

2019 INDOOR BOWLING RULES

1. The league will be known as Ulverston Indoor Bowling League
2. (a) Each team will have a minimum of 8 players at the beginning of the season
(b) Minimum age of players 11 years
(c) For purpose of subscription/fees, then those of Secondary School age shall be defined as junior players and are the responsibility of an adult.
3. All games played shall be governed by these rules.
4. The league shall be governed by a committee of officials - Chairman, Secretary, Treasurer and one delegate from each team (preferably the Captain.)
5. (a) The main Committee meetings shall be held in September and other times if needed. Attendees being those set out in rule 4.
(b) Other persons may be invited to attend at the Committee's discretion.
(c) Each member club shall have one vote on each motion. Should there be a tie then the Chairman shall have the casting vote.
6. The Committee shall (a) arrange matches and (b) recommend subscriptions payable by teams.
7. Should an urgent matter (other than dispute during a match) occur, then an emergency committee of one official and 2 delegates shall deal with such.
8. (a) The A.G.M shall be held in March, when officials shall be elected for one year term, after which they stand for re-election.
(b) Nominations for officer and proposals/motions from team captains shall be notified to the secretary in writing not less than 14 days prior to the A.G.M.
(c) All subscribing players shall be eligible to attend the A.G.M.
(d) These rules shall only be altered at an A.G.M.
(e) All registered members have a right to vote at the A.G.M.
9. Copies of these rules, together with details of officials and team captains will be online and team captains will circulate paper copies to their team members who don't have access to the website.
10. Once a player has registered and played for a team, then they can't play for A.N.O. team in any one season, (exception as in rule 13.)
11. Captains shall exchange team details before play begins and any changes to players/order of play has to be agreed.
12. Players must be present and ready to play at the start of their individual game. Games to start at 6.00pm prompt and hopefully 8.15/8.30pm.
13. In the event of a team only having 4 or 5 players the following is available to team captains to make their team up to 6, but MUST be tried in the following order:
(a) Team captains may ask players from A.N.O. team to play.
(b) One of their 4 remaining players can be drawn from the hat by the opposing team captain.
If any of the above options are implemented then players that have already played that evening MUST PLAY on a DIFFERENT MAT. They WILL NOT receive any points for themselves and the

substitute team they are playing for WILL ONLY RECEIVE HALF POINTS if they win or draw.

14. Any team can play a new member any time during the league season.
15. All players MUST bring a pair of clean, flat sole footwear with them and change in to them before stepping on the mats. Anyone who forgets their change of footwear MUST borrow a pair of blue plastic overshoe protectors.
16. There is strictly NO PRACTISE before games.
17. Captains shall ensure that (a) measures are available and (b) all players adhere to the rules of good conduct and the 'footwear rule.'
18. Games to be played over 15 scoring ends.
19. Striking or playing with excessive force is NOT ALLOWED.
20. At the start of the game the away player shall lead the jack and attempt to set a mark by bowling it at least to the short 15 meter length. Should they fail or bowl the jack off the side of the mat, then the opposition will make a mark by placing the jack, short, middle or long (their choice.) If the jack is bowled passed the maximum long length marker then it is placed on the long length marker. If the jack is bowled passed the long length marker and hits the wall then the opposition will make the mark by placing the jack, short, middle or long.
21. If during play the jack is struck off the mat side or without the opponents consent a player moves a resting wood/jack or interferes with an end, then the opposition shall be awarded 2 points. (An exception to this rule will be a player bowling a partner's wood in error or a wood out of turn.)
22. When delivering jacks/woods players must ensure that their corresponding foot is in contact with the footer, which must be centrally placed.
23. A dead wood occurs if a player bowls their wood before the proceeding wood has come to rest; a wood bowled off the side mat; bowling an opponent's wood.
24. If the jack is knocked off the mat at the top of the mat it will be replaced on the nearest mark available.
25. A dead end occurs if measuring fails to identify a winning wood.
26. If during a match, players disagree on something outside of these rules, then the captains shall resolve the matter. That decision may be appealed to the committee whose decision is final.
27. Two points will be awarded for an individual win, one for aggregate, should it be tied then half a point to each team. (exception to this rule see rule 13) If teams are equal on points at the end of the season then it goes on the number of matches won, then aggregate.
28. At the end of the home captain will complete the results sheet and both captains will sign it. The home captain will keep it until the end of the season. The home captain will put the results on the website and the away captain is responsible for checking the results online and informing the secretary of any discrepancies.
29. In the case of the league ceasing to function, a full meeting of all members will be called to decide on

the disposal of funds and equipment.