

Bolton Flat Green Bowling Club

3 Competition Rules

3.12 Winter Crown Code Pairs League

- 1 These competitions are open to all Full, Junior & Winter members, who are available to play on the days on which the [Competitions Sub-Committee](#) elect to run leagues.
- 2 Dates will be allocated for each game. In the event of any team not being able to fulfil its fixture, the members should arrange to play their opponents in advance. If unable to do so, they should ensure that the game is played no later than 2 weeks after the allocated date. If a game is cancelled on the allocated date due to bad weather or any other reason, both teams should immediately re-arrange the fixture.
- 3 A condition of entry is that teams complete their fixtures. (see [Competition General Rule 15](#)).
- 4 Games will be played as the first to 21 shots
- 5 Points will be awarded on the following basis:-
Win 2
Loss 0

In the event that more than one team completes its fixtures with the same points, the team with the best shots difference will be declared the winner. If there is still no winner then matches against each other will be taken into account.

- 6 Each team will register a maximum of two players at any one time. A registered player may be replaced during the season. One of the registered players is required to play in each match. Each team will be allowed an indefinite number of substitutes during the season. Substitutes may play for more than one team during the season. Substitutes are defined as members, who have not registered with a pair's team.