

P&D WBA League Rules 2024

1 FORMAT

- 1.1 There shall be a main League comprising Divisions A, B & C.
- 1.2 In Divisions A, B & C the teams will consist of eight players playing fours on two rinks and the length of the games will be 18 ends.
- 1.3 Each year the top team of B & C moves up to the league above and the bottom team of A & B moves down to the league below.
- 1.4 The teams shall play each other twice during the season one match at home and the other away.
- 1.5 The first named Club on the match schedule is the home team.
- 1.6 Matches will commence at 2pm or a mutually agreed time. 2pm will be the default time if agreement cannot be reached.
- 1.7 All League games will be played on dates fixed by the P&D Secretary.
- 1.8 All matches will be played under the current Joint Laws of the Game.
- 1.9 National and International duties take precedence over Portsmouth & District League when more than two members are involved.
- 1.10 League dates may only be rearranged when more than two members are involved in playing or acting as designated reserve in National or International duties.
- 1.11 Ladies wishing to support their club members at National and International matches do not fall within the criteria of rule 1.11 and league dates should not be re-arranged to accommodate them.
- 1.12 If a Captain is aware fourteen days in advance that she is unable to field a minimum of 6 players on a specified league date she should seek to arrange for the match to be played at the end of the season, informing the League Secretary.
- 1.13 If used Club stickers must be placed on both sides of each bowl. All members of a side are to have the same stickers. No additional stickers are allowed.

2 REGISTRATION

- 2.1 Clubs shall register a minimum of eight players in each league team. Registration will be to the League by 30th April. New member can be registered after this date but must be before they play their first game.
- 2.2 Should an unregistered player take part in a league match the defaulting team will lose 2 points.
- 2.3 Clubs with two teams in the same league must declare which of the teams is the `higher` of the two and register the players for both teams accordingly.

3 DE-REGISTRATION

- 3.1 If a player is not playing up to standard, she may be re-registered in a lower league/team before the 5th game, and the League Secretary must be informed in writing.

4 PLAYER SHORTAGE

- 4.1 If a club is short of players in its top team on a League date, a player may `play up` from a lower league/team to complete that team.
- 4.2 A borrowed player is permitted to play twice in a higher league/team.
- 4.3 If a club has two teams in one league, a player in the `lower` team is permitted to play twice in the `higher` team.
- 4.4 Should a player "play up" more than twice she must remain in the League or `higher` team in which she played last for the remainder of the season.
- 4.5 If a team arrives and only has three players a wait of half an hour shall be allowed for the fourth player to arrive.
- 4.6 If the fourth team player has failed to arrive after half an hour the game shall proceed with Nos. 1 and 2 playing with 3 woods and the Skip 2 woods.
- 4.7 With three players in the team the order of play is the same as all games; e.g. the team that won the previous end has the jack. This sequence is not altered because a team is short of one player.
- 4.8 At the end of the game 25% is deducted from the score of the defaulting rink.
- 4.9 If a player becomes ill during the game and leaves the green, she may be replaced by a reserve. If there is no substitute available 25% of the affected rink`s score will be deducted from the total score of the number of ends played with three players.
- 4.10 A substitute may play in any position apart from Skip.

5 SCORING

- 5.1 The Clubs with the greatest number of points shall be the winner of their respective leagues.
- 5.2 Two points are awarded for winning rinks, one point for drawn rinks, four points for an overall win, two points for an overall draw.
- 5.3 In the event of a tie between two or more clubs, shot difference will be taken into account to decide the winner.
- 5.4 If, after all options have been considered, the game cannot be played with six players the defaulting team will lose 4 points and the non-defaulting team awarded 4 points and 12 shots.
- 5.5 The match results must be telephoned or e-mailed on the same day to the League Secretary by 10pm, along with photographs or scans of the score cards

6 THE GREEN

- 6.1 All clubs affiliated to the Portsmouth & District Women`s Bowling Association must state the nature of the playing surface (grass or synthetic) on which all their league matches will be played.
- 6.2 The green is to be registered before the 31st January.
- 6.3 The club must only play on the registered playing surface - Rule 6.4 applies.
- 6.4 Matches called off because the Greenkeeper declares the green unfit for play should, if possible, be played on the same day at the opponents green. If this is not possible the game must be played before the end of the season and the League Secretary informed of the new date.

6.5 Weather mats should not be used for league matches. If the Greenkeeper declares they are needed then the green should be deemed unplayable.

6.6 The home club has SOLE responsibility for cancelling a match if the Club Greenkeeper declares the green unplayable, and the Captain of the day should inform their opponents at least two hours before the start of the match.

6.7 If the home green is fit for play in rainy conditions under no circumstances should the travelling club cancel a match.

6.8 If the travelling club has not been advised by the home club that the green is unfit for play they should travel to the club expecting to play the match.

7 GAME STOPPAGE

7.1 If a match is rained off the game should be continued either later on the same day or on a different day. The scores will be as they were when the game was stopped irrespective of the number of ends played.

7.2 If an end has started but all the required bowls have not been played when the game is stopped the end should be declared dead. The end should be declared dead even if one or more players choose to remain on the green during the stoppage. The dead end must be replayed.

7.3 If all the required bowls in an end have been played the number of shots scored must be ascertained before the game is stopped.

7.7 If at least 24 ends have been played overall and rain prevents the full game being continued, providing both match captains agree, the match can officially be taken as played and the points stand. It will not be necessary to reschedule the game to play the remaining ends.

8 REFRESHMENTS

Refreshments in Leagues should be tea and biscuits supplied by the home club after the match has been completed.

9 DRESS CODE

9.1 Dress above the waist shall be white shirts or club shirts

9.2 Where players wear club shirts all players in a team/side must wear them.

9.3 Dress below the waist shall be whites or coloured apparel that is the club's dress. All players in a side must wear the same colours.

9.4 A mixture of trousers, skirts, culottes, shorts etc. may be worn but all players must wear the same colour, shorts (if worn) should conform to Bowls England uniform regulations so that we can present a consistent image for the sport. Shorts may not, however, be worn if the Club has a rule prohibiting their use. (It is incumbent upon Captains to check before play commences).

9.5 Shell Suits, jeans and shorts other than those manufactured for the sport of bowls are not acceptable.

9.6 In the first instance of a breach of the dress code being brought to the attention of the League Secretary, a warning will be given to the offending Club. Any subsequent breach will lead to a League point being deducted.