

Knott End & District Bowling League

League Rules & Bye Laws

1. League Name

The League shall be known as 'The Knott End & District Bowling League' (KE&DBL) and all League & Competition matches to be played under British Crown Green Bowling Association (BCGBA) rules together with such additional rules as may from time to time be adopted by the league and be bound thereby.

2. Matches

Matches to be played on a Friday Night.

3. Management Committee

The affairs of the League shall be governed by the Management Committee elected annually at the AGM. The Officers of the Executive Committee shall comprise of; President, Chairman, Vice-Chairman, Secretary, Treasurer, plus 6 members.

4. Subscription and Teams

The annual subscription of each team shall be determined annually at the AGM. This must be paid by 1st May each year.

5. Affiliation

All Clubs shall be affiliated in accordance with the BCGBA byelaws.

All cases of dispute will be governed by the Laws of the BCGBA, a copy of which must be held by each club and shall be interpreted by a both Captains.

6. Financial Affairs

An account shall be opened at the local branch of an approved bank or building society. All monies to be paid through the Hon. Treasurer, who shall submit a statement of accounts at the AGM and at any other time of request. All cheques must be signed by two of the League Officers.

The Financial year-end of the League shall be the 31st October.

Accounts to be audited annually before the AGM.

7. League Constitution and Application for Membership

The Constitution of the KE&DBL shall be ratified for the forthcoming season at each AGM. Any new applications by new clubs or teams for membership of the League will also be ratified, or otherwise, at this meeting.

A Club wishing to revise the number of teams competing in the League must notify the secretary by 1st December by email.

8. Annual General Meeting

The League AGM shall be held no later than the second Tuesday in February and a representative from all member teams of the league may attend. For all matters requiring a vote team representative will each cast one vote. All members of the Management Committee and Officers of the League, excluding the Chairman, may represent their Team and cast a vote on matters to be voted on.

The Chairman may cast an additional casting vote, if necessary, to break a tie.

9. Rule Amendments

No League rule shall be altered, except at the AGM. Notice of any suggested alterations must be in the hands of the secretary by 1st December, who shall advise each Club Secretary of any proposed alterations at least 28 days prior to the date of the AGM. Any Club wishing to move an amendment to a proposed amendment shall notify the League Secretary by email, no later than 7 days prior to the date of the AGM. To become operative any alterations or additions to these rules require at least two thirds majority of the votes cast.

10. EGM Request

Any club may request the league secretary to call a meeting of the Management Committee. Such a request must be in writing/e-mail and must state the nature of the business being brought forward and this shall be placed before the Management Committee who, if they consider it of sufficient importance, shall instruct the league secretary to convene an Extraordinary General Meeting of the league. The notice convening an Extraordinary General Meeting shall state the nature of the business to be discussed, and no other business shall be transacted. Voting rules for an EGM shall be as rule 8.

11. Protests

Any team protesting another team or player shall do so by a resolution passed by the Committee of the team making the protest. Accompanying the protest, a written statement of the facts must be sent to the League Secretary and an inquiry shall be instigated by the Management Committee. A copy of the statement must also be forwarded to the team protested. Team members must forward any complaints to the League Secretary through their team captain or Club Secretary.

12. Player Registration

Any new team joining the League must submit a printed list of their members, wishing to play in the League, to the Secretary on or before the 31st March for the coming season. This list should detail Christian name, Surname & BCGBA Reg no. For all existing clubs in the League, the list of registered players from the previous season will be automatically carried over to form their starting list of registered players for the coming season. There will be no requirement for existing teams to forward a list of their registered members to the Secretary, unless they wish to do so. Any amendments to a team's existing list of members can be made at any time by contacting the Secretary with details of members to be added or removed from the existing list.

13. Player Qualification for a Match and the Season

During a season a club member may play for either of the club's A or B team (even if in the same division). No player having played in one team shall play in a fixture from the same "week". The "week" being Monday to the following Sunday. Once a player has played 6 league games for one team they must then only play for that team. During the last 4 scheduled weeks of the season a player shall only play for one of the club's teams even if they have not played 6 games.

If a player plays in a match contravening this rule, rule 22 will apply and a two-point deduction issued.

This rule will not apply for cup games; a player must only play cup games for the first club team they play for in the cup. If a team contravene this rule the result of the game played will be 21-0 to the opposing team.

If there is any doubt about the eligibility of a player, then please check with the Secretary before the match.

The Secretary shall be instructed to draw to the attention, of the League Officials, any noticeable infringements of this rule. The Management Committee are empowered to take any steps as they deem necessary. This may include a fine or the deduction of further points if the circumstances warrant such action.

14. Promotion and Relegation

Promotion and relegation will apply annually.

Providing the size of a division is not reduced after the end of the season, the two teams occupying the bottom position in each division at the end of the season shall be relegated, and the two teams occupying the top positions in each division shall be promoted. Where a team joins or withdraws from the League before the preparation of the league fixtures, the League Secretary shall draft a suggested constitution considering the number of competing teams. This to be agreed or amended at the AGM. Nothing in this rule shall operate to prevent the AGM promoting or relegating more than two teams.

15. Commencement of Game

Matches shall commence at the start time in fixture book and online bowls site, the exception for teams with floodlights who shall commence matches at 7.30 even when an earlier start time is stated in the fixtures. All players must present no more than 30 minutes after the official start time.

16. Adherence to Fixtures

All clubs in the League shall play home and away matches in accordance with the official fixture list and no alterations shall take place without first receiving permission from the League Secretary. Any suggested re-arrangement shall be prior to the date specified in the fixture list. The request for any alteration of any fixture shall be made at least five days before the proposed date and enclose written agreement to the alteration by the other club. The League Secretary shall have the power to arbitrate and sanction re-arrangement of fixtures when necessary. Clubs are requested to make reasonable allowance for non-availability of popular greens, wherever possible.

17. Postponements

Matches to be played as per fixtures and no alterations shall take place without the sanction of the Executive committee, except when extreme conditions make the green unplayable, and then the decision to cancel must be made by either the green keeper or the home team captain.

In the event of a league match being suspended owing to inclement or any other satisfactory reason, the match to stand as so far played and to be completed on a date mutually agreed upon by the competing teams, and not to be replayed in its entirety.

In the case of an unfinished game the original players to finish the game, but if either player is unable to continue a substitute can be used providing that the score is continued from where the game was stopped.

In games that have not commenced players can be substituted but no player may play twice in any one match.

In the event of wet weather making the home green unplayable, the home captain must notify the visiting team captain no later than one hour before the match is due to commence.

Any postponement on grounds of an unplayable green must be notified to the league secretary and the game played before the final match of the season. In the event of the captains being unable to agree this must be reported to the league secretary and if the league committee rule that a club has contravened this rule that club will automatically be fined £10 and may be deducted 6 points or expelled from the league at the Management Committee discretion.

Any matches not played before the final match of the season will be null and void and a fine of £10 or points deduction of 6 points may apply to the offending team(s) to be decided on by the Management Committee. In the event one of the last 2 games of the season is postponed due to inclement weather only then they will have until 7 days after the end of the season to play the match in question.

18. Infringements

In case of any infringement by any team they shall be liable to expulsion from the league, or if offence is found to affect the result of a league match points shall be deducted from the offending team if the league so decides. In case of a cup competition match the league shall have the power to award the match to the offending team's opponent in that match

19. Making the Draw

Teams shall consist of 8 players.

For the first game of the season, The Home captain shall place his first 4 cards face down on the table; the away captain then places his first 4 cards on top of the 4 on the table. The cards are then turned over and the matching players are who will play each other. This is the first half draw. The process is repeated with the remaining cards to make the second half draw. This will be the draw for the first match of the season.

For each match for the rest of the season the draw will be made as follows:

The draw shall be made by both captains separating their 8 players into top 4 players and bottom 4 players based on their place in the team merit as shown on the club zone section of the website.

If players are level on points, then the player with the highest aggregate is classed as the higher player.

The Home captain will then place the cards of their Top 4 players randomly on the table, the Away captain will then place their top 4 players randomly on top of the home cards. This will then be repeated with the bottom 4 players from both teams. This will be the draw for the match. The home captain will then pick 2 games from the 8 drawn that they want to put on first half, the away captain will then pick 2 games they want to put on first half from the remaining 6 games. The 4 remaining games are to be played second half.

A player not declared present but is selected with his name down on the result card to play, who has not arrived at the green when the last jack becomes available for the final game to commence, will be scratched and a substitute will take his place. A player who is selected and who is present at the green shall not be substituted. If no substitute is available Rule 24 will apply.

20. Match Practice

Practice other than 15 minutes prior to the start of the match, must not take place on an opposing teams green on the day of the League match, unless the player is a member of the opposing Club or involved in a tournament on that green. In the 15 minutes before a scheduled match start time, the away team has exclusive use of the green for practice. The visiting Captain shall be allowed

15 minutes prior to this time to allow for the draw to take place and the match to commence at the correct time.

21. First Jack

In each match, the Jack shall be led off by the visiting team.

22. Provision of Jacks

The home club must provide eight standard Jacks. These standard Jacks, (which must be in date in accordance with the current BCGBA rules) must be used in practice before the match; four of these then to be used in the match.

No more than four Jacks shall be used on the green at the same time, except if conditions warrant it and the captains agree. They shall have the discretionary power to put up to six Jacks on the green at the same time.

23. Markers

There shall be two markers for each game.

In the event of a dispute over the score of the game which is to be marked by a representative of each competing club, the score on the card when last checked will be deemed correct. **Card must be checked every five ends** or less if agreed by both markers.

24. Walkovers

Each game shall be 21 up, from scratch; a player having a walkover shall count 21-0 for the purpose of the match result, but for Merit purposes, his score shall count as 21-11.

25. League Match Points Scoring System

The result of each match to be calculated as follows:

- i. 1 point for each winning player
- ii. An additional two (2) points will be awarded to a home team winning the aggregate score.
- iii. An additional four (4) points will be awarded to an away team winning the aggregate score
- iv. In the event of the aggregate being tied then one (1) point will be awarded to the home team and three (3) points awarded to the away team.

26. Final League Table

The Final League positions shall be determined as follows:

- i. Team with the most points
- ii. The team with the most games won.
- iii. The team with the most games drawn.
- iv. The team with the highest aggregate difference
- v. In the unlikely event of the teams still being level, a play-off will take place between the teams concerned.

27. Submission of Results

The detailed result of each League match, signed by representative of each team, must be forwarded immediately by the home team captain or secretary to the League Secretary, at the very latest, within 72 hours of the completion of the match.

The preferred methods of submission are as follows:

- **Website Input** -- Input via the www.online-bowls.com website by an authorised delegate of each club or team.

Other accepted methods of submission are:

- **Email.** By forwarding an email to the Secretary, attaching a detailed match result sheet.
- **Direct Delivery.** The completed result details should be delivered to the home address of the Secretary.
- **First Class Post.** By posting, first class details of the match result to the home address of the Secretary.

28. Fines

- Teams failing to send a representative the AGM without apologies will be fined £20 which will be due by the registration night otherwise a 5-point deduction will be incurred (Fine will also still also be owed).
- Teams failing to send a representative to Presidents Day or Higham Cup without apologies will be fined £20 and will be due within 4 weeks of the date issued otherwise a 5-point deduction will be incurred (Fine will also still also be owed).

29. Merit Prize

The Merit prize for the league shall be awarded to the player with the greatest number of points, providing they have missed no more than 3 games. For the League merit prize a player counts 1 point for a home win and 2 points for an away win. Should more than one player have the same number of points the one with the highest aggregate shall take the prize.

30. Cup Rules

Rules of Team Cup Competitions

- 1) Open only to clubs of the KNOTT END & DISTRICT BOWLING LEAGUE
- 2) The cup will be divisional cups.
- 3) No Practice to be allowed prior to match start.
- 4) Captains will number their cards 1 to 8 randomly. 1 to 4 will be first half, 5 to 8 will be second half. Each teams corresponding number will play each other. This will be the draw for the match.
- 5) All Games to be played on Neutral greens - players shall not play on the green during the previous seven days unless in an officially designated match or competition.
- 6) In the event of a tie for the aggregate, each team will pick 3 players each and number them 1,2 & 3. Each player plays their corresponding number from the other team and will play FIRST TO 7. The winner is the team that wins 2 of the 3 games. A coin shall be tossed by one of the captains, winner of the toss gets the block in games 1 & 3 loser gets block in game 2.
- 7) Players picked to play in the semi-final / final stages of cup competitions must have played a minimum of 4 League games.
- 8) In Cup Finals - all players must be present when the draw is made.
- 9) If an opponent fails to turn up and no substitute is found, then the score will go as 21-0.
- 10) Team Captains should be there at least 10 minutes before start so that the draw can be made.
- 11) A coin is to be tossed by one of the captains, the opposing captain choosing heads or tails. The captain who wins the toss choses whether they want to start with the blocks first half or second half.
- 12) Winning team to hold the Cup for twelve months, which must be returned to the League when requested.
- 13) The date for the final is set at the AGM, any team unable to play the specified date will be fined £20 which if not paid within 4 weeks there will be deducted 5 points from their league total.

31. Higham Cup

- 1) Doubles Competition played over one day at the green of the following year president.
- 2) £5 Entry per pair
- 3) Each Team must send a pair, or a £20 fine will be issued.
- 4) All Division 1 players have 3 on the card with Division 2 players having 5 on the card. Previous year winner to be handicapped on Scratch.
- 5) Previous year winner enters for free.
- 6) Teams can send extra pairs if they wish to do so.

32. Presidents Day

- 1) Each team must field one player for Presidents Day. Failure to do so will result in a £20 fine. Teams may give 10 days' notice for absence to avoid a fine.
- 2) At president's day, any player wishing to enter as an extra to fill spaces in the draw will be put into a hat and drawn out as each match with a space comes along.
- 3) All Division 1 players have 3 on the card with Division 2 players having 4 on the card. Previous year winner to be handicapped on Scratch.

33. Presentation Night

Teams or players not turning up to Presentation Night will not receive their cash prize or prize money.

No cash prizes shall be paid out before the presentation Night.