

# ***Lytham St. Annes Mixed Bowling League***

## **League Rules**

### **Rule 1. : League Name.**

The League shall be known as 'Lytham St. Annes Mixed Bowling League', and all League matches to be played under British Crown Green Bowling Association (hereinafter BCGBA) rules.

### **Rule 2. : Executive Committee**

An Executive Committee will be elected annually at the A.G.M. The Officers of the Executive Committee shall comprise Chairman, Vice Chairman, Secretary, Treasurer and Fixture Secretary. The Treasurer, Secretary and Fixture Secretary will receive an honorarium of £50 each season. Any Club without a representative on the Executive Committee may send a member to a League Committee Meeting, who will have the power to vote on matters arising.

### **Rule 3. : President**

A League President will be elected at each A.G.M. for the forthcoming season. The Presidents club will host the Doubles Competition during the season. Each club will have the opportunity to nominate a president and host the doubles based on a rota system. This will be alphabetical order starting with Ashton Gardens in 2018.

When the hosting club has 2 greens available then the doubles competition will be run over 2 consecutive Fridays at the end of the season. Where there is only 1 green available the doubles competition will run over 3 consecutive Fridays at the end of the season (subject to the number of entries).

### **Rule 4. : Subscriptions and Teams**

The annual subscription shall be determined annually at the A.G.M.

### **Rule 5. : Financial Year**

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

### **Rule 6. : Annual General Meeting**

The League A.G.M. shall be held not later than the 31st January and all members of league clubs may attend. For all matters requiring a vote, each Club (NOT Team) will be eligible to cast one vote. All members of the Executive Committee and Officers of the League, excluding the Chairman, may represent their Club and exercise their Clubs vote. The Chairman may cast an additional casting vote if necessary to break a tie.

### **Rule 7. : Financial Affairs**

The Treasurer shall submit a statement of the financial position of the League at the A.G.M. and at any other time on request.

### **Rule 8. : Rule Amendments**

No League rule shall be altered, except at the A.G.M. Notice of any suggested alterations must be in the hands of the Secretary by the 31st October, who shall advise each Club Secretary of any proposed alteration at least 14 days prior to the date of the A.G.M.

### **Rule 9.: The League**

The league shall consist of Two Divisions with promotion and relegation. Top two teams in Division 2 will be promoted with the bottom two teams in Division 1 being relegated.

**Rule 10. : Nominated Greens**

Each team must nominate their home green before the season starts. This green is then to be used for all their home matches. A team may only change their home green with the prior consent of the opposing captain and agreement from a committee member.

**Rule 11.: Teams**

Teams will consist of 8 players with a maximum of five men and a maximum of five ladies. Acceptable team ratios are 5 men/3 ladies, 4 men/4 ladies, 5 ladies/ 3 men. Players exceeding this ratio will be classed as ineligible players as per Rule 13. There will be no exceptions to this rule under any circumstance.

**Rule 12. : Registration of Players**

All new clubs must submit a list of their members wishing to play in the League, to the Fixture 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 clubs to forward a list of their registered members to the Fixture Secretary, unless they wish to do so. Any amendments to a clubs existing list of members can be made at any time by contacting the Fixture Secretary with details of members to be added or removed from the existing list.

For league matches ***played before the 1st August*** a team may field any player, even if they have not been registered with the Fixture Secretary, providing that:-

- I. They currently hold a valid BCGBA Registration Number OR a number has been applied for.
- II. They are a member of the club.
- III. They have not played any other games for another club in the League during the season.

***For league matches played on or after the 1st August there shall be no new registration of players and only players registered before this date will be allowed to play.***

Any team in breach of the above will be deemed to have played an unregistered player.

**Rule 12A. : Transfer between Clubs**

Bowlers shall only be allowed to play for one Club in a season, except prior to the 1st July and provided the player has not played more than five matches. Individual applications must be made to the Fixture Secretary with a letter from his existing Club giving permission for transfer to a new Club. Any transfers must be agreed with the Fixture Secretary and registered before the bowler can play for the new club.

**Rule 13. : Player qualification for a Match and the Season.**

**Clubs with more than one team must register a squad of players for each team. Once registered for a team, a player may only play for that team in that division. Division 1 players may NOT play for Division 2 teams. Division 2 players will be allowed to play 4 times for any team within their Club in Division 1. Registered players who are not allocated to a team squad are only permitted to play a maximum of 4 games for each team within their club.**

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

Any team playing an ineligible player shall be subject to the following penalty. The offending player shall lose the match, the game being awarded 21-0 in favour of the non-offending team. For the purpose of the League Merit table, the score shall count as 21-15 to the non-offending player.

Where a player needs to transfer between squads due to illness, injury etc. Then the club must ask the Fixture Secretary for permission to do this. Each request will be considered on its own merits.

**Rule 14. : Commencement of Game**

Matches shall commence no later than 15 minutes after the scheduled start time of 1.30 pm. Any exceptions to this must be agreed with a member of the committee in advance of the game. Where teams have league approval to play home games on a Friday morning, matches shall commence at 10.30 am to ensure greens are free for afternoon matches if required.

**Rule 15. : Match Postponement provisions**

Where a match has been postponed through inclement weather, or unforeseen cause, the following procedure must be followed:

**15.1** On the date of play:

**15.1.1** The Home Captain, or delegate, must offer the Away Captain, or delegate two alternative dates, together with the times of play.

**15.1.2** These should be on 2 differing days of the week and must be within 14 days of the original postponement.

**15.1.3** If the postponement occurs within 14 days of the end of the season for that particular team, the alternatives offered MUST be prior to the last scheduled date laid down for the League fixtures. Where the time constricts the application of this, the Fixture Secretary must be consulted on the day of cancellation.

**15.1.4** The Home Captain should also ensure that the Fixture Secretary is informed of the postponement and the alternative dates offered to the Away team.

**15.1.5** The Away Captain, or delegate, must accept one of the alternatives and notify the Home Captain, or delegate, accordingly. He should also notify the Fixture Secretary of the agreed date of play.

**15.1.6** If necessary the Fixture Secretary has the power to designate a revised date of play, which will normally take into account the two dates initially notified by the Home Captain. He will inform the Away Captain of this revised date and no appeal will be allowed to this. If either team is not present on this designated date, their opponents will be awarded a walkover and full match points as applicable.

**Rule 16. : Order of Play.**

The first match to be drawn on turn of the card and thereafter the order of play will be defined by games won then accumulative aggregate. As shown on Online-Bowls.

After the first League game a new player playing their first match comes in at the **bottom** of the merits.

Each team should list their players in order 1 through 8 based on their **wins/aggregate** (as shown on Online-Bowls), before the match.

Players 1 to 4 from each team will then be drawn against each other by turn of a card.

Players 5 to 8 from each team will then be drawn against each other by turn of a card.

The Home team Captain has the choice of order of play.

Players who play for more than one team in the league will be placed on the team sheet using their combined **wins/aggregate** from the teams they have played for. i.e. If a player has a won 1 game and has a merit of +15 with one team and has won 3 games and has a merit of -10 with another team then their wins/merit for the order of play will be games won 4 merit +5.

If two or more players are of the same **wins/aggregate** on the team sheet, then turn of the card should be used to determine the position in which they play.

If a captain is unable to field a full team for a League match, the game must still be played with however many players are available. For instance, if there are only 6 players, they must play the top 6 players in the opposing team. The 2 remaining players will have a "walk-over".

After the team sheet has been prepared in merit order and presented to the opposing captain any requested change of player resulting from unforeseen circumstances such as absence or illness will require the nominated substitute to be placed in the sheet in the place of the absentee regardless of the merit's involved. ***Any blatant misuse of this rule to gain an unfair advantage will result in an enquiry by the committee and may result in loss of points.***

**Rule 17. : Match Practice**

Visiting teams shall have sole use of the green for ten minutes, commencing 15 minutes before start time, and finishing 5 minutes before start time, after which nobody shall practice. The visiting Captain shall be allowed 10 minutes prior to this time to allow for the draw to take place and the match to commence at the correct time.

The visiting team may not practice on the green at any other time on the day of the match.

The Home team may not practice on the green within 1 hour of the start time except for their permitted 10 minute roll up.

**Rule 18. : First Jack In each match**

The Jack shall be led off by the visiting team.

**Rule 19 : 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.

**Rule 20. : Markers**

There shall be two markers for each game. 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 who shall be appointed by the home club Captain before each match commences.

**Rule 21 : 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 21-15.



**Rule 22. : League Match Points Scoring System**

The result of each match to be calculated as follows: Both the home and away teams shall receive one point for each winning player. An additional two points will be awarded to a home team with the winning aggregate score. An additional three points will be awarded to an away team with the winning aggregate score. In the event of the aggregate being equal, then one point will be awarded to the home team and one point will be awarded to the away team.

**Rule 23. : Final League Table Points Scoring System**

The championship shall go to the team obtaining the greatest number of Match Points, as decided in Rule 22 above. In the case of a tie for any position in the League, the positions will be decided by factors in the following order: 1. The team with the most Games won during the season. 2. The team with the highest Individual Aggregate Points Difference during the season.

3. The team with the greatest number of Match Points in games between the two teams during the season. 4. The team with the higher Aggregate Points Difference between the two teams during the season. In the event of two or more teams still being level, a play off will take place between the teams concerned. The result of the play-off will be decided on the number of Games Won during the play-off. In the event of a 4-4 tie, the Individual Aggregate Points total shall be the deciding factor. If the teams are still level, a further play-off shall take place.

**Rule 24. : Submission of Results**

The detailed result of each match should be transmitted to the Match Secretary, by each home team captain, or his appointed delegate, within 24 hours of the completion of the match. The preferred method of submission is input via the [www.online-bowls.com](http://www.online-bowls.com) website by an authorised delegate of each club or team.

**Rule 25. : League Constitution and Application for membership**

The Constitution of the LSA Mixed Bowling League 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.

**Rule 26. : Affiliation**

All Clubs shall be affiliated in accordance with the BCGBA Bye-Laws.

**General. :** The Executive Committee has the power to deal with any matter not provided for in these rules.

# Competition Rules

1. The Mixed Doubles competition is open to anyone who has played at least 3 games in the Lytham St Annes Bowling League during the current season.
2. Players must be from the same Club. Any players who are unable to find a partner may still submit their name. A random draw for partners from these names will be made prior to the draw.
3. The competition will be handicapped.
4. Handicaps for an individual will range from +5 to -5.

They will be based on an individual's league results and not randomly allocated by the committee.

5. The average for each player will be calculated. This is their aggregate divided by total games played.
6. Handicaps will then be allocated as follows:

Average	Division 1	Division 2
Avg +9 or greater	-5	-3
Avg +5 to +8.99	-4	-2
Avg +3 to +4.99	-3	-1
Avg +2 to +2.99	-2	0
Avg +1 to +1.99	-1	+1
Avg +0 to -0.99	0	+2
Avg -1 to -1.99	+1	+3
Avg -2 to -3.99	+2	+4
Avg -4 to -5.99	+3	+5
Avg -6 to -6.99	+4	+5
Avg -7 or lower	+5	+5

7. For each pair in the competition the individual handicaps are then added together.
8. Handicaps will be calculated approximately 2 weeks prior to the competition and published

***Dated: March 2025***