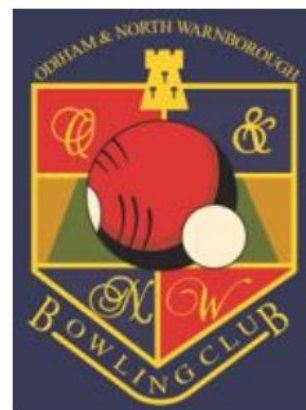


ONWBC Heyhoe Bowl Short Mat League 2018-19

Rules of Play

Formerly the Monday Night Short Mat League



Game format: Triples

Number of Ends: 18 (no time limit)

Start Time: 19:00 latest (refer to the clock on the clubhouse wall, can start earlier if all players are present)

Eligibility: Only full and short mat members are allowed to enter the competition.

Matches

Matches are played on a Monday and Tuesday night and the fixtures are published in advance. A match can be rescheduled only if both team captains agree. The organiser must be informed.

Teams

The teams are drawn before the Heyhoe Bowl Short Mat League (HBSML) starts and published to all players. Each team is assigned a captain, and the captain is responsible for choosing who plays in each match. The captain can only field players from his/her team.

Player Shortage

If a team cannot field 3 players the following rules apply.

The match can be rescheduled for a time that is mutually convenient to both teams, this can only happen once per season, unless exceptional circumstances apply. Exceptional circumstances are when a team of 3 cannot be fielded because of hospitalisation, or illness of a player (holidays are not considered exceptional circumstances).

The team must play with 2 players/8 woods. In these circumstances the following rules apply; The team with 3 players / 9 woods, always deliver the first wood (the odd wood). The remaining 8 woods are played in the usual way with the team that won the previous end bowling next. The team that won the previous end position the jack.

The team may field another eligible player providing that player is not a player in another team, and has not fulfilled the same duty for the same or another team that season (the season is considered to start on the date of the first HBSML fixture and ends on the date of the last HBSML fixture, unless a match is postponed beyond that date when the last outstanding match is played).

The team captain of the team with the player shortage always has the option to grant the result to the opposing team with a score of 10 points to nil.

Late Starts

Failure by a team, to commence play before 19:30 will constitute “no game” and the 2 points will be awarded to the opponents

Late Arrivals

Late players may join a game prior to 19:30, and only at the commencement of the next end, when the game will revert to 3 bowls each. Late players may not join after 19:30 (determined by the clock on the clubhouse wall).

National rules apply, with the exception as below:

If a bowl is delivered, and before the next bowl is released it causes the Jack to go off the side of the mat, the opposing team will be awarded 2 shots and the end shall count as played

If the Jack is knocked to the edge of the mat and falls off the during subsequent play without the action of another bowl hitting it, the end will be declared dead and the end will be replayed from the same direction

There are no restrictions on skips visiting the “head”.

At the end of the season, if the scores are level, shot difference will decide the winning team.

Scores:

Win = 2 points

Draw = 1 point

Lose = 0 points

Please put your scores on the sheet on the noticeboard on completion of the match