

DAY TRIPLES LEAGUE RULES

Rule 1. Matches shall be played in accordance with the league programme as displayed on the Notice Board. For each day the rinks will be selected on the following basis. TOP Left Rink 1, Top Right Rink 2, Bottom Left Rink 3, Bottom Right rink 4.

Rule 2 The scheduled date for matches should be adhered to. In the event of an agreed cancellation the match should be re-arranged by the team cancelling and played as soon as possible. When a match is conceded the opponents shall be awarded two points and six shots and the game shall be treated as played. When a team fails to turn up without contacting their opponents, then the opponents can claim the game and will be awarded two points and 6 shots. The score card must be completed to record what happened.

Rule 3. No member of a team is allowed to play for another team.

Rule 4. Reserve may play for any team but if they play for the same team on three occasions they will be considered to be a member of that team, and cannot play for another team. Reserves / Substitutes are not allowed to skip.

Rule 5. Any team not able to provide three players should try to either obtain a Reserve or re-arrange the game. In the event of a team only fielding two players they will use four bowls each and the opponents will use three bowls each. All shots will count with no deduction in the final score. The winning team on each end will place the mat and cast the jack as normal. The team with three players will have first and last bowl on each end.

Rule 6. Skips shall not return to the head whilst the game is in play, and players must not follow their bowls to the head.

Rule 7. When the jack goes out of play it shall be re-positioned on the appropriate RE-SPOT.

Rule 8. Ends in play when the end of session bell rings may be completed but no further end may be started (Note; The mat must be in place, the lead of the previous end winner must be standing on the mat holding the jack for delivery, for the end to be started.

Rule 9. The first named team (challenger) shall be responsible for keeping and maintaining the score card which must show : the team numbers, the date, the full name of each player and the score for each end played. The losing skip must sign the card verifying the score. In the event of a drawn game both skiops are required to sign the card. Cards are to be placed in the Day League box.

Rule 10. Scoring is two points for a win and one point for a draw. At the end of the season final league tables will determine the Champions, and which teams will be promoted and relegated. If there is a tie shots will be taken into accounts.

Rule 11. Every team will be required to undertake Stewarding duties in accordance with the list displayed on the Notice Board.