

Bolton Flat Green Bowling Club – Competition Rules

Table of Contents

1. Booking rinks for play.	2
2. General Rules	2
3. Club Competitions	2
3.1. Played through the season on allocated days / rinks	3
3.1.1.General Rules for competitions Played through the season on allocated days / rinks	4
3.1.2.Additional Rules: Lawrence Gordon	4
3.1.3.Additional Rules: McNair Singles Handicap	4
3.2. Competitions played on a fixed day through to finalists	5
3.2.1.General Rules for Round Robin Competitions	5
3.2.2.Additional rules for Balloted Competitions	6
3.2.3.Additional Rules: Hunt Cup	6
3.3. League Competitions	6
3.3.1.General Rules for Leagues	6
3.3.2.Singles League	6
3.3.3.Pairs League	6
3.3.4.Triples League	6
3.3.5.Australian Pairs League	7
4. Finals Weekend	7

Bolton Flat Green Bowling Club – Competition Rules

1. Booking rinks for play.

1. The **Rink Book** is situated on the desk inside the main door and indicates the rinks for play for each day and is used to book rinks for play.
2. All play on the day will be played as indicated without exception.
3. Rinks are pre-booked by the Competitions Secretary for all Club Competitions
4. Players requiring a rink for other Competitions should book an available rink for the appropriate session (morning, afternoon, evening)
5. Players requiring a Rink on the evening when the whole green has been booked for an event in the day *must* consult the Competition Secretary who will make very reasonable effort, without compromising the booked event, to accommodate the request.

2. General Rules

6. Club Competitions are organised by the Competitions Secretary assisted by the Competitions Sub Committee.
7. Club Competitions, except where specifically stated are played according to the **Laws of the Sport**.
8. The Dress Code for Club Competitions is greys and white / Club shirts except Finals Weekend when Whites with Club Shirt are worn.
9. Players in Club Competitions are required, if they qualify, to compete on Finals Weekend. Once they become aware that they cannot play on Finals Weekend they are *required* to immediately withdraw from the competition. Dispensation *may* be granted by the Competitions Sub Committee, for a Player *required* to play in a County, Regional or National event in which case an alternative date will be designated by the Competition Secretary.
10. By reference to the Criteria for Play, the Green Steward, the Green and Surrounds Team Leader or, if neither is present, a Member of Club Executive, will rule on the fitness of the green for play, if necessary.
11. Players who enter competitions are required to fulfil their obligations to the full. Failing to do so may result in their entitlement to enter Club Competitions being reviewed by the Competition Sub Committee.

3. Club Competitions

The Club runs a wide range of Competitions for members. These fall broadly into three categories:

- Knockout Competitions usually played through the season with fixed dates, times and rinks for each round with the Final played on Finals Weekend.
- Round Robin Competitions played to provide finalists over a single day with the Final played on Finals Weekend.
- League Competitions played over a number of weeks during the season.

Bolton Flat Green Bowling Club – Competition Rules

3.1. Played through the season on allocated days / rinks

Name	Type	Format	Starting the game
Williamson Trophy	Men's Singles Championship	21 Up	2 Trial ends of 4 bowls each
As the winner of the Williamson qualifies for National Champion of Champions in the following season, members who also belong to another Club from where they enter their National Championships OR where they enter the Club Championships, will not be permitted to enter.			
McNair	Handicap Singles M/F <i>See rules below</i>	21 Up	2 Trial ends of 4 bowls each
Challenge Pairs	Open Pairs M/F	16 Ends	No Trial Ends - 2 Shots maximum on 1 st end only
Lawrence Gordon	Sets Singles M/F <i>See rules below</i>	2 Sets of 9 Ends 3 Tie Break ends which are decided by end won.	2. Trial ends of 4 bowls each

3.1.1. General Rules for competitions Played through the season on allocated days / rinks

a) Playing the game:

In singles the first drawn in each match is the challenger and must provide a competent marker.

Games must be played on the date and time scheduled unless the competitors mutually agree to play the game earlier. They may not be played later.

However, if the green is unfit for play, and no official (See 2.5 above) is present to rule on the matter, the players must agree and sign a declaration in the Pavilion Diary. They must then agree a time and date within 7 days to play the fixture.

If the game is abandoned due to the green becoming unfit for play, the players must then agree a time and date within 7 days to complete the fixture.

If one side is not available to play within 15 minutes of the scheduled start time the opponent may claim the game.

The winner(s) must both notify the Competition Secretary of the result and update the Draw Sheet

b) Wild Cards

The Competition draw, at the discretion of the Competitions Committee may include Wild Cards. These are reserved for new members who join the Club after the Draw has been done but will be allocated no less than 8 days before the date when matches are to be played.

They will be allocated to “first come, first served” by the **Competition Steward**

Players nominated to play against a Wild Card must be prepared to play as scheduled.

c) Matches that clash with County or National competitions

In the event that a Club Competition has been allocated on the same date a County or National Competition has been scheduled, arrangement should be made to play in advance. If a date cannot be agreed then the matter must be referred by the player who has the conflict to the Competition Secretary, at least 5 days before the match is scheduled, for a decision. Failure to do so will result in the game being forfeit.

3.1.2. Additional Rules: Lawrence Gordon

- a. The winner of the toss may keep or give away the jack.
- b. The winner of the 1st set has the mat, jack and first bowl for the second set
- c. The winner of the toss for the 1st Tie Break end may keep or give away the Jack.
- d. Thereafter the winner of the previous end has the jack, mat and first bowl.
- e. If the jack in play, is hit beyond the boundary of the rink it must be placed 1 metre to the side of the centre line that it left the rink and 2 metres from the ditch.
- f. If the jack in play rebounds within the rink to a distance of less than 20 metres from the mat it must be placed on the centre line 2 metres from the ditch
- g. If the jack passes above the bank it must be placed on the centre line 2 metres from the ditch
- h. If the appropriate placement spot is obstructed by a bowl; the jack must be placed on a straight line from the ditch through the designated spot at the nearest clear point available nearer the mat

3.1.3. Additional Rules: McNair Singles Handicap

- i. Handicaps will be allocated by the Competitions Committee
- j. Handicaps will commence at Scratch
- k. The maximum handicap is 10
- l. Handicaps will reflect:
 - Past performance in club Singles Competitions

Bolton Flat Green Bowling Club – Competition Rules

- Past performance in County / National Competitions
- Current and recent (last 5 years) International performance
- Subject to the c. and d, above: the previous year's Handicap winners handicap will be reduced by 2 shots and first round losers increased by 1 Shot.

m. Both players commence the game with the number of shots of their handicap.

3.2. Competitions played on a fixed day through to finalists

Name	Type	Gender	Format	Starting the game
Hunt Cup	Women's Singles Championship	Ladies	21 up	2 Trial ends of 4 bowls each
As the Winner of the Hunt Cup qualifies for the National Champion of Champions in the following season, Members who also belong to another Club from where they enter their National Championships OR where they enter the Club Championships, will not be permitted to enter.				
Irene Howlett Consolation Singles	Open to 1 st Round losers in the Hunt Cup and played on the same day.	Ladies	21 up	2 Trial ends of 4 bowls each
Readey Trophy	Club Championship	Ladies / Gents	21 up	2 Trial ends of 4 bowls each
Les Colbourne Memorial Shield	Balloted Pairs (M/F)	Ladies / Gents	Round Robin competitions. The number of matches to be played and the number of ends per match will be determined by the Competitions Sub Committee once the number of Entrants is known. Start time is usually about 9:30 and the day will usually end by 18:00. Whilst players will be unlikely to be playing all day; they must be available to do so.	
Margaret Baker Trophy	Balloted Triples (M/F)	Ladies / Gents		
Atherton Thind Trophy	Mixed pairs	Mixed		
Howlett Trophy	Ladies Pairs	Ladies		
Spencer Trophy	Mixed Triples	Mixed		
Eddie Morgan Trophy	Over 50's Pairs	Ladies / Gents		
	Over 65 Pairs	Ladies / Gents		
Amplifon Trophy	Unbadged Balloted pairs Open to players who have not, 28 days before the Competition, earned a County Badge in any County or won a Club or County Singles Championship	Ladies / Gents		
J & W Cropper Trophy	Early Bird Singles	Ladies / Gents		
J & B Branche Trophy	Australian Pairs Balloted	Ladies / Gents		

3.2.1. General Rules for Round Robin Competitions

- a. The Competition Steward will make any necessary decisions about the fitness of the green for play
- b. The Draw and Programme for the Competitions will be published at least 7 days before the competition

Bolton Flat Green Bowling Club – Competition Rules

- c. Players should be ready for play at least 15 minutes before the scheduled start of their first match and each subsequent match (subject to having completed their previous match)
- d. Notwithstanding Rule 3.2.1 c. above, players will be permitted a 5-minute break between playing consecutive rounds.
- e. If there is insufficient time to complete a competition due to the number of rounds to be played, or if later rounds are deferred by the Competition Steward due to weather then outstanding matches will be played by the date(s) set by the Competition Steward.”

3.2.2. Additional rules for Balloted Competitions

- a) Players will be seeded by the Competition Secretary or Steward.
- b) Once seeded, players may play in any order and may change the order for each match.

3.2.3. Additional Rules: Hunt Cup

No player will be required to play more than 3 games on the day. The Competition Secretary will advise dates by which subsequent rounds must be played.

3.3. League Competitions

3.3.1. General Rules for Leagues

- a) Leagues are played on fixed days of the week at fixed times.
- b) The Club Executive will decide each year which Leagues will be run that year and day and time for each league
- c) Once entered players are expected to fulfil all of their fixtures, failure to do may result in exclusion from leagues in subsequent years
- d) If it is necessary to re-arrange a fixture, it should be played on or before the next allocated “catch up day”. The need to re-arrange the fixture and the plans to reschedule must be notified to the Competitions Steward.
- e) If it is necessary to suspend a match, due to weather or exceptional circumstances, arrangements must be made to complete the match at a later date.
- f) Players should be in attendance at least 15 minutes before the scheduled start time and ready to play on time.
- g) If, once all matches have been completed there is a tie, on points, at the top of the table, the winner will be the player with the better shots difference.
- h) Dress for Leagues is greys with Club or white shirt.

3.3.2. Singles League

- a) Players will be scheduled to play only one match per day and will also be scheduled to mark a match on some of their match days
- b) Games are “21 up” with a maximum of 1 shot on each of the first two ends.
- c) 2 Points for a win.

3.3.3. Pairs League

- a) A maximum of 3 players may be registered for each team
- b) Players will be scheduled to play only one match per day
- c) 16 Ends with a maximum 2 shots on each of the first 2 ends
- d) Burnt ends are replayed
- e) 2 points for a Win and 1 for a draw

3.3.4. Triples League

- a) A maximum of 4 players may be registered for each team
- b) Players will be scheduled to play only one match per day
- c) 16 Ends with a maximum 2 shots on each of the first 2 ends
- d) Burnt ends are replayed
- e) 2 points for a Win and 1 for a draw

Bolton Flat Green Bowling Club – Competition Rules

3.3.5. Australian Pairs League

- a) A maximum of 3 players may be registered for each team
- b) Players will be scheduled to play only one match per day
- c) 16 Ends with a maximum 2 shots on each of the first 2 ends
- d) Burnt ends are replayed
- e) 2 points for a Win and 1 for a draw
- f) Order of Play
 - Player 1 in each pair plays 2 bowls, Player 2 plays 4 bowls, then Player 1 plays 2 Bowls.
 - On each successive end the order reverses. i.e. On the next end; Player 2 plays first and deliver 2 bowls then Player 1 delivers 4 etc.

4. Finals Weekend

- a) No player will be required to play more than 3 matches on a single day.
- b) The Finals Weekend programme will be provided to competitors and officials not less than 6 days in advance
- c) The draw for rinks will take place in the Clubhouse 30 minutes before the scheduled start time of the first match of the day
- d) Players must report at least 15 minutes before the scheduled start time. Failure to do so may result in disqualification
- e) Dress for Finals day is whites with Club Shirts
- f) Matches will be played to the respective rules set out above.
- g) Winners names will be inscribed on the Honours Board - when a substitute has been used, the names inscribed will be those playing on Finals Day.