

Over Wyre Veterans Bowling League

BYE-LAWS AND COMPETITION RULES 2025

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1. CONSTITUTION

1.1. The League shall be known as the **Over Wyre Veterans Bowling League** and is open to male and female bowlers of qualifying age.

1.2. The object of the League shall be to develop friendship and companionship amongst senior bowlers within our area, the promotion of competitions for that purpose and the establishment of a sporting and social understanding between the clubs.

1.3a. The President, who must be elected from a Member Club shall be elected for a period of one year. The Management Committee and at least one Auditor, shall be elected annually. The Management Committee shall consist of the Chairman, Vice-Chairman, League & Competitions Secretary, Treasurer, Fixtures Secretary and 2 members plus 1 representative from each division. A simple majority vote will be taken in the event of more than one nominee for the position of an official in the League, the count for each nominee shall be announced at the Annual General Meeting (AGM). The President shall be invited to attend all Committee Meetings. Job Descriptions have been created for each position and are held with the League & Competitions Secretary

b. That all nominations for President, Life Members and Management Committee Members must be made by clubs other than the nominee's own and will be voted on at the AGM using a simple majority vote.

c. It is desirable that no person shall take on more than one position.

1.4a. Any bowling club may become a member if proposed and seconded by any other club in membership and approved at the AGM. Clubs may become members providing they lie within a 10 mile radius of Garstang Bowling Club (PR3 1LW). The League Officials will examine the suitability of the applicant club, providing all applications for membership are received twenty-eight days prior to the AGM. Any such recommendation is subject to approval and accepted at the AGM.

b. Resignations from the League must also be notified to the League & Competitions Secretary in writing.

1.5a Any alteration of bye-laws affecting the standing orders and constitution can only be effected at the AGM, provided that a two-to-one vote be recorded in favour of such alteration.

b. Other bye-laws and rules may be altered by a majority vote at the AGM.

1.6. Notice of any proposed amendment to the bye-laws and rules shall be given in writing to the League & Competitions Secretary 28 days before the AGM. The Chairman shall have discretionary powers to accept adjustment of wording only, but not of the meaning of any proposed alterations to the rules, which are under discussion at the AGM.

1.7. The bye-laws of the British Crown Green Bowling Association, the Federation of Crown Green Bowls and the North Lancs & Fylde County Bowling Association in all matters and things not provided for in these bye-laws shall be the bye-laws of this League, so far as they can be applied.

1.8. Each club shall be bound by the bye-laws, competition rules and laws of the game. In cases of wilful infringement, any club, team or player may be liable to expulsion from the League by the Management Committee

1.9. The Standing orders, constitution, competition rules and all bye-laws shall only be amended or added to at the AGM.

1.10. Any matter not provided for in the foregoing or following bye-laws and competition rules shall be dealt with by the Management Committee. Their decision shall be final and binding.

2.

STANDING ORDERS

2.1. The Chairman or Vice-Chairman shall take the Chair at the appointed time and formally open the meeting of the League Management Committee, the AGM and any General Meeting. In the absence of both Chairman and Vice-Chairman, the meeting shall elect a Chairman (pro-tem) from the delegates present.

2.2. In the event of votes being equal the Chairman shall have the casting vote.

2.3. The reading of or, where sent out by email or post, the acceptance and adoption of minutes of the previous meeting shall be the first order of business.

2.4. No minute shall be rescinded unless there is a two-to-one vote in favour.

2.5. Each delegate at the AGM/EGM shall rise to address the Chair and, unless on a point of order, no interruption to the speech shall be permitted. The speech shall be limited to three minutes on any subject. A delegate shall not speak except in connection with a resolution or amendment, nor speak twice on one subject unless they be the mover of any original proposition, when they have the right to reply. Asking or answering a question by permission of the Chair shall not be considered as a speech.

2.6. If a proposition to proceed to the next business be moved and seconded, it shall be put to the vote after the proposer of the original resolution has been heard. In the event of it being agreed to, all other propositions on the subject then under discussion shall be considered as disposed of. Once a subject has been discussed and voted upon, it shall not again be introduced during the meeting except by the suspension of standing orders.

2.7. Suspension of standing orders shall be at the request of not less than three clubs and shall not be debated but put to the meeting forthwith.

2.8. No proposal nor amendment shall be discussed unless it be seconded, and no second amendment nor rider shall be voted upon until the first amendment is decided.

2.9. The ruling of the Chairman on all matters shall be strictly obeyed.

2.10. A vote of two-to-one of the delegates may suspend and exclude from the meeting any delegates who are insubordinate or conduct themselves improperly. Delegates so dealt with may be re-admitted on tendering an apology acceptable to the meeting.

3.

MEETINGS & REPRESENTATION

3.1. Representation at the AGM which shall be held no later than the **2nd Monday in December** each year, shall be by the Club Secretary or deputy and one other delegate. Voting on any matter at the AGM shall be based on one vote per club. All officials/officers of the League, excluding the Chairman, may represent their team and cast a vote on matters to be voted on.

3.2. Extraordinary General Meetings must be called within 21 days if requested by not less than three clubs. The representation shall be as at the Annual General Meeting and each Club Secretary shall be notified.

3.3. Any request for an EGM must be in writing/email and must state the nature of the business being brought forward. No other business shall be transacted at the EGM. Voting rules for an EGM shall be as rule 3.1

3.4. The Management Committee shall have the power to appoint a special sub-committee when necessary. All the matters dealt with to be reported to the full League Committee.

3.5. For absence from any AGM or EGM, clubs will be fined £10.00, unless satisfactory evidence of extenuating circumstances is produced. In the event of a club being un-represented at two consecutive AGM's they shall be fined £20.00 and liable to expulsion from the League.

3.6. Any correspondence to the League & Competitions Secretary must be made through their Captain or Club Secretary.

3.7. The League & Competitions Secretary shall deal with all routine business, but on any other matter shall consult the Chairman and the appropriate Officers.

3.8a. The Minutes of the AGM are to be sent to clubs and officers by email, or clubs are to provide SAE's for this purpose.

b. The Minutes of any Committee Meetings are to be sent out by email to all committee members where possible, otherwise by post.

3.9. All clubs in membership are required to provide to the League & Competitions Secretary, a reliable email address of the Club Secretary or a club member who will pass on to the Club Secretary all papers received **as soon as possible**. The captains of any team in the League must also provide a reliable email address to the League & Competitions Secretary.

4.

FEES & FINANCE

4.1. The affiliation fee per team shall be decided at the AGM by a simple majority vote. Clubs failing to pay shall be deemed non-members. Should the League & Competitions Secretary or Treasurer decide that a review of the League finances is necessary, then a proposal may be put at the AGM for final decision by the clubs.

4.2. The team affiliation fee is to be paid on or before collection of the League Fixture Book each year. Defaulting clubs will be fined 10% of the late bill. All monies, owed by clubs, are to be paid by cheque to the League Treasurer, or preferably, to be paid by Bank Transfer to the League bank account. (see rule 4.6)

4.3. The financial year shall end on 31st October in each year.

4.4. The accounts shall be audited annually by at least one auditor appointed at the AGM and copies of the Receipts and Payments Account, Balance Sheet and commentary are to be sent by the League Treasurer, to each club no later than 14 days before the AGM.

4.5. An account shall be opened at the local branch of an approved bank or building society. All monies belonging to the League are to be paid through the League Treasurer who shall submit a statement of the accounts at the AGM and at any other time on request. Payments made by cheque are to be signed by any two of the following League Officers – the Chairman, the League & Competitions Secretary or the Treasurer. The Treasurer has authority to make payments or receipts by digital and direct banking. To ensure that adequate controls are in place, the Treasurer must produce, for the Management Committee, monthly management accounts, together with copies of monthly bank statements.

4.6. Monies paid to the League by cheque **MUST** be made out to the **Over Wyre Veterans Bowling League**.

Monies paid to the League by Bank Transfer require the following account references:

Sort Code 01-03-33 and Account Number 13312235. The Account name will appear as OVER WYRE VETERANS; Please give the club name as the Reference.

4.7. Any member of a club not being financially sound with their club by its appointed date, shall be reported to the League by the Club Secretary. After being reported, he/she shall be black-listed by the League and will not be eligible to play in any competitions of the League (or inter affiliated Associations) either for his/her own or any other club, until such case has been reviewed by the Management Committee. Any club found playing such a person before written permission has been obtained from the Fixtures Secretary, will be fined £ 5.00 and all points scored by such a person will be cancelled.

4.8. All protests or objections (including date of play), regarding League Matches are to be lodged with the League & Competitions Secretary within 7 days of the incident. Such protests or objections are to be lodged by the protesting club's Secretary or his deputy, together with the sum of £5.00 which shall be returned unless the protest is considered to be frivolous.

4.9. All players in this League playing competitive Crown Green Bowls under the rules of the British Crown Green Bowling Association, shall be affiliated to the OWVBL as well as to the NL&FCBA by paying a Player Registration Fee (e.g. NL number). Any Club that refuses to affiliate to both shall be suspended along with all its registered members from playing any form of competitive Crown Green Bowls. **Registered players** only will be eligible to play in any events organised by the OWVBL.

4.10. In Knockout Competition Matches played on a neutral green, team players will pay the host club £5 per team to include a drink and biscuit.

COMPETITIONS & GENERAL

LEAGUE RULES

5.1. The League shall arrange such competitions for its members as decided at each AGM.

a. The number of teams to be entered in each division of the League shall reach the Fixtures Secretary by the 31st January every year. In the event of any team withdrawing after this period, the entrance fee shall be forfeited and any such team withdrawing shall notify, in writing or by email, all the clubs who have teams in the same division as well as the Fixtures Secretary that the withdrawal has taken place. Any new team joining the League shall be seeded into an appropriate division according to their perceived playing strength. Seeding will be decided by the Management Committee.

5.2. Matches to be played primarily on Monday Afternoons.

PLAYER REGISTRATION

5.3. The age qualification for a player to be registered with the League shall be that he/she attains the age of 60 on or before 30th September in that season of registration. **If it is found that a team has played an underage player all results achieved by this player will be expunged from league records.**

5.4. All players shall become registered (Bye-Law 4.9, Fees & Finance) for their club after paying their Registration Fee to their club.

5.5

- a.** No player shall be allowed to play for more than one club in one competition during one season.
- b.** Where a team or club folds up, players may be able to move freely to other clubs at the discretion of the Officers.

5.6. All players must be registered with the League & Competitions Secretary.

- a.** Any new player additions after initial registration should be notified to the League & Competitions Secretary giving a minimum of 1 weeks' notice during the current season, before they play their first match.

5.7. Before the first fixture is played, or certainly by 31st March, every club will forward to the Fixtures Secretary a list of its **ELIGIBLE**, registered members, quoting their **full names** together with their **BCGBA membership number and Date of Birth**. Block lists which show **ALL** club members are not to be used. This is to be completed **annually** for each season. Any amendments to a team's existing list can be made by contacting the League & Competitions Secretary. **Your personal details will not be used or shared with any external person/s or organisation/s under GDPR and will only be used by the Over Wyre Veterans League for Bowls League business.**

- a)** The League & Competitions Secretary will prepare a list of club players to be registered and they will be shown in the Club Zone on the online bowls website.
- b)** Any new team joining the League must follow the same rule as described in 5.7

PLAYER MOVEMENT

5.8. Where a club has two teams in the league movement between teams will be permitted where a captain finds that they have availability problems within their squad. A maximum of two players will be allowed to move between teams in any one match. Where the teams are in the same division the player will take their place in accordance with their aggregate for their normal team. In the case of teams in different divisions the first player moving **down** will come in at number 4 on the team sheet. Any second player moving **down** will come in at number 5. The first player moving **up** will take their position at number 8. Any second player moving **up** will take their position at number 7. The player/s will retain their existing aggregate when they move back to their normal team and will retain any aggregate scored in the alternate team.

- a)** If a player plays in a match that contravenes this rule, their score will show 21-0 on the card and a 2 point deduction for their team issued.
- b)** Rule 5.8 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 contravenes this rule the result of the game played will be 21-0 to the opposing team.

- c) If there is any doubt about the eligibility of a player, then please check with the Fixtures Secretary before the match.
- d) The Fixtures Secretary shall be instructed to draw the attention of the Management Committee, to any noticeable infringements of this rule. The Management Committee are empowered to take any steps as they deem necessary. This may include up to a maximum fine of £10.00 and/or the deduction of further points if the circumstances warrant such action.
- e) Any new player joining a team after the start of season will come in at scratch.

COMMENCEMENT OF GAME

5.9.

On the first league game of the season players' opponents are decided by 'turn of the cards'. The home captain will place their eight cards face down with the away captain then placing his eight cards randomly on top. In respective fixtures, names are to be listed on the result card at the start of the match in the order of merit based on the player's 'aggregate' positions within the team.

- a) Matches shall commence at 13.30. All players must be present no more than 1 hour after start time.
- b) All games to be 21 up from scratch.
- c) All teams will consist of 8 players (male & female).
- d) Pairings will be by player aggregate. First game by turn of cards.
- e) Visitors will lead off with the jacks.
- f) No more than 4 jacks shall be used on the green at any one time.
- g) The home team captain has the choice of playing order
- h) A player, not declared present, but who has been selected, with their name down on the result card to play and, who has not arrived at the green by 14.30hrs will be scratched and a substitute will take his place. The substitute will take the missing player's position in the team. The substitute shall be a registered paid up member of the club at the time of substitution. If no substitute is available Rule 5.14 will apply. A player who is selected and who is present at the green shall not be substituted.

PLAYER SPECIAL RULES

5.10.

- a. Should a player have to leave the green as a result of injury, sickness etc. and is subsequently unable to resume prior to the completion of the match, his/her game score shall be the score at the point of leaving the green and the opponent shall receive 21 points.
- b. Any Secretary receiving an application for membership from a player from another club should confirm that such a player is financially sound (Fees & Finance 4.7).
- c. At the discretion of the Management Committee, any member playing in League Cup Competitions, winning any game(s) and then not competing in the next rounds, will be banned from the competition the following year and/or be fined £10.00 (via their club), depending on the circumstances.

d. Any player suspended by a club or any authorised association shall not be allowed to play in any match or competition run by the OWVBL until the period of suspension has expired.

e. In all League competitions, when scoreboards are made available by the League, they must be used. Players must wear the numbers/coloured bibs provided. Fine for non-compliance £5.00 for an individual or pair. Any player/s refusing to wear a number/coloured bib will not be allowed to compete on that day in that competition.

MATCH PRACTICE

5.11. Practice, other than 15 minutes prior to the start of the match, must not take place on an opposing team's green on the day of the League match, unless the player is a member of the opposing Club or involved in an official match or competition 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 home and visiting Captains shall be allowed 15 minutes practice within 30 minutes prior to the start of the match to enable the draw to take place and the match to commence at the correct time.

PROVISION OF JACKS

5.12. The home club **MUST provide 8** Standard jacks for practice and match use. These standard jacks (which **MUST** be in **date in accordance with current BCGBA rules**) shall be used in all competitions under the jurisdiction of this League. The colour of the jacks is of no consequence but they must ALL comply with the above BCGBA standard. Four of these are then to be used in the match. Infringement of this rule may result in a £5.00 fine for the first offence then £10.00 for each subsequent offence.

MARKERS

5.13. 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 agreed will be deemed correct. Cards must be checked every five ends or less if agreed by both markers.

WALKOVERS

5.14. 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.

LEAGUE MATCH POINTS SCORING SYSTEM

5.15. The result of each match is 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 three (3) 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 two (2) points awarded to the away team.

FINAL LEAGUE TABLE

5.16. The team with the most/least points will win promotion/be demoted. If points are tied then determination of the winners/losers is based on the following results, considered in order of priorities i. to iv.

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

PROMOTION AND RELEGATION

5.17. 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 Fixtures Secretary shall draft a suggested constitution considering the number of competing teams.

In all league competitions where there is a differential in the number of teams in a division, the top divisions should have the greater number of teams.

ADHERENCE TO FIXTURES & POSTPONEMENTS

5.18. 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 Fixtures 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 as soon as possible before the proposed date and enclose written agreement to the alteration by the other club. The Fixtures 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 greens, wherever possible. (Also Ref: 5.19. a. & 5.19. b)

5.19. Teams failing to turn up for a fixture will have to show a good reason to the Management Committee as to why a maximum of up to 5 points should not be deducted from their total. The match must then be re-arranged and played within 28 days of the offence. Should the team then offend again, a further ten points will be deducted and the match awarded to their opponents. The minimum number of players to constitute a team is six. Any team reporting with less than six players will be deemed to have failed to turn up for the fixture. No games can be re-arranged due to a shortage of players except in extenuating circumstances which will be decided by the Executive Committee on a case by case basis.

a. League Matches are to be played as scheduled and finished on the same day. Matches may be rearranged due to extenuating circumstances. The team wanting to re-arrange should contact their opponents a.s.a.p. Making contact with a club by all means possible must be used including email, telephone, correspondence and personal contact to come to a conclusion. The Match (subject to the above reasons for re-arrangement) must be played within 28 days of the scheduled date or where possible before the scheduled date. When a Match is to be rearranged it is the responsibility of the team requesting the change to inform the Fixtures Secretary at least two days before the scheduled date along with the new date when fixed. Failure to inform the League Fixtures Secretary will result in a fine of £5.00.

b. Matches can also be re-arranged for other genuine reasons but should be played **before** the original date. The team wanting to rearrange must give at least 14 days' notice. Priority must be given to drawing on eligible players from the clubs' other teams to remedy any shortage of players for the rearranged match.

- c. Any team that (i) fails to arrive and to not have informed their opponents or the League Fixtures Secretary or (ii) is in violation of rule 5.19 will be deducted 5 points from their seasons total. The Match is to be rearranged and played as in section a) of this rule.
- d. Any team that arrives to play a match and subsequently refuses to play for whatever reason (emergency excepted) will be fined as in section c) of this rule.
- e. Any problems regarding re-arrangements not covered by this rule that may incur further fines and/or penalties will be dealt with by the Management Committee.

5.20. In the case of very bad weather players need not wait later than one hour after the time fixed for the commencement of the match for a start to be made. The Fixtures Secretary should be informed on the day about the cancellation and also the new date when agreed.

- a. In the event of wet weather making the home green unplayable, the home captain must notify the visiting team captain as soon as possible before the match is due to commence.

5.21. If due to unforeseen circumstances a Match is abandoned and re-arranged to a later date, substitution of a player is **not** permissible in a game where play had commenced. In games that have not commenced players can be substituted but no player may play twice in any one match.

5.22. All rearranged Matches must be played within 28 days, or if the game is cancelled late in the season, before the date of the last scheduled matches in that division of the League. If teams fail to agree a date to rearrange then the Committee will set a date that the match must be played and that will be final. Failure of a team to adhere to this date will mean that the offending team concede the match to nil. The committee will then decide further punishments of fines and possible points deductions.

INFRINGEMENTS

5.23. In case of any infringement by any team they may be liable up to a maximum of 10 points deduction or possible expulsion from the League if the Management Committee so decides. In case of any infringement in a Cup Competition match the Management Committee shall have the power to award the match to the offending team's opponents in that match.

PROTESTS

5.24 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 & Competitions 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 & Competitions Secretary through their Team Captain or Club Secretary.

- a. Any appeal against a decision made by the League Committee must be made within **7** days of being notified of said decision. This must be made in writing to the League & Competitions Secretary.
- b. Once an appeal has been ruled upon the committee's decision is final and binding. No further appeals will be allowed.

SUBMISSION OF RESULTS

5.25. All league results are to be entered on Online-Bowls by the home team within 24 hours of the match being played to enable the Fixtures Secretary to get all results online ASAP. Persistent failure to comply with this requirement could result in a £5.00 fine or a 5 point deduction at the discretion of the Management Committee.

a. League Tables and other important League information will also be made available on Online-Bowls website.

CUP RULES

5.26

- a) Cup matches will be played using current averages, not turn of the card, however, the score obtained during a cup match will not be added or taken from your current average.
- b) No practice is allowed before cup matches. The first throw of the jack shall be shared alternately.
- c) Captains will be given a team handicap prior to their first cup match, by the Fixtures Secretary.
- d) The better aggregate score after allowing any handicap will determine cup match result. In the event of a drawn aggregate the number of games won will determine the result. If both teams are still tied at this point each captain is to nominate three players for a playoff. The play-off games will be 15 up. To determine who plays whom in the play off the captains will use the turn of the card method. To determine who starts their game with the jack/block a toss of a coin shall be used by the team captains. The captain that wins the coin toss will start with the jack/block for games 1 & 3 and the opposing team will start with the jack/block for game 2. The aggregate score of the three matches will be taken to determine the outcome. If this is also tied, then the number of winners will be used.
- e) All cup matches will be played on neutral greens. If the President's team reaches the final the Management Committee will decide where the final will be moved to. All finals will be played at the same venue.
- f) A player must have played at least two league matches in the current season before being eligible to play cup matches.
- g) Teams must commit to playing their cup matches regardless of how many players they have available otherwise they will be fined £10.00.
- h) All scorecards for the cup matches shall be sent to the Fixtures Secretary in full, emailing just the final aggregate score will not suffice.
- i) No cup matches can be postponed except due to an unfit green.

PRESIDENTS DAY

5.27

- a) All teams automatically have 2 players entered in the Presidents Day draw. Any player who does not turn up will be fined £20. The draw for this will take place on the second doubles day.
- b) Any club failing to send a representative to President's Day even with apologies will still be fined £20 which will be due within 4 weeks of the date issued, otherwise a 5 point deduction will be incurred and the fine will still be owed.
- c) The winner of Presidents Day will be handicapped for the following year and will play off scratch. Otherwise, first division players have 1 on the card and second division players have 2 on the card and Third Division will have 3 points on the card..
- d) In the event of a player having a bye in the first round, a maximum of 5 ends of practice will be allowed.
- e) Any home player in the competition shall relinquish the jack to the visiting player at the start of the game.

DOUBLES DAY

5.28 a) A Pro-forma will be prepared and handed out to all captains by the League & Competitions Secretary with regards to Doubles Day entry on Registration Day.

 b) Captains are asked to submit the details and number of pairs wishing to play.

 c) All Teams must send at least 1 pair to the Doubles Competition or a £20 fine will be imposed.

 d) The Competition is open to 64 pairs (2 Qualifying days 32 down to 8) 2 places available per team. Teams may request extra spaces in the draw.

 e) Pairings must be returned by no later than 5 weeks before Doubles Day. (This can be the form, or an email sent to the League & Competitions Secretary).

 f) Failure to submit the form will result in a £20 fine.

 g) The committee will make the draw 3 weeks before the first date of the double's day

 h) The Treasurer will send out a £20 fine if a pair does not attend on the day. This must be paid by the end of the season.

 i) If any player in a doubles competition fails to turn up, the remaining partner may play the heat or heats. The absent partner can join in when he/she arrives. Order of play for single player in doubles games to be as follows:

- When a single player leading jack he/she delivers first wood followed by first opponents first wood then second opponents first wood.
- When a single player is not leading jack, first opponent delivers first wood, single player delivers first wood and second opponent delivers first wood. Process repeated for second wood.

 j) In all doubles competitions, substitution of one player only in a pair is permitted in the first round. Substituted players must go forward if successful. The player who becomes the substitute must not have figured in the original draw with a different partner.

 k) In the event of a player not being present on the original date, they shall be scratched whether play is possible or not, **except** that in doubles it is only necessary for one player, of a pair, to be present for the purpose of fixing a new date when the greenkeeper has declared the green unfit for play.

 l) Any player(s) having a bye shall be permitted a maximum of 5 ends practice.

5.29 PRESENTATION AFTERNOON

a) An agreed sum, fixed by Management Committee, shall be expended on the season's prizes.

b) To qualify for the top average prize a player shall not have missed more than 3 home and 3 away games during one season. (This may be amended if the league structure changes)

c) Any prize winner not attending the presentation dinner shall forfeit their prize money. If, in the opinion of the committee, a justifiable cause is given for absence the winner shall nominate a person from their team to collect the prize money. Prior to the Presentation the winner must notify the League and Competitions Secretary of non-attendance for prize and nominate a club member to collect in their stead with the committee then being informed.

d) The clubs or individuals holding League Trophies must make them available in clean condition for presentation to the winning team or player at the appropriate finals. The fine for non-compliance with this rule is £5.00 payable by the club or individual(s).

- e) All League Trophies must be returned for engraving to the League Chairman a minimum of 1 month prior to the Presentation Meal. The fine for non-compliance with this rule is £5.00 payable by the club or individual(s).

5.30 ELECTRONIC DEVICES, SMOKING, FOOTWEAR & WALKING STICKS

- a) Electronic devices e.g., mobile phones, pagers, smart watches etc, in active mode are not allowed on the green. Should a player fail to comply, that player shall forfeit the game. The offender(s) to receive no further score and the opponent(s) to receive the maximum score. (Medical devices such as Pacemakers etc. are excluded from this rule).
- b) Smoking: Smoking, vaping and the use of electronic cigarettes is not allowed whilst participating in the game of Crown Green Bowls. The offending player(s) shall receive no further score from the time of the offence and the opponent(s) shall receive the maximum score.
- c) Footwear: Hard block-heeled or open-toed footwear must not be worn on the green in any game played under the League's jurisdiction. Any offending player(s) shall not be allowed on the green and unless substituted will forfeit the game to their opponent(s) 21-0.
- d) Walking Sticks: Any bowler wishing to use a walking-stick **MUST** have a rubber bowling green protector on the base of the stick. The protector should be at least Five inches or 127 millimetres in diameter and no imitation will be allowed. Failure to do so means the player will **NOT** be allowed to bowl on the said green.

PLAYERS & OFFICIALS CODE OF CONDUCT

This "Code of Conduct" applies to all persons, whether they be actual players in a fixture, club officials or spectators following a particular club/team or any other registered bowler.

Note: All of the above will be referred to as Players, Club Officials and Spectators in the "Code of Conduct" below:

1. All Players, Club officials and Spectators must behave/act in a courteous and sporting manner.
2. No swearing will be permitted on or around the green by any Players, Club Officials or Spectators.
3. No threatening, violent or abusive behaviour will be tolerated on or around the green by any Players, Club Officials or Spectators.
4. All Players, Club Officials and Spectators should respect the rights of other Players, Club Officials and Spectators and treat them with dignity and respect.
5. All Players, Club Officials and Spectators must display and promote high standards of behaviour.
6. All Players, Club Officials and Spectators must promote fair play and behaviour befitting of our sport and within the spirit and laws of the game.
7. No Players, Club Officials or Spectators should engage in intimidation, bullying or poor sportsmanship whilst on or around the green at any time where that behaviour could be associated with the game of bowls.
8. If a complaint is received against any official it will be investigated by the remaining committee members and if found to be true the committee will have the power to issue a warning, suspend or ask the member to resign.

9. If a committee member fails to meet their job description they can be either issued a warning, suspended or asked to resign.

Players, Club Officials and Spectators or anyone involved with the sport are expected to report all incidents that contravene the above "Code of Conduct" to the Over Wyre Veterans Bowling League immediately.

All reports/complaints sent to this league will be dealt with on a confidential basis and taken extremely seriously.

The Over Wyre Veterans Bowling League promises to act on any/all legitimate complaints and will act upon them appropriately. If the allegations are found to be correct, then punishments will be imposed against an individual or a club itself.

SUMMARY OF FINES

SECTION ONE

No Fines or Points Deductions

SECTION TWO

No Fines or Points Deductions

SECTION THREE

Rule 3.5 - £10 OR £20

SECTION FOUR

Rule 4.2 - Late fees will be charged at 10% of the league fee

Rule 4.8 - £5.00

Rule 4.9 - £5.00

SECTION FIVE

Rule 5.8 a - 2 Point Team Deduction.

Rule 5.8 d – Maximum of £10.00 or further points

Rule 5.10 d - £10.00

Rule 5.10 f - £5.00

Rule 5.12 - £5.00 or £10.00

Rule 5.19 - possible 5 Point Deduction determined by the Executive Committee.

Rule 5.19 a - £5.00

Rule 5.19 c - 5 Point Deduction

Rule 5.23 - Up to a maximum of 10 points or expulsion from league

Rule 5.25 - £5.00 or possible 5 point deduction

Rule 5.26 g - £10.00

Rule 5.27 a & b - £20.00 or possible 5 point deduction.

Rule 5.28 c - £20.00

Rule 5.28 f - £20.00

Rule 5.28 h - £20.00

Rule 5.29 a - £5.00

Rule 5.29 b - £5.00

SUMMARY OF DISPUTES

Most disputes occur in three areas of a match;

1. Between players
2. Between markers
3. Between spectators

This is an attempt to put a dispute process in place and written into the rules which must be followed by all teams and players.

1. Team captains are empowered by the league to be match referees for the game their teams are involved in.
2. This includes both league and cup matches.
3. Dispute between players should be resolved between the players if possible.
4. If not possible the home and away team captains should be involved to discuss and reach an acceptable outcome as match referees.
5. When an agreement is reached the referees decision is final and the game restarts.
6. Two markers one from each team mark each game and must check every five ends.
7. In the case of a disagreement the markers should try to resolve the problem.
8. If the problem cannot be agreed the home and away captains must be called over and the problem discussed with them as the match referees.
9. If there is no agreement between the referees, the game is to be restarted from the last point the markers were in agreement. The referees decision is final.
10. Threatening behaviour is unacceptable and will not be tolerated in the OWVBL and could lead to a person or persons, team or teams being fined, points deducted, or suspended, as determined by the Management Committee. This to include physical and verbal threats.
11. The Management Committee is empowered to settle all disputes and their decision shall be final and binding. (Please see Rule 1.10).