

The Ernie Woodcock Trophy - Rules

- 1 Teams included are those competing in the bottom three divisions of the Kendal & District Bowling League.
- 2 Matches to be scheduled by the league secretary on Wednesday evenings (taking into account green availability with regards to Morecambe League fixtures).
- 3 Matches are on a one-leg knockout basis, with the final being held at a neutral venue to be arranged by the league secretary.
- 4 There will be no practice at the venue within 1 hour of the match by any player taking part.
- 5 Away players will lead the jack on the first end of each game. For neutral venue games, a coin toss will decide the odd numbered games, with the even games working the opposite way.
- 6 If a side is unable to fulfil the designated fixture then they must contact the league secretary as soon as possible, and at least within 48 hours of the match. Failure to do so could result in forfeit of the match, to be decided by the league executive committee.
- 7 Where a team cannot fulfil the fixtures set the two teams involved should make every attempt to find a mutually convenient alternative date. Failure to do so in a timely manner will result in the league secretary imposing a single leg match on a neutral green on a Tuesday evening. Failure to attend this date will result in forfeit of the match.
- 8 Teams to consist of a minimum of four players, making up two doubles and four singles games. Players competing twice on the night must take part in a doubles match (i.e. you cannot select a player to play two games of singles).
- 9 Opponents should be randomly drawn out by the captains prior to commencement of the match.
- 10 One point is scored for each game victory, as well as one point for the aggregate. In the event of a tie, each captain will elect one player to compete in singles game (away player sending the jack first), with the winner being determined by the first player to win three ends.
- 11 All doubles competitors must be there at the allotted start time and every competing player must be there within an hour of the start of the match.
- 12 If a player selected to compete in singles fails to arrive within the 60 minute limit, they can be replaced by another member of that team.
- 13 The doubles games should be played first, with singles games going on when jacks and players are available.
- 14 Individual games will be 21-up off scratch, with positive handicaps given as follows: -
 - i) Any away team receives +2 per game

ii) Any team in a lower division than their opponents will receive +2 per division apart

	Home		On the Card		Away
i.e.	D4	0		2	D4
	D4	0		4	D5
	D4	0		6	D6
	D5	2		2	D4
	D5	0		2	D5
	D5	0		4	D6
	D6	4		2	D4
	D6	2		2	D5
	D6	0		2	D6

At a neutral venue (includes inter-club derbies), neither side are considered to be playing away.

i.e.	D4	0		0	D4
	D4	0		2	D5
	D4	0		4	D6
	D5	0		0	D5
	D5	0		2	D6
	D6	0		0	D6

15 Players may only play for a team if: -

- a) They have played a game for that club in the same season
- b) They have played the majority of their games in that season for that team, or one in the same or a lower
- c) They have not already competed in the same cup competition for a different team in the same season