

HERITAGE COAST CARPET BOWLS LEAGUE PLAYING RULES

The following rules are in addition/variation to those of the English Carpet Bowls Association, which are available at www.englishcarpetbowls.com

LEAGUE GAMES

1. TIMES OF MATCHES

Matches shall commence at 7.30pm. Matches may be played in the afternoon, but only if **both** teams are agreeable.

2. TEAMS

(a) Teams, where possible, to consist of **12** players, but with a minimum of **6**.

(b) Each block will consist of **3** players (2 woods each).

(c) Blocks will be declared as per the League score sheets.

(d) Where a team fields less than 12 players the following rules will apply:

(i) A random draw will be made by the opposing Captain, from the 6 players in the first pair of games, to choose those who will play a second game.

(ii) If a bowler has to play twice, they must play each game on a different carpet.

(iii) If a Skip is drawn out to play twice, they must play either as Lead or No.2 in their second game.

3. DURATION OF MATCHES

Each match will consist of **4** games, each game will consist of **10** ends.

4. PRACTICE

There will be no practice ends.

5. THE RESPONSIBILITY OF THE CAPTAINS

(a) The Captains shall declare their teams in their positions, in blocks as per the league score sheets before the match commences. Once the match has started there will be no change of position, except in the case of illness or other emergency, in which case a substitution may be made. (see rule 2.5 of E.C.B.A. rules)

(b) It is the responsibility of the home Captain to send the result to the Fixtures Secretary after each league match.

(c) Before the commencement of the match the Captains shall toss a coin with the winner choosing the colour of woods they will bowl and whether they will bowl first or second. (ref: delete Skips for Captains in E.C.B.A rules)

(d) If a match has to be cancelled the home Captain will inform the Fixtures Secretary.

6. RULES OF PLAY

(a) Each of the three players in the block will bowl two woods.

(b) It is the responsibility of the Skip to nominate one member of his block to give advice when he is bowling. Instructions must only be given by this nominated person.

(c) Disabled bowlers will be allowed to adopt a comfortable stance and if required have the use of a tube which may be placed up to two feet down the carpet.

7. SCORING

Two points will be awarded to the team winning a game. One point will be awarded to each team in a drawn game. Two points will be awarded to the team with the most shots at the end of the match. One point will be awarded to each team if shots are tied at the end of the match. A total of ten points are played for at each match.

8. EQUIPMENT

Respect all equipment. DO NOT STAND ON CARPETS.

KNOCKOUT CUP (additions/variations to Winter League Rules)

1. GAMES

Each match up to and including the semi-final stage is played on a home and away basis. The final will be held at a neutral venue. The first leg will be played at the venue of the team drawn first, unless otherwise agreed by the two competing teams. The matches must be played during the period specified in the fixtures calendar, on dates convenient to both teams.

2. DURATION OF GAMES

Each leg shall be played over 4 games with 10 ends in each game. Shots only will count.

3. MATCH RESULT

The result of the match will be decided on the total shots scored over the two legs.

4. TIED GAMES

Before play commences in the second leg the Captains shall nominate one block each, to play an extra end to decide the result should the aggregate scores be tied.

5. SCORESHEETS

The score sheet from the first leg will be retained for reference until the second leg has been completed. The result will then be sent to the Fixtures Secretary.

updated 25/08/2022