

EREWASH INDOOR BOWLS CENTRE

LEAGUE RULES 2025

1: CONDITION OF ENTRY

It is a condition of entry that every game shall be played as per the fixture list. Teams failing to fulfil a fixture will be charged the FULL RINK FEES FOR BOTH TEAMS (except in exceptional circumstances).

All players must be **fully paid-up members or bona-fide junior members** of Erewash Indoor Bowls Centre **before playing their first league game by the 1st of OCTOBER whichever comes first.**

The team captain is responsible for all administration and the validation of the team's registration.

2: REGISTRATIONS

A member can only register as a player for **ONE** team in any one league.

The current registration fee per league entered must be paid.

There is no limit to the number of leagues that can be entered.

Registrations are not valid until Annual Subscriptions are paid (see above).

The deadline for registering a new league player is the **28th FEBRUARY** unless the express permission of the Club League Secretary is obtained (in consultation with the League Sec's).

Players may transfer their registration from one team to another up to **14th OCTOBER**, having not played for the team they are leaving. All new players and members joining league teams must pay the registration fee, record their names in the late registration book (kept behind the bar) and inform the appropriate league secretary asap.

3: COMPOSITION OF LEAGUE TEAMS

Men's Fours - min 6 reg players

Ladies' Fours - min 6 reg players

Open Triples - min 5 reg players

Open Fours - min 6 reg players

Mixed Fours - min 6 reg players with at least 2 men/ 2 ladies

Spec Mixed Fours - min 6 registered players with at least 1 man & 1 lady.

Thurs Club League - min 18 reg players and the club must be registered with a Bowls Ass.

4: MIXED, OPEN AND HANDICAP LEAGUES

Except when playing short-handed, mixed leagues must play 2 ladies and 2 men.

Special mixed leagues must always play at least ONE player of each sex.

However, in all mixed leagues the fielding of a single sex team is permissible, only if every effort has been made to fulfil the spirit of the league.

The league secretary of the affected league must be notified of the circumstances surrounding the team's reasons for playing a single sex team.

Teams in a mixed league will be permitted to field single sex teams on no more than 3 occasions and not after the 28th February in each season.

If, in the opinion of the league secretary teams are breaking this rule, then teams will be referred to the bowls committee for adjudication.

Open leagues may play in any formation.

In a handicap league the handicap will be set by the league position of the team in the previous season. The team winning the league will start each match 0 shots for each set throughout the season. The team finishing second will be on one shot, the team finishing third will be on two shots etc. The maximum shots awarded will be six regardless of how many teams there are in the league.

A new team entering the league will be allocated a handicap score dependent on experience which will be decided by the other team captains and that league secretary.

The game will consist of two sets with seven ends in each set. Each set will score points and will be combined at the end of the game as will the shots scored. The scoring will be one point for winning a set and half a point if a set is drawn, the team with the most points win the game. Team players are allowed to change a position only at the start of the second set. There will be no dead ends so if the jack is killed during the game, it will be put on the re-spot position on the same side it left the green. Whoever wins the toss at the start of the game the opposition will start the second set.

5: PLAYER SHORTAGE

Teams must attempt to find a substitute. The availability list should be consulted.

A substitute in trips and fours may play in any position in the team except **SKIP**.

Option 1 - If no-one is available a team may play one player short in a Fours game & lose 25% of their shots if they opt to take extra bowls:

ORDER OF PLAY FOR FOURS-

The LEAD plays 2 bowls against opposing LEAD.

The SECOND player plays 2 bowls against opposing SECOND player.

The LEAD plays 1 bowl against opposing THIRD player's 1st bowl.

The SECOND plays 1 bowl against opposing THIRD player's 2nd bowl.

The end continues as normal.

Option 2 - decide to not take extra bowls then no deduction to the score.

Also, in a Trips game you may play one player short 3 against 2:

Team1 Players A B C

Team2 Players D E

If team 1 has the jack play 1 bowl ADB ADB ADB = 9

The skips C and E then play out the end = 6 Total 15 shots

If team 2 has the jack play 1 bowl DAB DAB DAB = 9

The skips C and E then play out the end = 6 Total 15 shots

All shots score and there are no deductions.

This is similar to the method adopted by the EBF code.

Please note Full Rink Fees (for 3 players) must be paid by both teams.

If a registered player or a substitute arrives late, a team playing one short may WITHIN 30 MINS of the scheduled start of the game, allow that player to join the

play, but one quarter of the shots scored by that team are deducted up to that point. If a player arrives after the 30 minutes in exceptional circumstances and agreement with both captains and skips needs to be agreed before the player may join the play. A substitute or late arrival may play in any position except skip.

6: SUBSTITUTES

A substitute must be a member bowler who is **NOT** registered for any team in either division of the league in which he/she is substitute. All substitutes should register as such on the scorecard and in the late registration book behind the bar.

When a player has played **TWICE** for a team as substitute, he/she must register with that team if required to play again.

Any team playing different substitutes on more than **THREE** occasions **MUST** register an additional player. Teams playing unregistered players (see rule 2) **NOT** nominated as substitutes on the scorecard and in the late entry book shall have **ONE** league point automatically deducted for each offence.

7: AVAILABILITY

Members wishing to join a league or willing to play as substitute may place their name on the availability board and may be used as per substitute rule. Team captains should consult this list before any postponement is negotiated.

8: ILLNESS DURING A GAME

If a player becomes ill during a game and the game is unable to continue with the remaining players then the game a legitimate substitute may take over to complete the game on the day (registered team player) or if the game has to stop it will be resumed at a later date and be continued from the score and last completed end, at the time the player became ill. The cards should be placed in the office until the game has been rearranged. If a player in a fours game becomes ill and is unable to resume, any further play will be to rule 5 including the deduction of 25% of the shots scored thereafter.

9: PLAYING RULES

A league match shall consist of 16 ends or 2 hours whichever is the shorter.

No trial ends, 2 points for a win, 1 point for a draw.

Failing to fulfil a fixture will result in the offending team losing the match by a score of 5 shots to nil and the offending team will pay **THE FULL FEES OF BOTH TEAMS FOR THE RINK** (except in exceptional circumstances).

Any ties in league position at the end of the season will be decided on the largest total of shot difference and then by the highest number of shots scored.

Whenever the jack is lost by the lead bowler, the opposing skip shall, **BY AGREEMENT** of the opposing skip, place the jack in any chosen legal position (the mat may be re-positioned). Otherwise, the jack shall be returned and be delivered by the opposing lead.

Matches must commence on time and finish after the sounding of the bell that occurs shortly before the completion of the 2 hours. If the mat has been correctly placed and the correctly delivered jack is in motion before the bell sounds, then the end must be completed. A default jack shall be placed on the spot.

Before the game commences skips will be responsible for checking that the correct

details are on the cards. They must indicate any use of a substitute or if playing a player short.

At the end of a game the scorecards should be compared and signed by the marker/captain and placed in the league box provided.

Visits to the head during the course of the game are **NOT PERMITTED**. Any player contravening this rule will not be allowed to play further bowls on that end.

Both 3's and skips must leave the head as soon as the appropriate bowl comes to rest. Excessive discussion causing delay in play at any time is not allowed. The head belongs to the team about to bowl.

Except for the above rules, all games shall be played in accordance with the Laws of the Sport of Indoor Bowls as adopted by the EIBA.

Any objections appeal or complaints shall be made to the league secretary within 24 hours of the completion of the match and should be confirmed **IN WRITING** to the Club League Secretary giving details within 7 days accompanied by the scorecards as necessary. This will be discussed at the Bowls Committee for consideration and any actions needed to be taken.

10: POSTPONEMENTS

Postponements are only allowed in exceptional circumstances when **BOTH TEAMS** accept the reason. No agreed postponements are allowed within 48 hours of the match date. If two members of a team are available at least one substitute should be used to fulfil the fixture. It is the responsibility of **BOTH CAPTAINS** to notify any rink cancellation to the Manager and ensure that the league secretary is fully informed of the reason for the postponement request. All matches postponed under these circumstances will be re-arranged by the captains involved. The captain agreeing the postponement request should fix a firm date to play before the end of the playing season. The game to be played as soon as possible. The league secretary must be notified of these new arrangements and the original scorecards should be used. To avoid club team postponements, games may be played with as few as NINE players (SIX club member players and **THREE** substitutes (**ONE** on each rink). Rule 5 to apply.

11: ETIQUETTE

Please keep games moving and try to complete 16 ends in 2 hours.

Leads should concentrate on placing the mat and bowling the jack correctly.

All players should remain static and away from the mat or head and not standing to conceal rink markers or stand directly behind whilst bowls are being delivered or in line of sight whilst others are bowling.

Wheelchairs on the rink are considered an integral part of the bowler (see EIBA rules).

RUNNING on the green is forbidden.

12: PREFERENCES FOR NATIONALS

Any players representing the centre in National comps shall be allowed to choose their preferred rink and request formally that a league match or centre competition be moved on to a spare rink. This concession does not include forcing the postponement of a league match. Members wishing to take advantage of this

concession must book the spare rink and agree the date with their opposition. They must then ensure that the relevant league secretary and the affected teams are informed of the member's intention at least **SEVEN DAYS** in advance of the date.

13: INFRINGEMENTS OF RULES

Contravention of any rule must be reported to the Centre League Secretary: this will be discussed at the Bowls Committee for any decisions/actions to be taken. Please note that this can result in the deduction of league points.

14: LEAGUE SECRETARIES

League Secretaries are your weekly contact with any query or problem.

All proposed postponements must be discussed with your league secretary after having first consulted the floaters availability list.

15: THE LOCAL LEAGUE SECRETARY WILL

- collect and record the results weekly
- hand the score sheet summary to the club manager for collation and printing, having checked for incomplete results and errors of presentation.
- answer or refer any questions raised by teams with respect to the application of the rules
- check the validity and numbers of players in teams, especially the valid registration of players and the playing of substitutes.
- authorise and record postponed matches, noting the date and reason and urge completion as above
- report any observations or helpful comments on the running of the leagues

League rules revised November 2025 and introduced December 2025.