

LANCASTER, MORECAMBE & DISTRICT INDOOR BOWLING LEAGUE

LEAGUE RULES

- 1 Only Members who have paid their annual subscription are eligible to play in the League.
- 2 Players new to the League may join a team immediately or they may add their name and contact details to the New Players list displayed on the Viewing Gallery notice board.
New players can play for any number of different teams in the League as long as they don't play more than three times for any particular team. If they do play for a team for a fourth time they become members of that team and their details are removed from the New Players list. They shall not then play for any other team in that league, for that season.
Players who breach this rule shall be banned from playing for any team in that League for 2 weeks, and two points shall be deducted from the match points of any other team they play for after becoming a member of a team.
- 3 Other than the circumstances outlined in Rule 1 a player cannot play for more than one team in each League, in each season.
A player who plays for a team other than the team they first play for, in the same league in the same season, shall be banned from playing in the next two games for their original team, and two match points shall be deducted from the match score of any team for which they subsequently play. These penalties will apply on each occasion that they play in a team other than their original team.
- 4 The Morning League takes place between 10am and 1pm.
The Afternoon League takes place between 1pm and 4pm.
- 5 Soft soled shoes that have not been worn outside of the Leisure Centre shall be worn on the playing mats.
The use of bowls other than flat green bowls is not permitted. Bowls may not be changed during a game.
Bags and extra clothing are not permitted in the Bowling Hall.
Food and drinks shall only be allowed in the Bowling Hall for health reasons.
- 6 A match shall consist of 2 games, each of 12 ends, or for a maximum of 1 hour 20 minutes, whichever comes first. Regardless of the number of players in a team, all players have 2 bowls each.
A 5 minute alarm will sound for the last jack.
Final ends must not be started unless a minimum of 5 minutes remains in the session.
Players for the next games shall not enter the Bowls Hall until all the ongoing games have finished.
- 7 The first name and surname of each player shall be clearly written on the match results sheet, together with the name of the league, the date of the match, and the name of each team. Where the Fixtures Secretary is unable to identify any details, they will issue a warning to the team concerned. Any further warnings within a season will result in a 2 point match penalty.

- 8 A team shall consist of a maximum of 8 players, 4 in each game.
A player shall not play in both games, even if a team is short of players.
Subject to Rule 15 and Rule 17 play alternates between the teams.
The Away team has the first jack and the first bowl.
The order of play shall be as follows:
Away player 1, Home player 1, Away player 1, Home player 1, Away player 2,
Home player 2, Away player 2, Home player 2, players change ends, Away
player 3, Home player 3, Away player 3, Home player 3, Away player 4, Home
player 4, Away player 4, Home player 4.
9. If a player bowls out of turn their bowl shall be removed from the end. If the
jack and/or a bowl, or several bowls, are moved by the sending of an out of
turn bowl the jack and/or the bowl, or bowls, should be returned to the
positions they were in before the out of turn bowl was sent. If this is not
possible the end shall be declared dead, and shall be indicated as such on the
match results sheet. A dead end counts as an end played.
10. If a team has only 7 players they shall play 4 players in one game, and 3
players in the other game. Play alternates between the teams, as described in
Rule 8, except that in a 4 v 3 game player 4 in the 4 player team will play the
final two bowls of each end. There shall be no deduction applied to the score in
the game where a team has only 3 players.
- 11 If a team has only 6 players they shall play 3 players in each game. Play
alternates between the teams, as described in Rule 8, except that there is no
fourth player in each team. There shall be no deduction applied to the score
in the game where a team has only 3 players.
- 12 A team shall forfeit the match if they choose not to, or cannot play a minimum
of 3 players in each game. If a team forfeits a match they shall receive 0
points and the opposing team shall receive 5.
- 13 Rules 10, 11, or 12 (dependent on the number of players remaining) shall
apply should a player or players have to leave the match for reasons other than
illness or emergency. The name of the person leaving the match shall be
clearly indicated on the match result sheet.
- 14 Practice ends are not allowed.
The foot mat shall be placed on the white T for each end.
For the first end of a game the foot mat shall be placed on the white T at the
entrance end of the bowling hall.
Players shall have a foot resting on or over the foot mat during each delivery of
the jack or bowls. If the mat is moved it shall be replaced in its original
position.
- 15 To set a mark the jack must travel at least 23 metres on each delivery, and
must remain on the playing mat. When the jack comes to rest it shall be
moved across to the centre line of the playing mat.
If the jack comes to rest between the far white T and the end of the playing
mat then it shall be placed on the far white T, and the mark is set.
If a mark is not set then the first player in the opposing team shall have the
option of setting a mark themselves or they may have the jack placed on the
far white T.

If the second attempt to set the mark is unsuccessful the jack shall be placed on the far white T.

- 16 Players may change their playing position within their team, if they so wish, after each end has been completed.
- 17 If during play the jack is forced over the far end of the playing mat it shall be replaced on the playing mat at the point where it went off.
If during play the jack is forced off either side of the playing mat the end shall be deemed to be dead. Dead ends shall be included in the 12 ends, and are not re-played. Dead ends shall be recorded on the match results sheet.
The next end shall then commence from the end where the jack was forced off the playing mat.
- 18 If an "incorrect bowl" is bowled it shall be removed and a "correct bowl" shall be placed in the position where the "incorrect bowl" came to rest.
The "incorrect bowl" shall be returned to the foot mat to be bowled by the "correct" player in the normal manner.
- 19 Bowls that are accidentally disturbed shall be returned to their original position. If it is considered that the jack, a bowl, or several bowls have been deliberately moved the matter shall be reported to the Fixtures Secretary at the earliest opportunity. A note shall be added to the match results sheet indicating the end in which the incident took place.
- 20 Firing is not allowed, playing a bowl with weight is allowed.
- 21 When required measuring shall be done by the players involved in the game.
- 22 The score for each end shall be verbally agreed between each team.
The Home team shall record the score on the match results sheet, and shall update the flip scoreboard. Teams shall be awarded 2 points for each game won. An extra point shall be awarded to the team with the highest match aggregate. The points shall be shared if a game, or the match, is tied.
The match result sheet shall be signed by a player from each team, those players having taken part in the match.
- 23 Failure to comply with these rules, unless otherwise stated, shall lead to that player being banned from playing for their team for 2 games. The player may complete the game in which the breach takes place.
The player in question can appeal to a Disputes Panel, who may uphold the decision, reduce the ban, or overturn it.