Mainwaring Trophy is an open singles competition open to all Management committee and sub-committee members.
2. The competition is a singles knockout game played over three sets with the first player to reach 7 (Points to win the set). The game is the best of three sets).
3. The final will take place over finals weekend and will follow the set format but will be over 5 (Five) sets.
4. Club Competition Awards:

3.1 Global Rules:

* + Champions (Ladies + Men) Get an Engraved Vase/Tankard.
	+ Champions Runner Up's (Ladies + Men) Get a Glass Engraved Momento)
	+ An Engraved Vase/Tankard is also awarded if you win a **Singles** competition PLUS any other competition played on FINALS day in the SAME season.

3.2 Singles:

* All Winners with a Vase/Tankard get the Vase/Tankard Engraved with the competition(s) and a Certificate (No Medal)
* All Winners without a Vase get an Engraved Gold Medal.
* All Runners Up get an Engraved Silver Medal.

**3.3 Pairs/Triples:**

* All Winners with a Vase/Tankard get the Vase/Tankard Engraved with the competition(s) and a Certificate (No Medal)
* All Winners without a Vase/Tankard get an Engraved Gold Medal.
* All Runners Up get a Certificate.

3.4 Day Competitions:

* All Winners with a Vase/Tankard get the Vase/Tankard Engraved with the competition and a Certificate (No Medal
* All Winners without a Vase/Tankard get an Engraved Gold Medal.
* All Runners Up get a Certificate.

3.4 Asquith Plate:

* The Asquith Plate Winner gets an Engraved small round Silver Salver.