

Match Rules

- M1. The registration of players will be effective by the first appearance of their names and registration number on MB Bowling Results in accordance with M11. If a player already registered with a Club wishes to play for another Club during the same season, that person must make an application to the League Executive through the Secretary for the permission for re-registration. Any player having played for a League Club in the League competition will be barred from playing for another Club in the League Handicap Competition.
- M2. Teams shall consist of eight players on each side. In publishing the position of each team throughout the season, this shall be regulated by the number of points gained to date i.e. one point for each individual win, two points for the team winning the aggregate score. In the event of a tie on aggregate scores, each team scores one point. No person to be allowed to play for two teams (A,B,C or D teams) in the same week (Tuesday to Monday).
- M3. The system of playing top player against top player will be used. The Merit System will be calculated by using three points for an away win and two points for a home win. If at the end of a season there is a tie on Merit points, then the aggregate will decide the placing.
- M4. Any person playing for more than one Club team may add their points together if the teams are playing in the same division.
- M5. All league and cup matches throughout the season to commence at 7pm if a club has floodlights. Where light is an issue at the beginning and end of a season, and clubs do not have floodlights, then games will commence at 6.30pm (A match can be, at the discretion of both captains, started earlier than 6.30pmm for clubs without floodlights). Clubs to inform secretary before the start of the season if they wish to use their floodlights and this to be published alongside the fixtures. Any team failing to provide a sufficient number of players to form a full team shall forfeit 21 points for each absentee. A score of 2 1 - 10 win will be awarded to the player's average who was able to play. A score of 21 -0 with W/O written to be recorded on the Match Report Sheet.
- M6. Standard jacks to be used and must be tested and stamped with the expiry date. Visiting teams shall have the first throw of the jack. Visiting teams to have the use of the standard jacks for 15 minutes before the starting time of the match, and the sole use of the green during this time.
- M7. There shall be one scorer for each game, who shall attend on the green if required. Any dispute to be referred to the two team captains. Clubs are required to use scoreboards for League matches. Scores shall be called at frequent intervals.
- M8. The game shall be 21 up and to be governed by the British Crown Green Bowling Association Rules. A copy of these Rules to be displayed in the Clubhouse. The first League match only is to be played using the previous years aggregate and Merit points for placing. Thereafter the player's position in the team will be determined by his/her aggregate and Merit points.
- M9. No player shall be entitled to play in and earn merit points in more matches than the team he qualifies for at the end of the season in the "Merits" plays in a season. If his team has no match or "free weeks", a player may play for another team for his Club in that week, but once he has played in the maximum number of games, any points or plus aggregate in extra matches will not be added to his total (e.g. if he qualified in the "Merit" for a Division Four team with 18 league matches in the season, 18 is the maximum qualifying number of matches to count
- M10. In the event of unfavourable weather or other special circumstances, the Away team captain shall have the final decision as to whether the match shall be played. Once a match had started, it may only be abandoned with the agreement of both team captains. Where it has been agreed to abandon a match, the teams concerned must arrange to replay the match within 7 days. It shall be the privilege of the Home team captain to nominate the day or dates and he/she shall advise the League Secretary of the date agreed upon; failing which the Executive shall determine the date. In the event of the abandonment of a match which has already started, the result of any games completed shall stand. If there are any unfinished games, these shall commence on the rearranged date from the score at the time of the abandonment. Should either of the players not be available, the game shall be started from scratch with an eligible replacement for the unavailable player. Both team captains should ensure, where possible that the team for the rearranged date is the same as for the original match date. Should a match be postponed in part or total for the purposes of "No person to be allowed to play for two teams in the same week (Tuesday to Monday)", it shall be considered that the match was being played on the original date. In the event of severe

weather conditions in the immediate vicinity of the green (e.g. lightning or severe wind conditions), if either captain feels that his or her players are in danger, all play must be immediately suspended and the green cleared until such dangerous conditions have abated. It is up to each team captain to consult with his/her players before agreeing to continue.

M11. Each team sheet must be agreed/signed with complete list showing individual scores and final result of the matches played on Tuesday, Wednesday or Thursday nights. These sheets are to be kept for reference by the Captain until the season is over. The Result should be input onto the MB Bowling Results site by the Home team Captain and both Captains should check the published results on the internet to make sure they are correct. If a mistake is identified in the first instance Captains should make contact with each other to discuss. If this then becomes a dispute and is not resolved team sheets should be scanned and emailed to the league secretary to decide what the published result should be.

M12. All matches to be played on the day printed in the fixture lists. The Executive Committee must see that this Rule is strictly adhered to.

M13. The teams making the highest number of points throughout the season to be declared the winners. Should two or more teams tie at the end of the season with an equal number of points and the issue is championship, promotion or relegation, then the total aggregate will determine the outcome. Should this result in a tie, then the teams concerned will play off on a neutral green to be decided by the Executive. Promotion and relegation will involve the top and bottom two teams in all divisions, where appropriate.

M14. No game to be cancelled through being unable to field a team.

M15. All appeals to be brought before a special committee (appointed by the Executive) not later than 7 days after such appeal is lodged, whose decision shall be final and binding on all parties

Order of Play Rules

O1. Any player moving to a new club at the beginning of the season, for the first match of the season only, their final merit points and aggregated of the previous season should be used to determine their playing position in that match for their new club. This will only apply if the player previously played in an equal or higher division than the team they are representing for their new club.

O1a. For the first match only of the season of a Club bowler who remains in the same club and who plays for a lower Division team than where his merits ended in the previous year will play at the top of the lower Division team.

O2. A player joining a team after week one plays at the bottom of the team. (They play below anyone who has a aggregate even if this is 0 and -??)

O3. A player going into a higher division will play at the bottom position or will be placed where any existing points determine a position.

O4. A player who gains Merit points and a plus aggregate in a match in a higher division in which he/she normally plays will take these Merit points with them into a lower division. A player who enters or re-enters, a lower division automatically goes to the top of the team for the first game irrespective of any points he/she might have from previous matches played in a lower division. A player playing in a lower Division than he normally plays will go into the team at number on for the first week and then into the position of his total merit point in both Divisions dictates.

O6. The team and division a player has played the most matches for in a season shall determine their qualifying "Merit" division. If there are equal numbers, the higher team is used.