

The Kendal & District Bowling League

Comprehensive Rules and Constitution

Note: This document takes effect from 29 January 2024 and supersedes all rules and regulations of the Kendal & District Bowling League previously agreed.

Contents Page

Cover Page	Page 1
Contents Page	Page 2
Constitution	Pages 3-4
Financial Matters	Page 4
League Structure	Pages 4-5
Match Rules – General League Play	Pages 5-6
Team Order Rules – League Matches	Pages 6-7
Super 32 Competition	Pages 7-8
The KDBL Cup	Pages 8-9
The Ernie Woodcock Trophy	Pages 10-11
Championship Events	Page 11

Constitution

1. The league shall be named, “The Kendal & District Bowling League” (KDBL).
2. The league’s primary objective is to further competitive Crown Green Bowling in the Kendal and District area.
3. The league shall be affiliated to the British Crown Green Bowling Association (BCGBA).
4. The league’s Executive Committee shall be comprised by the Chairperson, Vice-chair, Secretary and Treasurer, all of which must be elected at an Annual General Meeting (AGM) or Extraordinary General Meeting (EGM). The KDBL Executive Committee members shall be known as the Officers of the League.
5. An officer shall remain in post until the following AGM/EGM, except in the following circumstances: -
 - a. When they resign: any resignation must be done in writing
 - b. If they become deceased
 - c. If the other three executive officers unanimously agree that their removal is in the best interests of the member clubs. Where this is the case, they must inform the departing officer in writing, at which point they will immediately cease to be an officer of the KDBL. Should the departing officer feel that they should remain in post, they can then call an EGM, where member clubs will revote on all Executive Committee positions.
6. The KDBL Executive Committee can continue to the next AGM with just 3 Officers, but any less will trigger an EGM to reappoint the missing roles.
7. A President should be appointed at each AGM to oversee the work of the Officers. Should the President feel that the Officers are failing to act in the best interest of the leagues’ members, then they have the power to call an EGM to discuss this with members, and request that the Officers positions be re-elected.
8. The President of the league will remain in post until the following AGM, except where they resign in writing or if they become deceased.
9. Where the Executive Committee are split on any decision, the President shall be asked to make a casting vote.
10. Each club is classed as a Member of the KDBL and will receive one vote on each matter at an AGM and EGM. Should a vote be tied, then the Chairperson shall have the casting vote.
11. An EGM can be called by no less than a combination of three member clubs.
12. Any AGM or EGM must have a quorum present to take place, being at least 51% of the members.
13. The Officers should arrange a Presentation Evening on a Friday evening in October or early November each year.

14. The Officers should arrange an Annual General Meeting on a weeknight at the end of January or early February each year.
15. The rules and constitution of the league can only be changed on voting at an AGM, following a notice of motion put forward by 31 December.
16. Any matter arising for which the aforesaid rules do not provide, to be dealt with by the Officers, whose decision shall be accepted by all parties. The Executive Committee have the power on behalf of the league to impose appropriate sanctions for breach of league rules.

Financial Matters

17. The Treasurer shall be responsible for maintaining the financial records of the league.
18. Funds shall be held in a Building Society Account and monies withdrawn on the signature of the Treasurer or Secretary.
19. The Officers of the league have authority to pay themselves honorarium / expenses up to a maximum total of £200 per annum (this is the cost to the league in total, not per person on the committee).
20. Financial accounts must be drawn up to 31 October each year, for approval at the following AGM.
21. Changes to annual subscription levels of members shall be proposed by the Treasurer prior to 31 December and voted for/against at the following AGM.
22. Membership subscriptions must be paid no later than the end of February, ahead of the following season.

League Structure

23. The league is limited to six divisions of twelve, i.e. a maximum of 72 teams.
24. Divisions 1-3 to play their matches on a Tuesday night, with divisions 4-6 matches being held on Thursday evenings. The only exception to this is: -
 - a. Where a team has three or four teams within one of the ranges, they can elect which of their teams can switch their home matches from Tuesday to Thursday, or Thursday to Tuesday.
 - b. Where a match has been rearranged (see Match Rules)
25. No club to have more than four teams.
26. Applications for new teams to be considered from any club. Such applications must be made by 31 December, to be voted on at the following AGM.

27. Any team wishing to withdraw from the league must do so by 31 December; failure to do so may mean that they are liable for the following years' subscription fee regardless of participation, at the discretion of the league's Officers.
28. The Officers shall present the proposed league structure at the AGM but have authority to change this up to the end of February.

Match Rules – General League Play

29. Matches held in April and August shall commence at 6:30pm (unless specifically agreed between both captains to start later, if working floodlights are used at the venue). Matches held in May, June and July shall commence at 7pm.
30. Home team can practice on the green up to 15 minutes before the allotted start time, after which the away team are allowed sole use of the green. No away player can practice the green on the day of the match, unless they have the expressed permission of the home team captain to do so. Where matches are held between two teams from the same club, away players are permitted to practice the green up to 4pm, plus their usual 15 minutes immediately prior to the contest.
31. Only standard (stamped) jacks to be used, provided by the home team.
32. The away team shall have first throw of the jack for each game of the match.
33. One scorer is required for each game and scorecards and scoreboards must be used. Any dispute on the score during a game should be referred to the team captains.
34. All games are 21-up in accordance with BCGBA rules.
35. Teams shall consist of eight players on each side in order (see Team Order Rules).
36. Any team failing to provide a full team shall forfeit each missing position at the bottom of the sheet 21-0. A forfeit is also given if a player fails to attend the match within 45 minutes of the match start time, and they cannot be replaced at that time by an eligible reserve (note: when this happens and a reserve player is available, the replacement is made wherever the original player is in the team order).
37. In the event of unfavourable weather conditions, the home team can cancel a fixture as long as this is confirmed by telephone with the away captain by 4pm. After 4pm, the away team captain shall have the final decision as to whether the match shall be played.
38. 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. Where a match is

abandoned, any completed games shall stand and any unfinished games to re-commence from the score and green position that they were at when the match was abandoned.

39. Where a match is not started or abandoned, the teams concerned must arrange to replay / finish the match before either side is due to play another league fixture. It shall be the privilege of the home team captain to nominate the day to play/complete the match, but if this is not agreeable by the away team captain, then it will automatically fall on the following Monday evening.
40. No matches to be cancelled or rearranged for any reason other than the above (weather). It is the responsibility of the home team captain to contact the League Secretary to advise of such postponements, and the new date for play/completion of the match, as soon as possible.
41. One point is awarded per individual game won in a match, with two points being given to the side that wins the match aggregate (one point each if equal).
42. It is the responsibility of each captain to complete a team sheet for each match, duly signed by both parties (these should be retained until after the Presentation Evening for that season). Any dispute on scores after the event will require this to fall back on if the teams cannot agree.
43. All match results must be entered onto the bowlsresults website within 24 hours of the match being completed and it is the responsibility of the home team captain to make sure that this is done. The away team captain should check results on the system, once entered, and raise any query on scores in a timely manner, should there be a dispute.
44. League position is determined by total points scored. If level, the team with the highest overall aggregate places higher. If both points and aggregate are tied by teams in the top or bottom three, then the teams concerned will play-off on a neutral green to be decided by the Officers of the League.
The same rule applies to the individual merit table at the end of the season, though the play-off is only required if it is shared in the top position of that division.
45. No player can play twice for a club in the same gameweek.
46. No player shall be entitled to earn merit points in more matches than the team he or she qualifies for at the end of the season, for individual merit purposes, i.e., if the team competes in a league with 11 teams in, the first 10 qualifying home games and 10 qualifying away games count and any subsequent points earned are taken away at the end of the season.
47. Players qualify for the individual merit in the division they have played most games in. If this is equal across two or more divisions, the higher one is used.

Team Order Rules – League Matches

48. For the team's first game of the season, their players must be placed in merit order from the previous year. If a team has a bye in gameweek 1 of the new season, so plays their first match in gameweek

2, then the same applies even if a player competed for a different team within that club in the first week.

Where a player moves to a different club for the new season, they take with them their respective merit points and aggregate from their old club for the first gameweek.

49. Three points are awarded to a player who wins away from home, with two points given to home winners. Where a player receives a walk-over, they will be given a 21-10 win for aggregate purposes in their own merit (this is different to the team score of 21-0).
50. From a team's second league match onwards, players are ordered by merit points, then aggregate if level on points. These are only taken from matches played in that or any higher division (i.e. you do not carry points up) during that season. If players are level on points and aggregate, then their captain can choose which order to play those respective players.
51. Any player competing in their first league game of the season for a team in that or any higher division after gameweek 1, shall be ordered at the bottom of the sheet (i.e. after any other player having already played for that team, even if said player is yet to register any merit points).
52. Any player who moves down a division from their previous game within a season (and each time they move down thereafter), will play their first game above those already in that team. If multiple players move down in the same gameweek then they are all placed at the top of the team list, in the merit order they would be in that division (i.e. taking into account all merit points and aggregate achieved in that or any higher division during that season to date).

Super 32

53. Each new season will start with an event featuring qualifying individuals from the previous year. It will be held on the Sunday before the first league matches are due to take place, at a green decided upon by the Officers of the League prior to 31 December previous.
Qualification is achieved as follows:

- The defending champion
- The top 19 merit players in division 1
- The top 5 merit players in division 2
- The merit winner from divisions 3, 4, 5 and 6
- The divisional championship winners from divisions 1, 2 and 3

Where any player qualifies from divisions 1-2 but is unavailable or uninterested in taking part, they will be replaced by the divisional championship runner-up, then the next best in the merit tables from that same division.

Where any player qualifies from division 3 but is unavailable or uninterested in taking part, they will be replaced by the runner-up in the merit tables, runner-up in the divisional championships, then the next best in the merit tables from that same division.

Where any player qualifies from divisions 4-6 but is unavailable or uninterested in taking part,

they will be replaced by the divisional championship winner, runner-up in the merit tables, runner-up in the divisional championships, then the next best in the merit tables from that same division.

Once the draw has been done, replacement will go to the highest ranked player from division 1 or division 2 (75% of merit points and aggregate compared to division 1 players) not included.

54. The competition will be handicapped (points on the card) as follows:

- All players that qualified from division 1, or those shown on the four-year merit ranking table, or those who have competed in a Mens Senior County match within four years, shall not receive a positive handicap
- Division 2 qualifiers +2
- Division 3 qualifiers +3
- Division 4 qualifiers +4
- Division 5 and 6 qualifiers +5

Any player competing in this event on the green they played their home games on in the KDBL in the qualifying season, shall have 1 point deducted from their handicap above.

55. Where two players with positive handicaps compete against each other in the Super 32 event, the lowest handicap player will revert to nil on the card, with the difference between their handicaps being given to the other player.

56. The draw will take place in advance of the event, with the top 8 players from the KDBL four-year merit table being pre-populated (seeded) into different quarters beforehand so that if they all win two games then the quarter finals will be 2v7, 3v6, 4v5, 1v8.

57. Players will pay £5 on the day to compete in the event, all of which (plus any sponsorship money allocated to the event) will be paid out in prize money at a level agreed by the Officers of the League. Players are liable for this entrance fee once their name has been included in the draw, unless they are replaced by a paying reserve.

The KDBL Cup

58. Teams competing in divisions 1-3 shall be entitled to enter the KDBL Cup competition.

59. Entries to the KDBL Cup must be made by the end of February each year.

60. The draw for each round, which will be a one-leg knockout basis, shall be made by the Officers of the League each month and notified to the teams involved within three weeks of their next fixture.

61. Match dates will be pencilled in as the third Friday of each calendar month as follows:

Preliminary Rounds (if applicable)	April
Last 32	May
Last 16	June

Quarter Finals

July

Semi Finals

August

Should the date be unsuitable to either captain, they must make every effort to rearrange to an earlier mutually convenient date. If the captains cannot agree on a date, the League Secretary will impose a single-leg knockout match on a neutral green between the original fixture date and the month end. Failure to attend this match by either side, will result in forfeit of the tie.

62. The final of the KDBL Cup will be played simultaneously with the final of the Ernie Woodcock Trophy, at a neutral venue with floodlights, on the third Wednesday in September.
63. The start time for all matches will be 6:30pm, unless otherwise changed by mutual consent between the captains beforehand. There will be no practice on the green by any player involved in the match after 4pm on the day of the match.
64. Players may only play for a team if:
 - a) They are a registered player of the club in the KDBL
 - b) They have played the majority of their games during the current season in that team, a team in the same division or a lower division team
 - c) They have not already competed in the same cup, during the same season, for a different team.
65. Teams to consist of eight players played as two doubles games and four singles games.
66. Should a team compete with just 7 players, then they will forfeit a singles game 21-7. Should a team have only 6 players, then they will forfeit a doubles game 21-7. If both teams play with 7 players, then the last singles game will be void. If both teams play with 6 players, then one of the doubles games will be void. Any team failing to attend with 6 or more players forfeits the match.
67. Doubles partners and opponents are drawn randomly (though each captain can select which of their team will play in the doubles). Singles order and opponents are drawn randomly. All doubles players must be in attendance at the match start time, and singles players must arrive within 45 minutes of the match start time (failure to so do, will result in forfeit of that game, unless they can be replaced at that time by an eligible reserve).
68. Away players will lead the jack on the first end of each game. For neutral venue games, a coin toss will decide each game separately.
69. All games will be 21-up, with a net positive handicap given on the card as follows: -
 - +3 for any team playing away from their own green
 - +2 for any team giving up 1 division
 - +4 for any team giving up 2 divisions
70. 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 select one player to compete in a singles game (away player sending the jack first, or coin toss on a neutral green), with the winner being determined by the first player to win three ends.

The Ernie Woodcock Trophy

71. Teams competing in divisions 4-6 shall be entitled to enter the Ernie Woodcock Trophy.
72. Entries to the Ernie Woodcock Trophy must be made by the end of February each year.
73. The draw for each round, which will be a one-leg knockout basis, shall be made by the Officers of the League each month and notified to the teams involved within three weeks of their next fixture.
74. Match dates will be pencilled in as the third Wednesday of each calendar month as follows:

Preliminary Rounds (if applicable)	April
Last 32	May
Last 16	June
Quarter Finals	July
Semi Finals	August

Should the date be unsuitable to either captain, they must make every effort to rearrange to an earlier mutually convenient date. If the captains cannot agree on a date, the League Secretary will impose a single-leg knockout match on a neutral green between the original fixture date and the month end. Failure to attend this match by either side, will result in forfeit of the tie.
75. The final of the Ernie Woodcock Trophy will be played simultaneously with the final of the KDBL Cup, at a neutral venue with floodlights, on the third Wednesday in September.
76. The start time for all matches will be 6:30pm, unless otherwise changed by mutual consent between the captains beforehand. There will be no practice on the green by any player involved in the match after 4pm on the day of the match.
77. Players may only play for a team if:
 - a) They are a registered player of the club in the KDBL
 - b) They have played the majority of their games during the current season in that team, a team in the same division or a lower division team
 - c) They have not already competed in the same cup, during the same season, for a different team.
78. Teams to consist of eight players played as two doubles games and four singles games.
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81. Away players will lead the jack on the first end of each game. For neutral venue games, a coin toss will decide each game separately.
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 - +3 for any team playing away from their own green
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 - +4 for any team giving up 2 divisions
83. 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 select one player to compete in a singles game (away player sending the jack first, or coin toss on a neutral green), with the winner being determined by the first player to win three ends.

Championship Events

84. The Divisional Championships will be held on the fourth full weekend in September annually, with divisions 4-6 playing on the Saturday and 1-3 on the Sunday.
85. Selection of clubs to host these events will be decided by the league executive committee, with preference given to volunteer clubs who have not hosted a championship event for the longest time – clubs to volunteer their venues by the AGM and notification of greens to be used the following season to be announced by the end of February.
86. Players can only compete in one championship each season, which will be in the division in which they played the most games, or a higher division where they played at least one game.
87. Games will be 21-up off scratch and first jacks to commence at 9:30am and limited to 32 entries. Each team to nominate (to the league secretary) up to 4 players each for the event by 12th September and preference be given to teams finishing higher up the league table, for example, if a league with 12 teams has every team nominating at least 3 players then all receive 2 entries and the top 8 receive their 3rd choice to make up the 32. Any players nominated but not in the initial 32 draw will make up a reserve list. If there are less than 32 players nominated in a division then byes will be given.
88. There will be a league representative or match official at each venue (so nominated by the league executive prior to the weekend of events) with authority to make decisions on postponement due to adverse weather conditions, or to add chinks to the card for games in later rounds, to finish the competition at a reasonable time.