

# **LEAGUE RULES**

*(updated January 2024 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 at home, and four points for the team with the highest aggregate total away. If the aggregate totals are level, one point is awarded to the home team and two to the away team.
- (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.
- (b) 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, set by the Fixture Secretary at the March Executive meeting. Thereafter all changes can only be made via the Fixture Secretary.
5. No further registration of players shall be made by clubs after the July meeting of the Executive Committee. Clubs may apply for registration by email after this date, but they will only be allowed to register a junior or novice bowler who has not played a fixture before this date, being a registered bowler with the Shropshire Crown Green Bowling Association.
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 a total of four Monday or Friday games may apply to the League for approval of a transfer not later than the 30th June. Games played in the Thursday division will not count towards this total. A £5 administration fee will be charged to the Club the bowler is moving to.

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 £10 for each unregistered player. The player who was awarded the 21-0 win shall be awarded a 21-11 in their aggregates, unless their win was below 21-11, which would mean their win stands.

**Failure to Field a Full Team & Failure to Fulfil a Fixture on FRIDAYS and MONDAYS:**

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/her 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. The penalty for this will be the Club is fined £5 and game to be awarded to opponent Club 21-0. The player who was awarded the 21-0 win shall be awarded a 21-11 in their aggregates, unless their win was below 21-11, which would mean their win stands.

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 un-playable, 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. A fine of £5 will be incurred by the late Club.

**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.

**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 Crown Green 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 Fixture Secretary by 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. Where a game is not played within 28 days of the original fixture, either club may be fined £25, at the discretion of the executive or management committee. The game shall be played at a date, and where appropriate, venue as decided by the executive or management committee.

**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. Clubs must within seven days of the cancelled fixture, inform the Fixture Secretary by 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. Where a game is not played within 28 days of the original fixture, either club may be fined £25, at the discretion of the

executive or management committee. The game shall be played at a date, and where appropriate, venue as decided by the executive or management committee.

**Results** (*introduced in 2013 to accommodate Mike Beckett's new computerised system and revised at 2024 AGM*):

16. (a) Home clubs shall ensure the result is 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 any discrepancy notified to the Fixture Secretary by E-mail within 72 hours.

(b) Clubs shall retain all the individual score cards for a further 5 days after a fixture.

(c) Clubs must present individual score cards for verification within 5 days of being called for by the league or a league officer.

(d) Where a dispute arises and individual score cards are not provided for verification, the complainant shall have their complaint upheld, with no right of appeal being given to the other team.

(e) 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 March executive 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 2 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 3 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 4 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. A Club with 5 teams shall name their best 24 players, the first 6 may play in the first team only, the second 6 may play in either the first or second teams, the third 6 may play in the first, second or third teams and the fourth 6 may play in the first, second, third or fourth 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 entered on the results system at least 24 hours prior to the first fixture date of the season. Failure to adhere to this rule will result in a £10 fine.

(e) Clubs should be proactive in checking their named 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 E-mail the justification for the change to the Fixture Secretary stating the players concerned, along with their BCGBA number, 24 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 meetings so that the appropriate action can be taken. Any club playing an ineligible player (ie a named player in a lower team or Premier named player) shall lose his or her game 21-0 and the Club shall be fined £10 for each unregistered player. The player who was awarded the 21-0 win shall be awarded a 21-11 in their aggregates, unless their win was below 21-11, which would mean their win stands.

(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.

#### **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.

### **AFTERNOON DIVISION:**

1. Fixtures will comprise 6-a-side singles matches for males and females of all ages, to be played predominantly on Thursday afternoons (starting at 1.30pm) - but with the possibility of some Tuesdays to avoid disruption of Senior Citizens League competitions
2. All matches and games are to be played in accordance with the MSBL rules - with the exception of the following, which are specific only to this division:
3. Any member of a club who has signed to play for the Mid Shropshire Bowling League is eligible to play in this division.
4. Any player who has signed for another Mid Shropshire League club (their primary club) may play for one secondary club in this division, as long as they fulfil all the usual obligations to their secondary Mid-Shropshire Afternoon Division side. A player will not be eligible to compete against their primary club, either home, away or on a neutral green in this division.
5. No player may play for two different teams within 6 days.
6. Re-arranged games are to be played within 28 days of the original fixture date.
7. The points scoring system will be: 3 points for an aggregate win (1 point each in the event of a draw on agg), with 1 point for each individual game.
8. The team with the most points at the end of the season will be declared the champions. In the event of a tie then it will be the team with the greatest number of matches won. If this too is the same then the winner will be decided by the highest number of individual games won. Best aggregate will be the final deciding factor to determine the champions. If that is the same there will be joint champions.
9. If a team fails to fulfil a fixture the match shall be awarded to their opponents and the score shall be 3 points with an aggregate of plus 30. An aggregate of 50 will be deducted from the offenders' accrued divisional total.

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

**SATURDAY DIVISION (suspended after the 2019 season):**

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