

LEAGUE RULES 2025/2026 WINTER

1. All teams must submit their application(s) for entry and registration of players into a league by the 31st of August for the next season's fixtures. The Team Manager will be responsible for submitting, to the Duty Steward, the entry/registration form(s) together with the registration fee of £12.00 for Rinks and Triples and £6.00 for Pairs teams. Each team must have their players registration completed before they can play. Failure to comply will result in the forfeiture of two points for every game that the unregistered player has played in.
2. All players registered must be full members of A.I.B.C. and can only be registered for one team per league. All teams must register a minimum of 6 players. For Mixed Leagues at least one member of the opposite gender must be included in each team playing, with the only exception as shown in rule 5. The maximum numbers of players in Triples are to be no more than **7**, and in Rinks no more than **9**. Teams will be allowed to increase their membership by signing on up to 2 New Bowlers.
- 2a Established teams who currently have in excess of **7 or 9** players will be allowed to continue but with the proviso they do not replace any players dropping out if this would mean exceeding the maximum number of players allowed.
3. Each member will pay the green fees in force at the time to the Duty Steward. The Steward will issue the last member to pay the appropriate scorecard. If an individual player is absent, it's up to the team to reclaim the fee from the missing player. The Duty Steward will require full payment, whether the team is complete or not.
4. All fixtures on the 'fixtures list' will count in all leagues. All fixtures should be played on or before the allocated dates, or rearranged as soon as possible if rescheduled/cancelled. Where a team concedes a fixture, their opponents will be deemed to have won the fixture ten shots to nil. If a league fixture is cancelled, for County/National games or by a league team, the League Secretary will issue a new date, at least three weeks later, but at the original time where possible. The Playing & Utilisation Team to delegate an Officer(s) to adjudicate in the event of a dispute between the 2 teams involved.
5. **In Rinks Leagues**, if a team should be a player short, the remaining players must play as a triple, with the lead and second player each bowling with a third wood.
In Triples Leagues if a team should be a player short, the remaining two players must play as a pair, with the lead bowler playing with 4 woods and the skip playing with three. The team playing as a triple will also play with seven woods, the lead and second player bowling two woods each and the skip bowling three. In Mixed Leagues, the remaining pair/triple may be mixed or of the same gender.
Where a team plays with one player short, they will forfeit **1/3 of their total shots scored in triples and 1/4 in rinks**.
 - a) Leagues, there will be no 'Dead Ends'. Should the jack be knocked outside the boundaries of the rink of play (except into the Ditch), the jack should be re-spotted on the pre-arranged spot on the rink 2 metres from the front ditch and 1.5 metres to the left or right of the centre line on the side the jack left the rink of play.
 - b). All games must be played on the designated rink (i.e. No transfer to any vacant more 'favorable' rink.)
- 6 If a team should be a player short but manage to register a member on the day, that player is unable to play as skip on that occasion.
- 7 **In a mixed triples league**, if a team can only field three players of the same gender the game can proceed with the offending team forfeiting 1/3 of their total shots scored.
- 8 If a team should be a player short and either team refuses to play in accordance with **rule 5** the offending team will forfeit the game with the opponents being awarded the game 10 points to nil.

- 9 **Mixed Pairs League.** Each game to be played over 3 sets. Each set consists of 7 ends. First set: Ladies v Ladies. Second set: Men v Men. Third set: Mixed pairs v Mixed pairs. In the singles the non-player will act as Skip. Toss for jack each set. There will be no dead ends. If the jack leaves the side confines it will be re-spotted. Play will start at 6.30pm and will be played to a finish.

All games shall be played in accordance with E.I.B.A. Rules and players must wear regulation clothing in accordance with the 'Dress Code'. All, non-Club predominately white tops shall be without any form of advertising on the garment, other than that of the manufacturer.

- 10 All Leagues, except the Pairs and Animal Leagues, will have a time limit of 2 .5 hours or 15 ends for triples. The Pairs League will play to a finish and the Animal League will have a time limit of 3 hours or 21 ends. A bell will sound at the starting time when the first jack may be delivered. The bell will sound 10 minutes before the end of the allocated time, whereupon the last jack must have been delivered to allow the end to be completed. Games may start no more than 15 minutes late to allow for the late arrival of player(s). When the 15 minutes has expired, **rule 5** shall apply. All players must arrive at least 15 minutes before the start of a game. No Trial Ends are permitted.

Please Note: If any rescheduled game is being played at a different time or on a different day to the scheduled game then 'The Bell' may not sound accordingly as it will be on a different program. Skips must therefore monitor and be responsible for the timing of their game. The clock above the scoreboard is radio controlled and 100% accurate. Requests from individuals to either reprogram 'The Bell' or have the Duty Steward operate it manually to suit their own purposes are prohibited.

- 11 Players may alter the order in which they play should illness or exceptional circumstances occur, that would mean the game cannot be completed. Both Skips should agree to this prior to the change of position.

Ratified by the Playing & Utilisation Team August 2025. To be reviewed annually.