



# LEIGH INDOOR LONG MAT BOWLING CLUB

# HANDBOOK

## TUESDAY & FRIDAY BOWLING LEAGUES

### Player's Copy

## CLUB RULES, GAME RULES & CLUB ETIQUETTE



## ***Club Rules***

1. Players must change their outdoor footwear into clean flat soled footwear before play.
2. Practice before play is not allowed
3. Players shall be registered before the season starts but players may be added during the season up to a maximum of 15 (fifteen).
4. A player may only play for one team in a season. (Tuesday and Friday treated independently) or be a substitute a max of 4 times for same team.
5. If a player has not yet played for their registered team in a season they may be replaced and are then eligible to be registered for an alternative team.
6. Any team playing an unregistered player will be dealt with by the committee.
7. It is expected that all issues relating to the rules of the game will be resolved amicably by the team skips. An appeal may be made to the referee during play. The referee's decision is final with no appeal.
8. It is expected that all other issues will be resolved amicably by the team skips. Failing this the Committee shall have the power to make a decision which is final.
9. Prize money will be decided and declared by the committee each season.
10. A registered player must be in attendance at the presentation ceremony on finals day / night. Failure of any team to attend will result in forfeiting any monies due.
11. Any team failing to attend the captain's meeting will be fined £5.00.

## ***Terminology***

### ***Toucher***

A bowl is deemed to be a ***toucher*** if once it has been delivered and before it comes to rest it makes contact with the jack either directly or indirectly. Once the jack has crossed or cuts the ditch line no more ***touchers*** are possible during the end concerned

# Game Rules

## 1. Basics

- 1.1. Duration of game shall consist of 8 (eight) ends or shall be ended following the whistle by evening up the number of bowls sent by each team.
- 1.2. The home team shall be responsible for the score card and score board. Both skips shall initial the score card upon completion of the game.
- 1.3. A game is played between two teams of 5 (five) players each delivering two bowls.
- 1.4. Teams having less than 5 (five) players at the designated start time may proceed with the number of players declared. Players arriving late may only join the game at the commencement of the next end.
  - 1.4.1. If only 4 (four) players the player assumed absent is player 3 (three).
  - 1.4.2. If only 3 (three) players the players assumed absent are players 2 (two) and 4 (four).
  - 1.4.3. If only 2 (two) players the players assumed absent are players 2 (two), 3 (three) and 5 (five).
  - 1.4.4. If only 1 (one) player they shall play at position 3 (three).
- 1.5. A whistle will sound the official start time. Teams that arrive late and therefore have no players available at the whistle shall forfeit 3 shots for each 5 minutes they have no competing players. If after 15 minutes there are still no players available to compete then rule 1.6 shall apply. If the mat is available games may start early if both teams are available..
- 1.6. Teams failing to fulfil a fixture shall be deemed to have lost 10 – 0, and still be liable for the game fee.
- 1.7. The skip can change the order of play but must inform the opposing skip of his intentions.
- 1.8. Only the 5 players from each team participating in the game to be present at the mat during the game.
- 1.9. Borrowing players. *In any individual fixture a maximum of two substitute players may be used who are registered with any other teams in the league.*

- 1.9.1. The substitute players may only bowl in either position 2 or 3 in the order of play.*
- 1.9.2. The use of substitute players must be declared to the opposition captain before the start of the game.*
- 1.9.3. No substitutions are allowed once the game has commenced.*
- 1.9.4. A substitute player may not be registered member of the opposing team in the fixture concerned.*
- 1.9.5. A team may only use the same substitute player a maximum of 4 times within a season.*
- 1.9.6. It is at the players discretion to agree to being used as a substitute and there is no obligation on them to agree.*
- 1.9.7. Any issues with substitutions to be resolved by the Secretary or Chairman whose decision will be final.*

## **2. Possession of the mat.**

- 2.1. The skip / deputy are the only players allowed on the mat at the jack end to give instructions.
- 2.2. Possession of the mat belongs to each team in turn when they are delivering the bowl and the other team shall not interfere or distract.
- 2.3. As soon as each bowl comes to rest, possession of the mat will transfer to the opposing team after allowing time for marking a toucher or removing a dead bowl.
- 2.4. Having played both of their bowls players must go to the jack end immediately and stand at the side of the mat between the jack and the ditch or as close as possible to the back wall without being directly behind the line of sight from the footer to the jack.
- 2.5. The skip is to relinquish control of the head to the designated deputy upon the third player's final bowl coming to rest and move to the footer end of the mat.
- 2.6. Players shall at the moment of delivery of the bowl have one foot on the footer (either foot, irrelevant of being left or right handed). Neither foot shall cross the footer line during or after delivery.
- 2.7. No player shall follow the bowl up the mat in any way.

### **3. *Bowls or jack in play.***

- 3.1. Should a player taking part in the game interfere with a bowl or a jack still in motion, displace a live bowl or jack at rest on the mat or a “toucher “ bowl or jack in the ditch the skip of the non-offending team shall have the following options
  - 3.1.1. Claim three shots and count the end has played.
  - 3.1.2. Restore the bowls or jack to their original position and complete the end as normal.
  - 3.1.3. If the non-offending team have more than three bowls counting then they can collect those shots instead of the penalty shots and count the end as complete.
- 3.2. Any bowls delivered and fail to travel the minimum distance or travel into the ditch without touching the jack shall be deemed to be dead and shall be removed by the skip / deputy in possession of the mat at the time of delivery and before the next bowl is delivered.
- 3.3. Any dispute relating to a dead bowl to be resolved by the skips / deputies before the next bowl is delivered. If agreement is not reached the referee’s decision should be sought.
- 3.4. A bowl agreed to be live shall not be in question again unless disturbed during further play of the end.
- 3.5. Under no circumstances should the running or position of a bowl be interfered with by stamping or jumping on or beside the mat. The penalty for the infringement to be as rule 3.1. As the act of stamping is a deliberate act the offending player shall take no further part in the game concerned

### **4. *Toucher and live jack / bowls in ditch***

- 4.1. A toucher should be marked with chalk, or nominated as a toucher, as soon as it comes to rest by the skip / deputy in possession of the mat at the time of delivery.
- 4.2. If, before the next delivered bowl comes to rest a bowl is not marked as a toucher or nominated as such, it is no longer deemed to be a toucher.
- 4.3. The position of a live jack or live bowl in the ditch is to be marked by drawing a chalk circle, on the mat, around the jack or bowl. These marks are to be used to replace either live jack or live bowls should they be moved invalidly.

- 4.4. The position of a toucher in the ditch can only be validly altered if it is moved by a jack in play or another toucher in play. If this occurs the new position should be marked as per 4.3
- 4.5. The position of a live jack in the ditch can only be validly altered if it is moved by another toucher in play. If this occurs the new position should be marked as per 4.3

**5. *Player delivering another players bowl.***

- 5.1. A player delivering another players bowl by mistake shall have the bowl replaced if it has come to rest and is live.
- 5.2. If the delivered bowl is dead then it is still exchanged but remains dead.

**6. *A bowl delivered out of turn***

- 6.1.1. Can be stopped before it reaches the head and returned to be delivered in the correct order.
- 6.1.2. If it has come to rest without disturbing the head it should be returned to be delivered in the correct order.
- 6.1.3. If it displaces any other bowl or the jack the options are
  - 6.1.3.1. The non-offending skip / deputy may allow the displaced bowls or jack to remain in the disturbed position.
  - 6.1.3.2. The non-offending skip / deputy may restore the disturbed bowls or jack to their former position and return the bowl to be played in the correct order
  - 6.1.3.3. Refer to the referee

**7. *Determination of shots scored at conclusion of the end.***

- 7.1. If a delivered bowl moves the jack in such a way that it travels off the mat (other than in the ditch) the end is declared complete and the team that had possession of the mat at the time of delivery to lose the end by 3 shots. Non-offending team to set the jack at the next end.
- 7.2. Only one player from each team is allowed on the mat at the conclusion of the end to determine the result (using the tapes / callipers provided if required).
- 7.3. Upon completion of the end no bowls or jack shall be moved until the end is completed and agreement has been reached. Infringement will result in the offending team to lose the end by 3 shots or the current score whichever is highest.

## ***Etiquette and Sportsmanship***

1. Be conversant with the rules of the game and the club; arrive in plenty of time to allow for changing into the correct footwear and collecting score cards and measuring equipment.
2. Arrive at the mat promptly and prepared to bowl.
3. Shake hands and introduce yourself before game starts.
4. Complement your opponents' good shots, never sarcastically applaud lucky shots and accept them graciously.
5. If your opponents have bad luck and give you a shot, never cheer your luck.
6. Stand still when a player is about to bowl. Do not distract them.
7. Never bowl your bowl before the previous bowl has come to rest.
8. Concentrate and be ready to bowl when it is your turn. You should have your bowl in your hand ready to step on the footer as soon as the previous bowl has come to rest.
9. Always pay your skip the respect of waiting for their decision. Do not step on the footer and indicate which way you intend playing, wait for the skip's instructions.
10. Keep to your own mat, do not wander and distract other bowlers. When changing ends always be mindful of other bowls on the next mats.
11. Avoid having conversations or stopping half way down the mat.
12. Pay attention to the game to keep up your concentration and encourage your team mates.
13. Move away from the head when measuring is taking place, and if you are not involved in the measuring don't distract or interfere with those that are making the decision.
14. Appear to be enjoying the game whether winning or losing.
15. Be a good loser and do not blame your loss on other people.



## OFFICIALS



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All our results and  
fixtures can be found  
on the internet at

[www.bowlswithin.co.uk/](http://www.bowlswithin.co.uk/)



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