

## **Rules of the Warwickshire & Coventry District Short Mat Bowling Association**

1. That this league be called the Warwickshire and Coventry District Short Mat Bowls Association. A special meeting shall be held a minimum of twenty-eight (28) days prior to the commencement of the season to consider applications or membership of the league. The Annual General Meeting shall be held during the close season at such a time and place which is determined by the Committee. All members in attendance shall have the power to vote. The League Secretary shall give fourteen (14) days' notice of the AGM.
2. Each club on joining the league shall pay an annual subscription for each team entered and each player will pay an annual registration fee to the Coventry Association, the level of which will be agreed at the AGM. An affiliation fee which will be forwarded to the Warwickshire County Short Mat Bowling Association and the ESMBA will also be levied on each player. The amount will be determined at the AGM's of the various Associations. Accounts to be paid on or before the November delegates meeting. Failure to pay registration fees on or before the November meeting will incur a fine of £5.00 per week until the Treasurer receives payment. If payment is not received by the December delegates meeting the team will be removed from the league. 20% of the team fee will be used to purchase raffle prizes for the annual Presentation evening.
3. A meeting will be held once per month during the playing season normally but not exclusively on the first Friday of the month. A vote by delegates will determine the date and time of the following meeting (s). At these meetings each club in membership will be represented and each club will be entitled to two votes. Any club not represented at the meeting will be fined £2.00, doubling up for subsequent missed meetings. If an apology is forthcoming, in writing or by email the fine will be waived. Only two such apologies will be accepted during a full season.  
Where a club is unable to send a delegate to the meeting a telephone call will suffice, but a letter/email confirming this must be in the hands of the League Secretary within seven (7) days of the meeting to avoid a fine.
4. All matches will be played under the rules of the game of Short Mat Bowling, in conjunction with the English Short Mat Bowling Association Handbook. Any bona-fide member of a registered club shall be allowed to play. Transfers of any player to another club during the season must be accompanied by a Transfer Form signed by the player and both secretaries and must be in the hands of the League Secretary not less than seven (7) days prior to playing for the new club. No transfers will be allowed during the last five (5) games the season.

Any club wishing to sign a new player during the playing season shall inform the League Secretary and the Match Secretary at least forty-eight (48) hours prior to their first game. The League Secretary must have the registration in writing within seven (7) days of the initial notification. The new player's fees must be in the hands of the Treasurer at or before the following delegates meeting. Failure to complete these procedures will cause the deduction of scores associated with the new player, from the match score and the team sheet will be adjusted accordingly.

5. Each team shall play home and away matches. Each match will consist of two (2) pairs, each of thirteen (13) ends and One (1) triple of eleven (11) ends. Two (2) points will be awarded for each winning pair and triple, two (2) points for aggregate shots home win and three (3) points for an aggregate shots away win, one (1) point for a home draw and two (2) points for an away draw. (The same points system is in operation for individual averages). No player may play in both pairs. Should there be a tie on both points and shots for promotion/relegation places at the end of the season the teams concerned shall play deciding matches on a neutral mat.

5a. Home club captains must put competing players names on the match card before handing it to the visiting captain. (The names of the triples players may be added after the pairs games have been completed).

5b. Failure of a HOME PAIR to play their game a score of 11-0 will be awarded to the AWAY TEAM. Failure of an AWAY PAIR to play their game a score of 13-0 will be awarded to the HOME TEAM. Failure of a HOME TRIPLE to play their game a score of 9-0 will be awarded to the AWAY TEAM. Failure of an AWAY TRIPLE to play their game a score of 11-0 will be awarded to the HOME TEAM. A single player may play in the absence of a partner but can only use two woods, with the order of play being – opponent lead bowls both woods, then the single player alternates with the opposing skip and the winner of each end determines the position of the jack.

6. All players must be registered on the official league registration form. Such registration forms must be in the hands of the Match Secretary not less than three (3) days before the commencement of the league season. No player may play for more than one (1) team in any week during the season. Players may move up or down from one team to another, except during the last four (4) matches when a team may enlist a player or players from their team within the club which holds the lowest position in the league. Teams in the lower reaches of the league may call upon a player or players from their nearest club team to play in their own position in the league. The said players may then continue to play for their respective teams for the remaining matches of the season. Any players contravening this rule will have their scores deducted and the team sheet adjusted accordingly.

7. If for any reason a match cannot be played at the correct time and/or date, the captain of the offending team must inform both their opponents and the Match Secretary, as soon as possible and the said match must then be played with fourteen (14) days of the end of the season. Failure to comply will result in either or both of the offending clubs having points or shots deducted, and a maximum fine of £5.00 can be handed out by the league committee. If a match is postponed, except when the playing facilities are unavailable, the offending team must pay a £2.00 administration fee. Every effort must be made to play any matches postponed in the first half of the season prior to the beginning of the second half of the season.
8. Home Captains to post results onto the web site not later than the Tuesday following the match. Original match cards must either be sent by post or email to the Match Secretary or handed in at the next Delegates meeting. A £2.00 fine will be imposed if this rule is infringed.
9. Promotion and relegation shall be two (2). Except in a division where a bye is in operation, when a minimum of two (2) teams will be promoted and relegation will be at the management committee's discretion. All new teams entering the league will automatically be placed in the bottom division, but if a club requires changing its name or premises, or both, its league status is assured.
10. Competitions. Singles, Pairs and Triples matches are for registered members of the League only. The only exceptions are Charity Competitions, which are open to anyone. All monies collected for these events will be passed on to the charities concerned. In all league internal competitions 10% of all monies collected will be used for trophies and expenses.
11. In pairs and triples competitions players must play with registered members of their own club, with the exception of charity and external competitions. All captains must inform the Competition Secretary of all qualifiers on their respective mats as soon as possible. No player may re-enter a competition after losing in a qualifying round. No player will be allowed to participate further if the said player is not present at the roll call.
12. League Cup. A team consists of a minimum of four (4) players and a maximum of eight (8), playing two (2) disciplines- two (2) pairs over eleven (11) ends and a four over nine (9) ends, with each player playing two (2) woods each of the pairs and fours. A MINIMUM of four (4) players must play to constitute a team. Players may only play in one of the pairs. The match is played on a handicap basis. Team must indicate their wish not to play in the League Cup otherwise they will be entered automatically.

The winning team is decided by accumulation of shots over two (2) disciplines after applying the relevant team handicaps:

- . Division One-Scratch
- . Division Two-Plus Four (4)
- . Division Three -Plus Eight-(8)

Should the match end in a tie, an extra end must be played in the Fours to determine the winner. Visiting players shall have exclusive use of the mat for fifteen (15) minutes prior to the start of the match. Rule 5a applies. Should the match not be played by the closing date of the round the defaulting team will be eliminated. The contact of the team drawn at home must give the opponents two dates, which do not clash with league matches. The free weeks allocated in the calendar will where possible be used to play the League Cup. The League Cup will take precedence on these weeks. The closing date for each round will be published on the bowls results website.

13. If more than one bowl is moved before the completion of an end, the offending team will concede three (3) shots at that end. If only one bowl is moved, it should be restored as near as possible to its original position. (opposing skip to agree)

14. The jack must weigh a minimum of 14oz to a maximum of 32 oz (2lb).

Please note (clarification of National Rule 26): If no part of the jack is in the live area then the jack is dead and must be marked, and the jack can only be moved by a marked toucher.

15. Any questions or matters arising, which are not provided for in these rules, will be referred to, and be dealt with by the Management Committee.

16. Bowling shoes or sandals MUST be worn and they must be changed into at the venue. See ESMBA, the Laws of the Game Handbook. (page 28)

17. All bowling carpets that do not have an underfelt attached and covers more than one surface must be placed on a suitable underfelt if it is not level running.