

Fleetwood and District Bowling League

Rules and Bye-Laws

1. The Title shall be the FLEETWOOD & DISTRICT BOWLING LEAGUE, with the name of any sponsor to preface the title.
2. The LEAGUE OFFICERS shall be Chairman, Business Secretary, Results & Registrations Secretary, Treasurer, and Auditor. If the Chairman is not able to attend a committee meeting the Business secretary will chair the meeting. These officers along with up to 8 members elected at the ANNUAL GENERAL MEETING, shall form the Management Committee. No representative shall vote on any matter affecting his own club.
3. The Annual General Meeting and the presentation of league and cup prizes shall be held on the first week of December and all member clubs shall receive a minimum of seven days' notice.

Each member team is entitled to one vote in respect of;

- a) Adoption of financial statements.
- b) Election of Officers & committee.
- c) Acceptance of new teams and composition of divisions.
- d) Annual membership subscription (to be paid by 1st April each year) failing of which any team concerned will be liable to having its league membership terminated and all its fixtures expunged. A £10 fine will also apply.
- e) Changes to League Rules.
- f) League and cup prize monies.
- g) Honoraria.
- h) Any other related business.

The closing date for any Proposals, Amendment's or Notices of Motion to the rules must be received by the Business Secretary before 31st October each year to be considered at that year's Annual General Meeting.

Rules shall only be amended, rescinded or added to after a majority vote of teams present at the meeting. Any club not represented at the A.G.M. will be liable to a fine of £10.00.

4. A Special General Meeting shall be convened if requested in writing by at least three member clubs.

5. An Account in the name same of the league shall be maintained at one of the major banks or building societies. The Treasurer shall submit a financial statement to the A.G.M. or on occasions when requested. The Financial year shall end on 31st October of each year.

6. All club players must be registered to play for a team in each division. Once the season starts a player who has played for a team in a higher division at the same club cannot then play down unless they have been officially transferred to the lower division team by written agreement of the league Registrations Secretary. They will then not be allowed to play up again to a higher division team in that season. A player of the same club registered in a lower division can play up but only a maximum of 5 times (league or cup) after which they will be deemed to be a member of the higher division team with exception of the last four games of the season where no player will be allowed to play for any other team.

(a). – For league matches a team may field any player, even if they have not been registered providing that;

1 - They hold a valid B.C.G.B.A. registration number.

2 - They are a member of the Club.

3 - They have not played any other games for another team in the league during the season.

Details of any new players must be submitted with the match results.

Any registration in the last four games of the season will require Management Committee approval.

(b). A player registered with a club's lower division team may play a maximum of 5 games (league or cup) for that club's team in a higher division with the exception of the last with the last four games of the season.

(c). A player cannot play for another of their club's teams in the same division.

(d). A team playing an unregistered player or being in contravention of rules 6 (b,c,) shall be liable to a 5-point penalty, the result for the match must be 21-0 win to their opponent and the team shall be deducted five league points.

(e). A player may apply for a transfer to another team provided that; they have played no more than 3 games for their original team and that the captains of both teams involved agree to the move. The league Secretary is to be informed via phone or email. Any dispute will be adjudicated on by the Management Committee.

7, All league matches, cup matches and competitions shall be played under the laws of the British Crown Green Bowling Association. Players will be expected to adhere to the "Players Guidance of Conduct (see appendix 1)" which will be maintained and published by the Management Committee. Any infringements will be considered by the Management Committee and disciplinary action may be taken.

8, Matches are to be played according to the official fixtures list on the website. Alterations shall only take place due to postponement caused by inclement weather conditions or by mutual agreement of both captains. Home teams must advise the Results Secretary as soon as possible. If there is no agreement between the two captains and consequently, a match is not started or is not completed the team prepared to play shall report the disagreement to the Results Secretary for the Committee decision. Any altered or postponed match shall be played within 21 days subject to availability of the green except for matches postponed within the last two weeks of the season or at the discretion of the Results Secretary.

In this case matches must be played within 7 days of the final fixture date shown on the league website. Failure to comply may render both clubs to a 5-point penalty. A match not completed after starting will be replayed in its entirety.

9, Matches shall start as shown on the website. Visiting teams shall be allowed 15 minutes practice immediately preceding the start time when they shall have exclusive use of the green. Visiting team captains shall be allowed 15 minutes earlier and a jack must be provided for this purpose. Eight jacks shall be provided by the home team, WHICH MUST BE OFFICIALLY STAMPED. Floodlights can be used at the discretion of BOTH captains.

10, Teams shall consist of 8 Players.

Captains of both teams must agree the correct top 4 points rated players of each team listed on the web site before selection of players takes place or the match is allowed to start.

The draw for order of play shall be: -

In all divisions, the first match of any season will be started by randomly turning over the cards of the first and second four players selected by the team captains.

For every match after this each team captain shall list his chosen 8 players in order of points received listed on the league website (see Appendix 2). The home team Captain will randomly place the score cards face down of his four highest ranking (points) players. The Away Captain will then randomly place his highest-ranking (points) players on top to determine who plays who in the match. The same process is repeated for the lower ranking four players. In the event of a team's players having the same points the higher aggregate will be used to determine the higher-ranking player.

The Home Team Captain decides on the order of play selecting his starting four players. If for any **good reason** an away team player needs to start in either the first or second four specifically it can be agreed between the two captains for this to happen before the draw is made.

Games Shall be 21 up and the visiting player shall lead the jack at the first end.

Four games shall take the green at the start of the match and as one game is completed another shall start until all 8 games are played. If a player or their reserve is not available one hour after the starting time their opponent counts a 21-0 win for the purpose of the match score. For the purpose of their individual aggregate the player present is deemed to have won 21-11. Each league or cup game shall be scored by a marker from each team. Where the score cannot be agreed, it shall revert to the end where both markers last showed the score to be agreed as correct.

11, A detailed match result card or similar shall be prepared by the home team captain, signed by both captains. The home team captain shall send the match result to the Results Secretary to be received by mid-day on Thursday for Monday matches and mid-day on Monday for Thursday matches. The results are to be submitted electronically via the website or email. It is the responsibility of the home team captain to retain a copy of the actual result sheet until the end of the season in case of disputes. All absent players must be entered as "Absent Player" on the match result card. A 5-point penalty will be levied on the home team if results are submitted late.

12, The CHAMPIONSHIP of each division will be awarded to the team gaining the greatest number of points. Match points will be awarded as follows:

Each individual winner – 1 point.

Away team aggregate win – 3 points.

Home team aggregate win – 2 points

Away team aggregate draw – 2 points

Home team aggregate draw – 1 point

There is two up two down promotion and relegation between divisions or as decided at the A.G.M. if league divisions are adjusted. The first and second divisions shall consist of an even number and a maximum of 12 teams where possible. If two or more team's finish on equal points for the championship, runners up or relegated positions the final place will be decided by the team's net aggregate chinks over the season. If the aggregate chinks are equal the team with the most individual winners decides followed by the most team wins, the most draws the greater number of points in the games between equal teams, the greater aggregate between equal teams.

13, AN INDIVIDUAL MERIT PRIZE shall be awarded for each division. The winner will be determined on the basis of the number of games won in each division. 1 point will be awarded for a home win, 2 points for an away win. If the number of points retained is identical, then the player with the best aggregate will be the winner.

14, Any club not having paid fines incurred under league rule 3 or cup rule 5 in a particular season will not be allowed to compete in the league in the subsequent season. Any team not completing its fixtures and dropping out of the league will have its fixtures expunged completely.

DIVISION CUP COMPETITIONS

Will be played at the end of the season.

All will be played on a neutral green.

No handicaps.

Draw at the A.G.M.

All other rules to be rewritten by the League Management Committee and will go on the website with confirmed matches, greens and dates.

Appendix 1

Players Guidance on Conduct (referred to in rule 7)

- 1, The following guidance is to help all players to enjoy the game of bowls by reminding them of their responsibilities whilst playing and spectating.
- 2, All League & Cup matches and competitions are played under the British Crown Green Bowling Association (B.C.G.B.A.) "laws of the game of Crown Green Bowls".
- 3, Club Secretaries should have an up-to-date copy of the Laws and should ensure that team captains have a copy available for their use.
- 4, Players must not intentionally breach the "Laws of the Game".
- 5, Players should be appropriately dressed and have the correct footwear to avoid damage to the green.
- 6, The B.C.G.B.A. has recommended that mobile phones or pagers in active mode are not allowed on the green.
- 7, Players should ensure that games are played within the laws and spirit of the game and should conduct themselves in a sporting manner at all times on or around the green.
- 8, Violent, intimidating or threatening conduct and foul or abusive language will not be tolerated by the Management Committee.
- 9, Team captains are responsible by ensuring that the principles in 4,5,7 and 8 above are upheld.
- 10, Team captains are responsible for adjudicating on any disputes or problems interpreting the laws during the course of league and cup matches (up to the semi-finals).
- 11, Any incidents or alleged misconduct or actions considered to bring the game into

disrepute will be considered by the league Management Committee in accordance with the B.C.G.B.A. guidelines.

Appendix 2

Example for order of play (As referred to in rule10).

WEEK 1

The first match of the season (week 1) should start by both team captains selecting their 8 players. The home team captain places his first 4 match cards face down on the table. The away team captain randomly places his first 4 match cards on top, then both captains enter each other's players names onto the cards. The same process is repeated for the last 4 players of each team.

The Match Card for an example could look like this: -

Team "A"		Team "B"	
Name	Score	Name	Score
A1		B4	
A2		B2	
A3		B1	
A4		B3	
A5		B7	
A6		B5	
A7		B6	
A8		B8	

After the match the results of the games are recorded and sent to the Results Secretary.

The Match Card for an example could look like this: -

Team "A"		Team "B"	
Name	Score	Name	Score
A1	21	B4	16
A2	21	B2	14
A3	18	B1	21
A4	21	B3	18
A5	15	B7	21
A6	21	B5	5
A7	3	B6	21
A8	21	B8	15
Aggregate	141	Aggregate	131
Points	7	Points	3

Team "A" points and aggregates after the first match would therefore be as follows: -

Name	Played	won	Aggregate	Points
A6	1	1	16	1
A2	1	1	7	1
A8	1	1	6	1
A1	1	1	5	1
A4	1	1	3	1
A3	1	0	-3	0
A5	1	0	-6	0
A7	1	0	-18	0

WEEK 2

For this match team "A" play Team "C"

Team "C" points and aggregates after their first match could look like this:

Name	Played	won	Aggregate	Points
C7	1	1	6	2
C4	1	1	5	2
C1	1	1	1	2
C8	1	0	-1	0
C2	1	0	-7	0
C5	1	0	-9	0
C3	1	0	-11	0
C6	1	0	-11	0

Both Captains compare the league points and aggregate list (as shown above & on the web site). The "C" Team Captain now being the home team puts the match cards of his top 4 highest points players face down on the table. The away team captain now randomly covers the cards with his top 4 points ranking points players. In the event of a number of players having the same points the higher aggregate player is used.

The Home team Captain decides which 4 of his players start the match.

For example: -

First four highest points cards

Name	Played	won	Aggregate	Points
A6	1	1	16	1
A2	1	1	7	1
A8	1	1	6	1
A1	1	1	5	1
C7	1	1	6	2
C4	1	1	5	2

C1	1	1	1	2
C8	1	0	-1	0

Second four lowest points cards

A4	1	1	3	1
A3	1	0	-3	0
A5	1	0	-6	0
A7	1	0	-18	0
C2	1	0	-7	0
C5	1	0	-9	0
C3	1	0	-11	0
C6	1	0	-11	0

After the match the results of the games are recorded and sent to the Results secretary.

WEEK 3

The same process is repeated when this time Team "A" play Team "D"

There is no complicated formular or calculations to be made just look at the website results showing current Points and Aggregate standing of all players. If a Captain decides to play someone who hasn't yet played his points and aggregate will be as follows:

C9	0	0	0	0
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If he was chosen to replace player C6 the Team "C" list would change to this: -

Name	Played	won	Aggregate	Points
A6	1	1	16	1
A2	1	1	7	1
A8	1	1	6	1
A1	1	1	5	1
C7	1	1	6	2
C4	1	1	5	2
C1	1	1	1	2
C9	0	0	0	0

A4	1	1	3	1
A3	1	0	-3	0
A5	1	0	-6	0
A7	1	0	-18	0
C8	1	0	-1	0
C2	1	0	-7	0
C5	1	0	-9	0
C3	1	0	-11	0

Hope these examples make it easier for captains to understand.

It was not the Executive committee who changed the way opponents are selected to play. It comes from a proposal put forward at the last A.G.M. which was discussed and approved after a majority vote of the members attending.

The way points are awarded to winning players and team aggregate winners for the league tables has not changed.

A player winning a match will receive 1 point for a home win or 2 points for an away win.

The team winning the match aggregate will be awarded 2 points for a home win or 3 points for an away win.

If the aggregate is a draw the home team receives 1 point and the away team 2 points.

Last updated at the 2023 Annual General Meeting held on 6th December 2023.

Keith Carter (Business Secretary) Fleetwood & District Bowling League.