



MORECAMBE BOWLING LEAGUE

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Morecambe Bowling League - Constitution

- C: The League shall be called the Morecambe Bowling League and shall be affiliated to the North Lancashire and Fylde Bowling Association (NL&F CBA) and British Crown Green Bowling Association (BCGBA).
- C1: Application for membership of the league will be considered from any club within the Borough of Morecambe, Heysham and the surrounding district and able to play its league matches on Wednesday, and where necessary, Monday evenings. Such applications to be received on, or before the Annual General Meeting (AGM). Clubs wishing to withdraw team(s) from the league should have notified the league prior to the AGM
- There will be a maximum of 80 teams in the league, divided into a number of divisions.
 - Each division, whenever possible, should consist of 10 teams. However, this may be varied at the discretion of the Executive Committee, in agreement with the AGM.
- C2: Any crown green bowling club who have or wish to have a team playing in the league, must provide equal and appropriate toilet facilities for both male and female bowlers at the venue of their team's home matches.
- C3: The league shall be administered by an Executive Committee comprising of The President, Chairman, Vice Chairman, League Secretary, League Treasurer, Match Secretary, Competition Secretary and a Management Committee comprising of the above plus one representative from each division.
- The Executive Committee shall consider and adjudicate on all routine matters falling within the League Rules with the Management Committee dealing with all matters considered to be outside of the remit of the Executive Committee. The quorum of each committee shall be 66%.
- C4: The annual league fees shall be decided at the AGM upon advice from the League Treasurer.
- C5: All outstanding monies, to be paid prior to the closing of the League Accounts on 31st December each year. The Agenda, suggested motions or amendments to the rules for the AGM, to be sent to each club by the 10th December each year. The Financial Statement will be sent to each club in the first week of January each year or will be tabled at the AGM.
- C6: There shall be no alterations or additions to the Constitution or League Rules unless preceded by a seconded proposition from Club or League Official, in writing by 2 separate clubs (2 signatures on one letter is acceptable) to the League Secretary by the 30th November each year, after which said proposition(s) shall first be considered by the Executive Committee who shall make such recommendations as deemed advisable. It then has to be approved by a majority of those present at the AGM entitled to vote. Both clubs should be represented at the AGM to put their case for the proposition(s) forward and answer any questions that may ensue.

- C7: The AGM shall be held in January for: -
- The confirmation or rejection of proposed alterations or additions to the rules.
 - Approval or rejection of any team making application to join and announcement of resignations, (if any).
 - To receive the annual reports and financial statement and to elect league officers for the ensuing year.
 - All clubs wishing to continue their membership of the league must attend the league AGM. A letter of apology for absence may be accepted, providing that all relevant papers are attached. Any club not attending the league AGM and not having sent a letter of apology together with the required papers will be subject to a fine of £20 and may be deemed to have withdrawn from the league.
 - Each Team has ONE vote each and is to be represented at the AGM.
- C8: All fees due to the League must be paid to the Treasurer by the 30th April each year. A League fine of £5 per team will be issued to any club failing to comply.
- C9: Any two of three from the Chairman, League Secretary or Treasurer are empowered to make payments by cheque.
- C10: The League Secretary shall convene a Special General Meeting or a meeting of the Management Committee at any time upon receipt of a request to that effect from not less than ten clubs belonging to the league or by instruction from the AGM. The full powers of an AGM shall be extended to any such meeting.
- C11: Any matters arising, not covered by the Constitution, to be dealt with by the Executive Committee in conjunction with the Management Committee.
- C12: The league will welcome at all times any recommendations for the position of Vice President.
- C13: Any 2 from 3 Auditors should be available to audit the League Accounts at the end of the financial year (31st December).

Morecambe Bowling League Rules

- L: The league plays under The Laws of the Game as laid down by the British Crown Green Bowling Association (BCGBA). The only exception to this is that the league uses scoreboards for marking purposes rather than two markers (BCGBA Law 3.4)
Best practice: It is important that all team captains have an understanding and working knowledge of the Laws of the Game (see L4 ix). If possible a copy of the current Laws should be displayed in clubrooms (last updated March 2024). It would be beneficial for all players to read and understand the Laws of the Game.
All Clubs and participating players should be mindful of Law 9.7 – In the case of any wilful breach of the Laws of the Game or any unfair play or unsporting conduct, the Referee may caution the offending player(s) or spectator(s), or order them to retire from the game or the surrounding area of the green. In the case of players, no substitutes shall be allowed and the game shall be awarded to the opponent(s). The offender(s) to receive the minimum score and the opponents to receive the maximum score.
For most matches, team captains will be acting as joint referees and should work together to ensure matches are played in the right spirit and in a sporting manner. Any breaches of Law 9.7 which are not, or cannot be, resolved amicably on the night should be referred to the MBL Executive Committee (see rule L7)
- L1: The team for which a player plays their first game of the season is the team they will be registered with. This player will subsequently be able to move to another team in the same club in accordance with rule L2.
- L1A: 2 players from any team may apply to transfer to another club within the season.
- L2: Player movement from team to team within one club, the conditions are as follows: -
- a) A player can only move down one team but move up without restriction, although where a club's team play out of alphabetical order, then movement either up or down is divisional.
 - b) There is no limit on the amount of times in a season that a player can move up or down.
 - c) Players who move up or down will have a separate aggregate for each team that they have played for.
 - d) Players can only play for one team each match week. Any player who is in the top four aggregate order for their regular team WILL NOT be available for player movement to a lower division team during any match week. For a cancelled or rearranged game, this rule also applies for the rescheduled match. Players from position five onwards in the aggregate order are free to be used for player movement as long as not selected by the Captain of their regular team.
- Note: Regular Team; when a player has played four or more games for a team. If this falls early season and before match week five, then that player's regular team will be the team that they played most games for in the previous season.

- e) The following rule applies for the first game when a player moves between club teams; if a player moves down a team then that player will go in at No 1; if a player moves up a team then that player will go in at No 8. If a club has 2 teams within the same division then that player will go in at the same place they would in their original team.
 - f) Players can only play for ONE team in cup competitions.
 - g) Where an ineligible player plays in a cup competition the fixture is to be awarded to the opposition.
- L3: Eight players in each team shall constitute a league match. All games to be 21 up. One point shall be awarded for an individual winner, two points for a home team aggregate win and three points for an away team aggregate win. In the event of a tie on aggregate, one point shall be awarded to the home team and two points to the away team.
- i. Any team failing to provide the requisite number of players to form a team shall forfeit 21 marks for each absentee.
 - ii. Standard jacks (see Appendix A – Laws of the Game) to be used in all league and cup matches with the visiting team having first throw of the jack. Four standard jacks shall be played and a fifth standard jack with the agreement of both captains.
 - iii. Failure to complete fixtures, unless sanctioned by the Executive Committee, will result in the demotion or expulsion from the league of the team/club or teams/clubs concerned.
 - iv. All league and cup matches to commence at 7pm except for matches played in April, August and September which shall commence at 6.30 pm unless a team has floodlights then these matches will start at 7pm, unless another time is agreed by both captains. In this event the home team captain is to notify the visiting team captain within five days of the match.
 - v. A match can be, at the discretion of both captains, started earlier than 6.30pm particularly for clubs without floodlights.
 - vi. Practice for the visiting team shall be restricted to fifteen minutes immediately before the start of the match, when they alone, together with the home team captain shall have sole use of the green.
 - vii. Matches on neutral greens to be played in the order specified in the Trophy rule T3, 5th sentence.
 - viii. Where the home team's green is fitted with floodlights, matches may be completed under floodlights at the request of either captain.

- L4. The order of a player's position for both league and cup matches to be decided by the player's aggregates, (the difference between points for and points against).
- i. A player's position for the very first game of the season be it league or cup, will be decided by the turn of a card. Anyone not available for the first game will play their first game between the plusses and minuses.
 - ii. Any new player(s) not having an aggregate from the previous season should be placed in the team after BOTH plusses AND minuses. Please be aware of Heald & Millennium Trophy Rule T4.
 - iii. Two or more players having the same aggregate are placed in the team order at the captain's discretion. Team aggregates must be made available for inspection by the opposing captain before the start of each match, with the AWAY team captain providing the home team captain with player's names in aggregate order at least 15 minutes before the commencement of the match.
 - iv. Both teams' players' lists to be posted prior to the start of play.
 - v. If the team has to be changed before the start time, the replacement(s) are to play in his/hers correct aggregate position. If the team has to be changed after the start time, the replacement(s) are to play in place of the missing team player(s). This is to be indicated on the result sheet by the letters REP.
 - vi. Time allowance, not to exceed one hour after match start time, is only allowed for two players with their names to be announced before the match commences.
 - vii. Replacements, named before the commencement of the match, to be allowed to play in place of players claiming time allowance if failing to arrive before time expires. If a player is replaced, then he/she shall take no further part in the match.
 - viii. The home team captain shall decide the order of play except in the case of neutral green matches when the toss of a coin shall decide which captain has first choice, the other captain choosing the second game and so on in alternate manner.
 - ix. The two captains shall act as joint referees.
 - x. In the event of a player(s) receiving a walkover, a score of 21–0 will be recorded on the result sheet. For Merit purposes, the player receiving the walkover is awarded a 21-11 win and 10 points are added to that player's aggregate.
- L5. Both team captains shall be responsible for ensuring that the result sheet is completed in full and in the correct manner. The result sheet must be signed by both captains. The Home team captain should forward an image to the Match Secretary as soon as possible and in any event before 12 noon on the day following the match. Home team captains (or agreed proxy) should also input match scores on the Online-Bowls website before the end of the day following the match (see appendix 1)
Teams may be subject to a fine of £5 if these deadlines are not met.

League fines will be issued for incorrect aggregate playing order of one or more players, as this is to be restricted to player(s) being at a lower position in the team than they should be and winning.

On the first instance of a result sheet being late or not completed in the correct manner, the Match Secretary will contact the club/team captain. Should a club have more than one team, this, of course applies to each team, as does the issuing of League Fines, should there be further errors in the season. If more than two errors per team occur, the Match Secretary will ask the Treasurer to issue an invoice for a League Fine and send this accompanied by a covering letter and scanned copy of the result sheet, to the secretary of the club in question. League Fines will also be issued for noncompliance with the Online Bowling system.

The playing of non-registered players will be dealt with by the Executive Committee. League Fines are to be paid within 14 days of the date on the invoice after which the secretary will receive a telephone call asking if the club are appealing against the fine and if so, a letter needs to be sent to the League Secretary to arrive within 7 days of telephone call. After 21 days an invoice reminder will be sent to the club secretary and after 28 days a further telephone call, asking for the fine to be paid forthwith or a further League Fine will be issued. The League Fine is £5.

- L 6. League matches are to be played as detailed on the Online Bowls website except for matches postponed due to inclement weather or in exceptional circumstances. In the event of a green closure, the home captain shall make every effort to notify the visiting captain and Match Secretary as early as possible.
- a. When green closure occurs and there is pre-knowledge of this happening, the captains must try to reverse the fixture where possible. If this is not possible or if it is an emergency closure, the home team captain shall submit three alternative dates for the match to be played within 21 days of the scheduled date and the Match Secretary notified.
 - b. Where no re-arrangement can be agreed, the Match Secretary, once notified by both captains, shall set a date for the match to be played. Should either team be unable to fulfil the fixture, the match result, points awarded and appropriate penalty shall be decided by the Executive Committee.
 - c. Either captain may declare the green unplayable if standing water is visible prior to the start of the match, in which case a decision on the condition of the green shall be delayed for up to 30 minutes, or at any time during the course of the match.
 - d. If there is inclement weather at the time when practice would normally be happening, practice on this occasion will be forfeited.
 - e. The scores of games completed in a league match that is later abandoned other than in unforeseen circumstances, shall stand. Games in progress shall be recommenced at the prevailing scores. In the case of a dispute, the two captains shall decide.

- f. Games in abandoned matches not to be included until the game(s) have been completed.
 - g. The above also applies to the President's Day Trophy.
- L7. In the case of any dispute arising out of any league or cup match, particularly any dispute relating to the position of teams, including replacements prior to the commencement of the match, time allowance, prompt starts, registered players, differences and rearranged matches etc., notice must be given in writing to the League Secretary within three days of the match taking place.
- L8. All appeals, protests or disputes to be brought before a special meeting of the Executive Committee not later than 14 days after being received.
- L9. Club secretaries should bring to the attention of the League Secretary, any player(s) who has not paid his/her dues required by the club, thus preventing said player(s) from being registered for another club until said dues have been paid. The Club Secretary must inform the League Secretary as to when outstanding dues have been paid.
- L10. A merit prize for each division shall be awarded to the player having the most number of league wins at the end of the season. In the event of a tie the highest aggregate will be the deciding factor. The overall merit winner of the League will receive the Bob Gates Trophy, and memento. In the event of a tie, the winner shall be decided, in the first instance, on percentage of wins against number of matches that could have been played, and in the second instance, the highest aggregate shall be deemed the deciding factor. The representative from Morecambe Bowling League entering the Champion of Champions will be the Division One merit winner.
- L11. Teams to be promoted and relegated will be the ones achieving the highest and lowest number of points in the respective divisions. Under normal circumstances the top two teams in each division will be promoted and the bottom two teams will be relegated.
- a. If there is a tie on points then the following criteria will apply: the team with the most wins, most draws and least losses and how each team performed against the other(s) in the league season.
 - b. If they still can't be separated then the Match Secretary will arrange a play off, on a neutral green, to take place on the Wednesday following the last league fixtures. The system will be used to decide both promotion and relegation issues.
 - c. The number of divisions and number of teams there in, will be decided, each year, at the AGM, depending on the number of teams available and with reference to recommendations from the Match Secretary. If there are any unusual circumstances then the Executive Committee will decide.
- L12. Winning teams/clubs to receive prize money in the form of a cheque.
- L13. Any club or individual not in attendance at the Annual Presentation Evening will forfeit their allocated monetary winnings and these will be put back into league funds.

- L14. Trophies need to be handed back in the same condition as when they were presented. Failure to comply will result in the offending club/players paying the bill for repair of said trophy, rather than the league.
- L15. Scoreboards must be used in all League and Trophy matches. Fines will be issued for non-compliance of this rule.

HEALD AND MILLENIUM TROPHY RULES

- T. All matches in the Heald and Millennium Trophy competitions will be played under league rules except in the event of a drawn match, this match to be played on the initial visiting teams green.
- T1. Teams in the higher divisions will compete for the Heald Trophy and those in the lower divisions will compete for the Millennium Trophy. Under normal circumstances divisions 1 & 2 will compete for the Heald Trophy while divisions 3,4 & 5 will compete for the Millennium Trophy.
- T2. In order to be eligible to play for a TEAM in either competition, from the quarter final stage and beyond, a player must have played at least one league match for the TEAM in question before the quarter final date. This will ensure that they have an aggregate for the current season.
If an ineligible player plays in a cup competition then the offending team will forfeit the match irrespective of the result on the night.
- T3. Semi-finals and finals will be played on neutral greens. All players must be present at the start time (7 pm) of both semi-finals and finals. If a member of the team is not present then a replacement will play in his/hers place. There is NO PRACTICE ALLOWED prior to the start of semi-finals and final. The order of play in the case of neutral green matches will be decided by the toss of a coin. The winning captain has first choice, the other captain choosing the second game and so on in alternate manner. Should there be a draw in the semi-finals or final, the captains to each nominate a player to play one game of 11 up to decide the winning team.
- T4. Individual's scores in cup competition matches DO NOT affect league aggregates.
- T5. Handicaps are on a divisional basis for both competitions and will be confirmed on Online Bowls. These are to be indicated on scorecards of each game within the match. When teams that play on the same green are drawn against each other, the divisional AWAY handicap will not apply.
- T6. Any recommendations from the AGM will be taken into consideration by the Competition Secretary when setting the handicaps.

PRESIDENT'S DAY TROPHY RULES

- P. ONE member from each team within all clubs are entitled to compete in the President's Day Trophy Competition, as the entrance fee of £5 is included in the League Fees paid by each club in March/April each year. THIS IS NOT A TEAM EVENT.
- P1. The draw, times of start and divisional handicaps of this singles competition will be published on Online Bowls. Home team players in President's Day Trophy will have an extra handicap added to their divisional one.
- P2. Clubs will be fined £10 per club team when their team/s representatives fail to turn up at the President's Day Trophy, without having let the Competition Secretary know of their absence by the Monday of the week of the competition at the very latest.

Appendix 1

ONLINE BOWLS RULES and HOW TO ENTER RESULTS

These rules apply to BOTH league and cup results.

- OB.** Go to the Online Bowls webpage <http://online-bowls.org/index.php> and click on 'Morecambe Bowling League'.
- OB1.** At the home page, click on fixtures from the side bar menu.
- OB2.** Select the correct match/date/week you wish to send the result in for.
- OB3.** Search for the fixture you want and click on the envelope between the names of the two teams.
- OB4.** Another window will open up showing a blank results sheet.
- OB5.** Type in your name and email address in the boxes provided.
- OB6.** Type all players names in FULL and their scores in the boxes provided showing the exact same results as are on the paper copy.
- OB7.** Type in the total scores for both home and away teams and total points won.
- OB8.** For any new player please type in his/hers BCGBA registration number in the comments box at the bottom of the screen.
- OB9.** Click 'email match result'. Note, if boxes appear at the side of each player asking for aggregates, please fill each box with a 0 (zero), then click email match result again.
- OB10.** The submitting of results by the Online Bowls webpage is mandatory, although it doesn't mean that the captain has to do it. Any member of the team/club can submit the required information. Please remember that the home team captain (or proxy) should also forward an image of the result sheet to the Match Secretary.