

PLEASE READ

A.I.B.C.

COMPETITION RULES 2016-2017

1. All competitors must ensure they are available to play in all rounds. One substitute may be used in the pairs and triples; however the team that plays in the semi-final must be the team that plays in the final. Failure to adhere to this rule will result in the offending team being disqualified. If a substitute is required the competition secretary must be informed of the named substitute.
2. The draw will be made electronically by the competition secretary.
3. **ALL MATCHES MUST BE PLAYED BY THE DUE DATES.**
Any problems in fulfilling this requirement must be referred to the competition secretary as soon as possible but an extension beyond the due date will only be made in very exceptional circumstances.
4. The first named player(s) is/are the challenger(s) and should contact their opponent(s) to offer **THREE** dates, one of which must be an evening (not before 5pm) or weekend **BUT NOT ALL IN THE SAME WEEK.** If within 7 days of the round competition date the challenger(s) has not offered three dates to the opponent(s) then the challenger must concede the game.
5. **The challenger upon booking the rink may book a rink from any available rink (County & National take priority) - NEW RULE**
6. In singles games it is the challengers responsibility to organise a marker.
7. Last jack to be played to the bell or 10 minutes before the agreed time expires if not being played to a full session. Competitions can only be booked to club session times.
8. All singles games to be played with 4 woods each with a **maximum** limit of 2 hours. The winner of the singles is the first one to score 21 shots or the player in the lead at the end of the session played to the bell. If tied at the bell rule 12 applies.
9. YARDSTICK is played over 15 ends with all woods within one yard counting. The winner is the player with the most shots after 15 ends or at the bell, but if tied rule 12 applies. No visits to the head are allowed as the jack is re-spotted if moved; however players may ask the marker where their wood has finished in relation to the jack.
10. ALL PAIRS GAMES are played with 4 woods per player. Games to be played over 21 ends in a 2.5 or 3 hour session or played to the bell. If there is NO 2.5 or 3 hour sessions available then there is no alternative but to play a 2 hour session and the winner will be the team leading at the end of 21 ends or when the bell sounds to end the session. If teams are tied after 21 ends or when the bell sounds, rule 12 applies.
11. TRIPLES GAMES are played with 3 woods per player. Games to be played over 18 ends in a 2.5 or 3 hour session played to the bell. If there is NO 2.5 or 3 hour sessions available then there

is no alternative but to play a 2 hour session and the winner will be the team leading at the end of 18 ends or when the bell sounds, rule 12 applies.

12. If the game is tied either at the end of the full game or at the end of time, the players will toss for the jack and in games other than singles, will nominate one player to play one wood to determine the winner as the one nearest the jack. The same will be for the YARDSTICK.
13. In all games except the YARDSTICK, only one visit to the head is permitted per end by the skip.
14. Both players or skips to sign the cards at the end and ensure the cards are placed in the competitions box.
15. Matches are played in greys and the finals in whites. The order of play and markers for the finals will be arranged by the competition secretary and displayed on the competition board at least 7 days before the final.
16. An inexperienced bowler is classed as a bowler that has no more than 2 years experience (indoors or outdoors) from opening date of the indoor season.
17. Any breach of the above rules could result in disqualification from the competition.
18. NO trial ends permitted except for the semi-final, finals and rounds of the new bowlers competition.
19. Semi-final games are permitted to play to a conclusion provided the semi-finalists book rink time to cover the game. If the time booked will not cover the game then the score will count at the end of the session booked.
20. Club rules apply for lateness (15 mins). Game will be awarded to opponent.
21. **Please be mindful that an early booking will ensure you will not have problems booking rink time.**

Mixed Pairs Sets - Rules

Matches will comprise 3 sets of 5 ends each, with an accumulating score of each set over the total of 15 ends per match. Overall score is the winner.

Toss of a coin to decide who has the mat to start, the winning team of each end thereafter retains the mat through all sets.

Set 1 Played as singles by both ladies of each pair for 5 ends, with only ONE shot counting on 1st end.

Set 2 Played as singles by both men of each pair for 5 ends again with only ONE shot counting on 1st end.

Set 3 Is then played as a Mixed Pairs for 5 ends. All shots count on all ends.

During the singles sets the respective partners of each pair will attend the Head to act as markers, and they can also give guidance and instructions as required.

In the Pairs (Set 3) either member of the pair may Skip.

In the event of a points draw after 15 ends One wood shoot-out to decide the winners, and toss a coin for the mat.

In the event of a 2dead2 end the jack will be re-spotted.