

Suffolk Carpet Bowls Association (SCBA) RULES FOR SUMMER LEAGUE MATCHES

Definitions

Match: A series of games played between two or more teams.

Game: A series of ends played between two Fours or Triples

Team: The required combination of Fours or Triples

1. Teams

- a) A team where possible shall consist of 14 bowlers but, anyway, shall be of a minimum of 8 bowlers.
- b) A team can be made up of any combination of bowlers, i.e. male, female or mixed.
- c) All members of a Club are able to play in the League.
- d) No bowler can knowingly play for more than one club, or team within that club, in the Summer League in any one Summer League season, without the express authority of the SCBA Executive Committee. Where a club has two teams in the same league, the two matches between those two teams must be played before 1 June.

2. Matches/ Games

- a) All matches shall be played to the English Carpet Bowls Association (ECBA) Rules with the exception of:
 - Rule 1.4 and 9.2: Ignoring reference to the “demarcated delivery area”;
 - Rule 1.9: Amended by the SCBA to read: The jack shall be 63.5mm (2.5”) in diameter and weigh between 8 and 16oz.
 - Rule 2.3: No trial ends to be played in Summer League matches;
 - Rule 10.2: Replacing “independent referee” with “opposition captain”.
- b) Matches shall be played between 1 May and 31 August (inclusive), unless otherwise advised by the SCBA. Matches shall begin at 7.30pm unless otherwise arranged. No matches should be played after the last date (as set by the SCBA) without the express authority of the SCBA Executive Committee. In that situation teams should contact the SCBA Press Officer.
- c) A match shall consist of four games with two games played between four bowlers, i.e. a Four, from each team and the other two games between three bowlers from each team. The two fours games will play first.
- d) If a bowler has to bowl twice in a match then they shall not bowl in the same position nor on the same carpet. See **3. Playing** for details.
- e) If a team has less than 14 bowlers available for a match then those who shall play a second time shall be chosen by lottery from the first eight bowlers. Those names shall be drawn by the opposing Captain before the first game commences but after the teams and order of play for the first two games have been decided. Positions of play shall then be decided in the normal way with due regard being paid to Rule 2d).

- f) The visiting team shall not be allowed any practice on their opponent's carpets before a match, neither shall the home team be allowed practice in the half hour preceding a match.
- g) Each game shall be of 11 ends with no trial ends.
- h) The team with the highest number of shots at the end of the game shall be the winners of that game. If the shots are equal then the game is drawn.
- i) Two points shall be awarded for a game won, one point for a game drawn and no points for a game lost. An additional 2 points shall be awarded to the team scoring the most shots in the match. Should shots be equal then one point shall be awarded to each team.
- j) Should a team be unable to field a team of 8 or more bowlers, as much notice as possible and not less than 24 hours notice must be given to the opposing team, **the only exceptions being where sudden adverse weather conditions or unforeseeable circumstances make that not possible. The match should then be re-arranged.** If it proves to be impossible to rearrange the match, after every effort and consultation with the SCBA, then the other team shall be awarded 10 points and 40 shots and the offending team no points or shots. (Cross refer Rule 4 regarding disputes)
- k) Positions in a League shall be determined by the number of points scored but, where they are equal, then the following shall decide the team taking the higher position:
 - Firstly, the highest total of shots scored in all League matches that season, if they are equal, then:
 - Lowest total of shots conceded in all League matches that season, if they are equal, then:
 - Highest total of ends won in all League matches that season.
- l) The home team in any match shall:
 - i) Provide the necessary equipment.
 - ii) Have available up to date set of the SCBA and ECBA rules.
 - iii) Arrange times and dates of matches which should be mutually agreed at least 7 days before each match.
 - iv) Provide their opposing teams with suitable information at least 7 days before each match, regarding:
 - The location of their venue;
 - The access to their venue;
 - Any other feature that could affect a bowler's ability to bowl in their venue.

If after a match, a team considers that they were not provided with suitable information by the home team and that affected the final match score, they must notify the SCBA Executive Committee in writing within 14 days. The SCBA Executive Committee will then make the final decision and inform both teams accordingly.

- m) Woods waiting to be bowled shall be visible to those bowlers at the other end of the carpet.
- n) All teams must be prepared to play away matches on any night of the week, excluding Saturday but including Sunday, or on a Sunday afternoon.
- o) Any team failing to appear for an arranged match or arriving with less than the minimum of 8 bowlers shall be responsible for any reasonable expenses incurred by their opposition. The match should then be re-arranged. If it proves to be impossible to rearrange the match, after every effort and consultation with the SCBA, then the other team shall be awarded 10 points and 40 shots and the offending team no points or shots. (Cross refer Rule 4 regarding disputes)

- p) Each team shall play each of the other teams in their League both home and away. If a match is unable to take place at the designated venue, i.e.: home team's venue is unavailable, then teams should inform the SCBA Executive Committee.
- q) A team must declare names of bowlers for all four games before the start of a match, even if they are still waiting for bowler(s) to arrive for the second half games. If bowler(s) have not arrived by the time the second half games are due to start, then those playing a second time shall be chosen by lottery from the first eight bowlers. Those names being drawn by the opposing captain. Alternatively if bowler(s) have not arrived by the time the second half games are due to start a substitute(s) can play i.e.: club member(s) who has not played in the first half games. In accordance with ECBA Rule 3.4, a substitute may play in any position other than skip. If a substitute is not available to play and as a result a team is unable to field the minimum of 8 bowlers, refer rule 2o.

In the event that a bowler starts a game but is unable to finish it (i.e.: illness, injury or an unforeseeable event), they can be replaced by a substitute, i.e.: a club member who is not already playing or a bowler chosen by lottery from the other bowlers not playing at the time. If the bowler being replaced is a skip, the substitute bowler cannot go into the skip position, therefore the team order would have to be changed (with no bowler playing in the same position twice in the match). Also as per rule 2d, the substitute bowler cannot bowl in the same position, nor on the same carpet during the match.

- r) Before the commencement of a match team Captains shall:
 - i) Ensure that the home team captain's scoresheet is completed with all bowler surnames and initial of first name. If there are bowlers in a team with the same surname, then their full first name shall be written.
 - ii) Toss a coin to decide which colour bowls they shall play with for the whole of the match.
- s) At the end of the match it is the responsibility of both team Captains to check that the home team Captain's scoresheet is correct and then sign it. The home team Captain must send that signed scoresheet to the Press Officer within 7 days. Upon receipt of that scoresheet, if the Press Officer considers it to be incorrect, both teams will be consulted before any alteration is agreed and made.
- t) All Clubs shall provide a list of the dates and venues of their League matches to the Press Officer at the beginning of the season. Any matches not then arranged and any subsequent alterations to fixtures shall be notified to the Press Officer without delay.

3. Playing

The playing format for the Summer League season does not include a shot penalty for a team playing a match with less than 14 bowlers.

If a team has less than 14 bowlers available for a match, the following procedure will apply:

The opposing captain shall draw as many names as required from the first-half teams (fours) to complete the triples, and bowlers must not play on the same carpet a second time.

To avoid any confusion over playing positions the following shall apply to bowlers drawn to play a second time:-

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| First half No.1 (lead) | - may play No. 2 or Skip in second half. |
| First half No. 2 | - may play No. 1 (lead) or No. 3 (Skip) in second half. |
| First half No. 3 | - may play No. 1 (lead) or No. 3 (Skip) in second half. |
| First half Skip | - may play No. 1 (lead) or No. 2 in second half. |

If a team has less than 11 bowlers available and all four bowlers from one four playing in the first half are drawn to bowl again, then the last name drawn will be discarded, and an alternative drawn from the other four.

4. Disputes

Any disputes between Clubs should be advised to and will be settled by the SCBA Executive Committee and their decision will be final. During a match, team Captains should do their utmost to ensure that any dispute between the teams is resolved amicably.

5. Finals Day

To qualify to bowl on Summer League Finals Day, a bowler must have played in three or more matches for their team in that Summer League Season.

Only Group winners can qualify for Finals Day. If a Group winner is unable to field a team for Finals Day they will not be replaced by the runner-up in their group.

The playing format for Finals Day will be provided to the qualifying teams before the day.

SCBA rules apply to all games played on Finals Day.

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