

LEAGUE RULES

(updated after the 2022 AGM)

Laws:

1. All games shall be played in accordance with the laws of the game of Crown Green Bowls as approved by the British Crown Green Bowling Association and the rules of the Shropshire County Bowling Association.
2. (a) Each Friday division team shall consist of 10 bowlers, male or female, and shall play home and away matches with all other teams in the same division. Each game shall be 21 up.
2. (b) Each Monday division team shall consist of 10 bowlers, male or female, and shall play home and away matches with all other teams in the same division. Each game shall be 21 up.

Method of Scoring:

3. (a) One point shall be awarded for each individual win, three points for the team with the highest aggregate total and one point to each team if the aggregate totals are level.
- (b) The League positions will be decided on the highest number of points scored. if two or more teams finish on the same number of points the best aggregate will decide and if teams are still level the prize money is shared.

Registration of Players:

4. No player shall be eligible to play in a League match unless he/she had been registered with the Fixture Secretary 24 hours prior to the first match in which he/she plays.
5. No further registration of players shall be made by clubs after the July meeting of the Executive Committee. Clubs may apply for registration in writing after this date, but it must be approved by the Management/Executive Committee.

6. No player shall sign for more than one Club per season but a player who has signed for one Club for which he/she has not played more than four games may apply to the League for approval of the transfer not later than the 30th June. A £5 administration fee will be charged to the Club the bowler is moving to. In the case of a junior or novice bowler who has not played a fixture before this date, registration may be approved at the discretion of the fixture secretary and officers.

7. Any Club playing an unregistered player shall lose that game 21-0 in which the unregistered player took part and the Club shall be fined a sum of £5 for each unregistered player.

Failure to Field a Full Team & Failure to Fulfil a FRIDAY Fixture:

8. (a) If a team fails to field a full team, the score shall be 21-0 in favour of the opposing team (for each player absent) and the result card shall record the game as a walk over. If after 10 minutes after his game has been called a player remains absent, a substitute nominated before the match commenced may be used. The absent player shall take no further part in the game.

(b) If a team fails to keep a fixture, the match shall be awarded to their opponents and the score shall be:-

If opponents home game, the home team will be awarded 3 match points and 7 individual points with an aggregate of 120. And 12 points and an aggregate of 252 will be deducted from the offenders accrued League total.

If opponents away game, the away team will be awarded 3 match points and 4 individual points with a plus aggregate of 120. And 12 points and an aggregate of 252 will be deducted from the offenders accrued League total.

The offending club will be subject to a fine of £5 for every player they are short, in respect of both failure to field a full team and failure to fulfil a fixture. (So failure to fulfil a fixture would mean a £60 fine - 12 x £5).

Failure to Field a Full Team & Failure to Fulfil a MONDAY

Fixture:

8. (a) If a team fails to field a full team, the score shall be 21-0 in favour of the opposing team (for each player absent) and the result card shall record the game as a walk over. If after 10 minutes after his game has been called a player remains absent, a substitute nominated before the match commenced may be used. The absent player shall take no further part in the game.

(b) If a team fails to keep a fixture, the match shall be awarded to their opponents and the score shall be:-

If opponents home game, the home team will be awarded 3 match points and 6 individual points with an aggregate of 100. And 10 points and an aggregate of 210 will be deducted from the offenders accrued League total.

If opponents away game, the away team will be awarded 3 match points and 5 individual points with a plus aggregate of 100. And 10 points and an aggregate of 210 will be deducted from the offenders accrued League total.

The offending club will be subject to a fine of £5 for every player they are short, in respect of both failure to field a full team and failure to fulfil a fixture. (*So failure to fulfil a fixture would mean a £50 fine - 10 x £5*).

Practice:

9. No player shall play on an opponent's green within 7 days of a League match unless such match has been previously arranged.

10. (a) No practice shall be permitted to a visiting team prior to a League match.

(b) Where a match is abandoned due to a green becoming unplayable, players from the away team with games in progress at the time of abandonment shall be allowed 10 minutes practice prior to the re-start of games. Where remaining games have not been started, the home bowler only shall be allowed to practice.

Time of Start:

11. League matches shall commence no later than 7.00pm.

Referees:

12. Unless the League otherwise decides, the Captains of each team shall act as referees.

Draw:

13. The draw in each match shall be made by the Captains exchanging the names of their players in order prior to the 7.00pm start. The Home Team Captain shall enter them in that order on the result card.

Fixture List:

14. If both teams are in agreement, a fixture may be played before the scheduled date published in the Fixture List. Otherwise the fixture must be played on the schedule date, except:

(a) Where a fixture conflicts with an event promoted by the Shropshire County Bowling Association or the League which involves the use of the Club's green or participation of members of the Club.

(b) Where it is not possible because of exceptionally inclement weather to commence or continue the match.

(c) Bereavement within the Club

Games that do not take place because either (a) (b) & (c) applies, then:

Clubs must within seven days of the cancelled fixture, inform the Fixtures Secretary in writing, or E-mail, of the re-arranged date. This date must be within 28 days of the cancelled fixture. Any outstanding fixture MUST be played before the last fixture of the season without exception.

Inclement Weather/Unfit Greens:

15. If the start of a match is delayed because of inclement weather a decision to cancel the match shall not be made until 7.45pm, unless mutually agreed by both Captains. A decision by the groundsman of the home Club that a green is unfit to play before or at any stage of a match shall be final.

Results (*introduced in 2013 to accommodate Mike Beckett's new computerised system*):

16. (a) Home clubs shall ensure the result card details are entered on the website within 48 hours of the match being completed. Failure to comply with this rule will result in a fine of £5. The details should then be checked and approved by the away club within five days of the match being played.

(b) Clubs shall retain all the result cards for the home fixtures of all their teams until the end of the season. Result cards must clearly show individual player details which must include BCGBA numbers, forenames and surnames for players of both teams, and the correct associated scores.

(c) Clubs must present result cards for verification within 72 hours of being called for by the league or a league officer.

(d) Where a dispute arises and a result card is not provided for verification, the complainant shall have their complaint upheld, with no right of appeal being given to the home team.

(e) A £5 fine may be incurred for either club named on a result card for failing to ensure player details are recorded accurately, and for failing to ensure the card is signed by their team captain.

(f) Changes to club registered lists, or new member registration numbers, must be entered on the registration page of the website by clubs before the seasonal cut-off point. Thereafter all changes can only be made via the nominated league officer.

(g) The principles of these rules are to ensure clubs enter their home fixture results in a timely and accurate manner, which must be fair to both sides playing in the fixture. The league may take action against a club, or a member of a club, who - for whatever reason - fails to meet these principles.

Greens to be used:

17. Clubs shall by the League's February meeting advise the Fixture Secretary of the green that each team will play on, if the Club has more than one green. All matches must be played on the greens nominated for that season.

Ends to be played:

18. During the match not less than 3 ends shall be played at any one time provided that there are no more games to be commenced.

Disputes:

19. In case of dispute, doubt or failure to comply with the rules of the League, the Executive or Management Committees shall be empowered to settle the matter.

Code of Conduct & Protests:

20. (a) All bowlers playing in, or spectating at, any fixture (or competition) organised by the League shall abide by the Code of Conduct (see appendix A)

20. (b) Any Club wishing to make a protest about any matter relating to a League match (or competition) must do so in writing within 7 days of the incident taking place and must accompany the protest with a fee of £40 to the League Secretary. A copy of the protest must, where applicable, be sent to the Clubs or other Clubs to which it concerns. If the protest is successful, all of the fee shall be returned to the protesting Club.

20. (c) The protest will be dealt with by a League disciplinary committee within one calendar month of the protest being received.

20. (d) The disciplinary committee, consisting of a non-voting chair and three neutral delegates, will consider the protest and report back to the executive committee with any recommendations for punishment. They will each be paid a fee of £10.

Named Players:

21. (a) A Club with two or more teams playing in different divisions shall name their best 6 players and these players shall only play in their first team. A Club with three teams shall name their best 12 players, the first 6 may only play in the first team and the second 6 may play in the first or second team. A Club with four teams shall name their best 18 players, the first 6 may play in the first team only, the second 6 may play in either the first or second teams and the third 6 may play in the first, second or third teams. These named players must be seen to be playing on a regular basis for that team, or the team above, and may be changed under rule 21(f).

(b) Clubs with two teams in the same division must list 8 players for each team. These 8 players must then play for that listed team unless a transfer is authorised by the fixture secretary in accordance with rule 21 (f), on evidence of previous individual results.

(c) Clubs with teams in the Shropshire Premier League shall name their best 12 players who play in that league and these players will not be eligible to play in the Mid-Shropshire League. These named players must be seen to be playing on a regular basis for that team, and shall only be changed on proof of loss of form.

(d) The list of named players must be submitted to the Fixture Secretary 24 hours prior to the first match.

(e) Clubs should be pro-active in checking their registered players on a regular basis and informing the Fixture Secretary of any changes that may be required.

(f) Clubs wishing to change their named players must submit in writing, or by E-mail, the justification for the change to the Fixture Secretary stating the players concerned along with their BCGBA number 48 hours prior to the change taking place.

(g) The Fixture Secretary will monitor Rule 21 and report any breaches of it to the League's monthly meetings so that the appropriate action can be taken.

(h) No player shall be permitted to play two matches in the Mid Shropshire League on the same night - except on Thursdays or

Saturdays, providing one of the teams involved has a Thursday or Saturday team.

(i) For any club with more than one team playing in the Mid Shropshire League or any other league on the same night, if any of their teams matches in the Mid Shropshire or any of those other leagues are cancelled, postponed or re-arranged – for whatever reason – and a player has already played for a team in his/her club on the original fixture date, they will be permitted to play for their club's other team (s) whose fixture was originally cancelled, postponed or re-arranged on the night when that team's fixture is re-scheduled.

PENALTIES

Where the League Management or Executive Committees are satisfied that there has been a breach of these rules the following penalties shall be imposed:

Rules 4, 6 and 9 - Club/player to be fined £5 and game to be awarded to opponent Club 21-0.

Rule 11 - A fine of £5, other fines as stated in specified rules.

Rule 14 – Where games are not played on or before the scheduled date with the exception of 14(a), (b) & (c), the offending team(s) will be fined £25, and a minimum of 10 points deduction from playing record.

Rule 15 – Where a game is not played within 28 days of the original fixture both clubs shall be fined £25. The game shall be played at a date, and where appropriate, venue as decided by the Executive or Management Committees.

Rule 21- The Club/player will be fined £20 and the Club will lose any points gained in the match and have a further 10 points deducted from their accrued League total.

THURSDAY DIVISION:

1. Any member of a club who has signed to play for the Mid Shropshire Bowling League is eligible to play in this division.

2. Any player who has signed for a Mid Shropshire League club may play for a secondary club in the Thursday Night Division, as long as they fulfil all the usual obligations to their secondary Thursday side.

3. A team will consist of 8 players, and the start time will be 7pm.

4. The points scoring system will be: A bowler who scores 5 chinks will earn their team 1 point; scoring 10 will earn 2 points; scoring 15 will earn 3 points; scoring 20 will get a bowler 4 points; and getting to 21 to win the individual game will earn a player 5 points.

(Therefore the most points a team can win from each fixture is 40 - ie 8 wins worth 5 points each) The team with the most points at the end of the season will be declared the champions.

5. Clubs that enter more than one team in the division(s) must select a squad for each team, to be submitted to the fixture secretary 48 hours before the first league games of a new season. Only players from this squad will be eligible to play in fixtures, and any change to squads must be approved by the fixture secretary.

6. If a team fails to fulfil a fixture the match shall be awarded to their opponents and the score shall be:

- If opponents home game, the home team be awarded their average points score in home games up to that date, with an aggregate of +80. An aggregate of 168 will be deducted from the offenders accrued divisional total.

- If opponents away game, the away team be awarded their average points score in away games up to that date, with an aggregate of +80. An aggregate of 168 will be deducted from the offenders accrued divisional total.

- If the fixture in question is before teams have played four home or away fixtures, their average points score will be decided at the July Executive Committee meeting.

7. All other rules and fines are the same as the Mid-Shropshire Management and League Match Rules.

SATURDAY DIVISION:

1. Any member of a club who has signed to play for the Mid Shropshire Bowling League is eligible to play in this division.
2. Any player who has signed for a Mid Shropshire League club may play for a secondary club in the Saturday Division, as long as they fulfil all the usual obligations to their secondary Saturday side.
3. A team will consist of a maximum of 8 bowlers and a minimum of 4 bowlers, playing in four singles matches and two doubles matches, all 21-up, fixtures to start at 2pm.
4. The points scoring system will be: A bowler or pairing that scores 5 chalks will earn their team 1 point; scoring 10 will earn 2 points; scoring 15 will earn 3 points; scoring 20 will get a bowler or pairing 4 points; and getting to 21 to win the individual game will earn a player or pairing 5 points. (Therefore the most points a team can win from each fixture is 30 - ie 6 wins worth 5 points each) The team with the most points at the end of the season will be declared the champions.
5. Clubs that enter more than one team in the division must select a squad for each team, to be submitted to the fixture secretary 48 hours before the first league game of a new season. Only players from this squad will be eligible to play in fixtures, and any change to squads must be approved by the fixture secretary.
6. If a team fails to fulfil a fixture the match shall be awarded to their opponents and the score shall be:
 - If opponents home game, the home team be awarded their average points score in home games up to that date, with an aggregate of +60. An aggregate of 126 will be deducted from the offenders accrued divisional total.
 - If opponents away game, the away team be awarded their average points score in away games up to that date, with an aggregate of +60. An aggregate of 126 will be deducted from the offenders accrued divisional total.
 - If the fixture in question is before teams have played four home or away fixtures, their average points score will be decided by the League's officers.