Woodplumpton Veterans Bowling League

League Rules – 2026

1. The League will be known as the Woodplumpton Veterans Bowling League.

2. The Management Committee consists of the President, Immediate Past President, Chairman, Treasurer, League Secretary, Fixtures Secretary and League representatives.

3. The AGM will be held in late January/early February.

4. Propositions for discussion at the AGM to be with the League Secretary fourteen days before the meeting. A two thirds majority of those voting is required to change League Rules.

5. Each team may send one Delegate to all meetings and can cast one vote on each proposition.

6. Players may only represent one **team** in a season, must have past their 55th birthday and **be a paid-up member of the club.**

7. Players in teams which become defunct may re-register for another team. Proof of age to be produced if requested by the League Secretary.

8. Teams must register a minimum of 10 players with the League. A team in a match shall consist of 8 players.

9. Players may be registered with the Fixtures Secretary or Chairman and play in a match on the same day. The new registration must reach the Fixtures Secretary or Chairman no later than 12.00pm on the day. **After 2nd Thursday in July no further registrations will be allowed.**

10. Teams will play fixtures according to the fixture list. Matches are to commence at 1.30pm. **Start time may be varied by agreement between captains.** Visiting team to have sole use of the green for the last 15 minutes before the start of the game.

11. Any changes to fixture dates must be agreed by team Captains and games must be played as near as possible to the fixture date listed. The Fixtures Secretary must be informed of any such changes.

12. If the Home Captain considers the green unfit for play, he shall inform the visiting team no later than 11.30am on the day of the match. Postponed matches must be played by the next agreeable date between the two clubs concerned up to ten days from the date of the postponement. **Matches NOT completed in accordance with this rule may be declared NO RESULT and NO points will be awarded to teams. ALL outstanding League games must be completed by the last day of the season.**

13. **Any match postponed on the last day of the season must be played within the following seven days unless otherwise agreed with the League Management**

14. If a match is abandoned for any reason, the **remainder** of the match to be completed as Rule 12.

15. Each League game shall be played under British Crown Green Rules. The Home Captain shall determine the order of play. Visiting players shall have the first throw of the Jack. All Jacks to be standard bias. All games to be to 21 up.
Players to be matched by turn of cards for the first League game. Thereafter, by current average before the game is played. Such averages should be entered on the result card. Players off scratch to be placed between plus and minus averages.
The end of season divisional merit winners will be decided on the number of wins.
In the event of a tie this will then be decided by aggregate.

16. Match points to be totalled by scoring one point per game won plus three points for an away aggregate win, two points for a home aggregate win, two points for an away aggregate tie or one point for a home aggregate tie.

17. Each team shall keep their own score card for each game and shall check progress at least once every five ends. In the event of a dispute which the Captains cannot resolve, the game shall re-start at the last agreed score on the cards.

18. If a player does not play due to the absence of an opponent their score will be entered as 21-0 on the scorecard. The player's future average will be based on a score of 21-10.

19. A player not available to play at 2.15pm will be considered absent. A Substitute player may be used if available otherwise Rule 18 will apply.

20. If a team plays an unregistered player, or one having not reached their 55th birthday, that game will be scored as 21-0 against that team and Rule 18 will apply.

21. After the first four games are completed refreshments (tea/ coffee with optional milk and sugar and biscuits) will be provided by the home team.

22. Results must reach the Fixtures Secretary within 48 hours of the match. Team Captains must check and sign results card. Result cards to be retained by home captain if not submitted to Fixtures Secretary

23. If, at the end of the Season, a tie occurs at the top or bottom of any Division, final positions will be decided by reference to results between the teams in the season.

24. A System of promotion and relegation will be operated between Divisions at the end of the season on the basis of two up and two down. In the event of teams having equal points, Rule 23 will apply.

25. A Doubles competition for the Len Hutchinson Trophy **may** be held at the end of the season. Entries will be invited in August. The entry fee per pair will be determined each season.

26. President's Day will be held at the President's home green. Every team shall send one player to the competition. **Teams failing to be represented at President's Day will be fined £10.** The competition to be organised on a straight Knock Out basis and the winner to receive the Catterall Cup. Home players to receive half number of chalks allowance on card.

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Cup Rules – 2026

A. To be eligible to play, a player must have played in at least **TWO** League Matches during the season before Semi Final and Cup Final Matches.

B. Preliminary and First Round matches will be played on the greens of the Club drawn first

C. Semi Finals will be played on Neutral greens decided after the semifinal draw is made. Teams will be notified of the venues.

D. The Final will be played on the League Presidents home green on the date stated in the Handbook.

E. In ALL games players are matched up by turn of cards.

F. In Preliminary and First Round matches the away team receives 16 chalks towards their aggregate score. If two teams from the same club play each other this will NOT apply.

G. In Preliminary and First Round matches the home captain decides the order of play and the away team members get first use of the Jack. The Rule still applies if two teams from the same club are drawn together. In this case the Team drawn out first is the "home" club.

H. In Preliminary and First Round matches practice is allowed. The away team shall have the use of the green for the 15 minutes before the start of the game.

I. In Semi Finals and Finals NO additional chalks are given under Rule "F" except in the Final and then only if the President's Club team were to qualify, in which case their opponents would receive 16 start.

J. In Semi Finals and Final matches team Captains make alternate choice of order of play and use of Jack.

K. In ALL matches, if aggregate scores are tied the team with most wins goes through or wins the trophy.

L. if match is still tied on aggregate and wins then Captains nominate three players each to play 11 up. Team winning two games goes through or wins trophy. First choice of order of play to be decided by toss of coin.

M. If a match is postponed owing to inclement weather the match shall be replayed within 7 days.

HANDICAPS

N. In ALL matches the previous year's Divisional Cup Winners will give 30 chalks start to their opponent before other Rules are applied.
The Handicap will be reduced to 15 in the following year and to NIL the year after.
The maximum handicap under this Rule will never exceed 30 chalks.
The Handicap will not be applied where a Team is promoted for the following season.
Outstanding handicaps will be reapplied if a Team is relegated in the season following promotion.

Handicapped teams in 2026 KO competition:

Woodplumpton 'A' as 2025 winners, will be handicapped by 30 chalks in cup games

Parkfield 'A' as 2024 winners, will be handicapped by 15 chalks in cup games.

Promoted Teams

Woodplumpton 'B' promoted from Division 2 to Division 1 – No Handicap

Lea promoted from Division 3 to Division 2 – No Handicap