

Shirley and Ivan League Conditions of Play

League Coordinator Colin Hall: info@cyprus-lettings.net before 4pm of the day of the match

1	<p>There will be one league to include all clubs. Mixed Triples.</p> <p>Games will be 3 bowl and 18 ends.</p> <p>A time limit of 3½ hours will be enforced for all games. Both team captains will agree the start time. The home team will be responsible for signaling the start and end of play. The start and end time will be recorded on all scorecards.</p> <p>Where no specific rule exists in the document the league will be played according to World Bowls “Laws of the Sport of Bowls’- Crystal Mark’ current edition.</p> <p>The start date of the competition is detailed in the DMC 4 year Plan.</p>
2	<p>The playing schedule will be produced and circulated, two weeks prior to the start date and played every Thursday at 10am.</p> <p>The team Captains may, with mutual consent, alter the start time to compensate for unforeseen circumstances.</p>
3	<p>All participating Clubs must be fully paid-up members of Bowls Cyprus. All players must be members of the Club they are representing and can only represent one Club during the course of the league.</p>
4	<p>Dress code shall be white shorts/trousers and club colours, but all team members should observe the same dress code. No logos or stripes, however, a manufactures trademark, no larger than 2 inches will be acceptable.</p> <p>Where two teams from the same club play each other the AWAY team MUST wear white shorts/trousers and shirts.</p> <p>Shoes should be flat soled shoes or sandals, or shoes from recognized bowls companies with ergonomic soles. They cannot be backless or flip flops.</p>
5	<p>Home team will pay green fees.</p>
6	<p>Match points will be awarded as follows:-</p> <p>Each triple- 3 points for a win: 1½ for a draw</p> <p>3 points for the overall shot win, if level 1½ point each</p> <p>15 points maximum for the match</p> <p>If the points are equal at the completion of the league, the winning team will be decided as follows:-</p> <ul style="list-style-type: none">a) Highest shot differenceb) Highest shots scored

7	<p>If a club has entered more than one team and they also have a pool of “Reserve” players, these players must be selected first before a player from a lower team is used. A player can play up TWICE but on the third occasion becomes a permanent member of the upper team. A player having played less than three times for a higher team can then return to the reserve pool or their original team.</p> <p>In the event of a player being unable to continue during the game and if there is no substitute available then the following will apply: the non-defaulting team will be awarded 3 points plus shots already scored plus 6 shots. The defaulting team will lose all shots scored.</p> <p>If a club’s lowest team cannot field a mixed team they will be able to field a team of any gender without referring to the EO DMC.</p>
8	<p>If any triple of a team cannot play that triple will forfeit 6 shots and 3 points.</p> <p>If any match is unable to be completed or played for reasons beyond the Club's control the fixture will be treated as follows:-</p> <ul style="list-style-type: none"> (I) If less than an average of 12 ends have been completed, the match must be resumed before the end date of the Competition the date being mutually agreed by both teams. If no play is possible on the rearranged date the match points will be shared. 6 points each and no shots awarded. (II) If an average of 12 ends or more have been completed the score will be recorded as the result. (III) Barring other possible reasons beyond the Club's control, the fixture will be replayed on another and different date but before the last match of the Competition fielding as many triples as possible. If the last match of the competition cannot be played then grace of one week will be allowed to play the game. If no play is possible on the rearranged date the match points will be shared 6 points each and no shots awarded.
9	<p>In the event of any dispute including an abandoned or unplayable match, the EO must be notified ASAP. Any decision that the DMC make will be final.</p>
10	<p>An end will not be declared dead if the Jack is displaced outside the boundaries of the rink of play. The Jack will be re-spotted on the T.</p>
11	<p>In accordance with Law 38 and the option of declaring the end dead is made, the end will be replayed.</p>
12	<p>Each home Captain must contact the results coordinator after each game before 4 pm. Each scorecard must have their respective team name written clearly on the top and include all players names in full. The completed scorecards must be signed by both skips and the completion time recorded. Completed score cards must be forwarded to Aliathon Bowls Club.</p>

13	<p>The rinks of play available must be allocated by the home team.</p> <p>After completion of the writing of team names on the scorecards, they must be shuffled and turned face down, and offered to the visiting Captain, who shall write the rink numbers on the reverse.</p>
14	<p>A toss of a coin by the Captains prior to trial ends or the start of the game shall determine possession of the mat.</p>
15	<p>Member clubs shall forward the number and team names being entered for this league to the EO at the advertised date along with 20 euro entry fee per team, paid at time of entry.</p>
16	<p>Leaving the rink of play is only allowed for a comfort break or if a player takes unwell. You must ask your opponent for permission to leave the rink of play. It is not permitted to leave the rink of play to smoke or vape</p> <p>Smoking or vaping on or around the rink of play is not permitted.</p>
17	<p>Any objection raised by any team regarding this league must be raised through their DMC representative.</p>
18	<p>The DMC reserved the right to take action against any player or club that contravenes these rules.</p>