



Odiham & North Warnborough Bowling Club

Heyhoe Short Mat Bowls League

(Formerly the Monday Night Short Mat League)

Rules of Play (issue 5 – Sept24)

1. League Management

The league shall be managed by the Competitions Sub Committee (hereafter referred to as CSC). In the absence of the formation of a CSC, the league shall be managed by the appointed League Organiser.

2. Game format and Dress Code

1. **Format:** Triples (this may be changed to Pairs at the discretion of the CSC, dependent on the number of players available to participate).
2. **Dress code:** Smart casual.

3. Eligibility

Full and **Short Mat** members of Odiham & North Warnborough Bowling Club (ONWBC) are eligible to participate in this competition

4. Rink Fees

The current rink fees for league matches as agreed by the Annual General Meeting will apply.

5. Organisation of Matches

1. **Invitations to play.** Prior to the start of the League the CSC shall display a request notice on the notice board (under Heyhoe League) in the clubhouse entrance hall, requesting club members to apply to participate in the league.
2. **Team Selections.** From this list, the CSC shall draw teams with mixed ability and assign team captains.
3. **Number in team.** Each team drawn shall comprise of sufficient players as to provide last minute substitutions without the need for postponements and rearrangements of matches. (e.g., where triples are being played, teams shall have at least 5 team members as a minimum, preferably 6 or 7).
4. **Team Captains.** Shall be responsible for producing a playing rota for each team player. The captain can only select players from their team.
5. **Substitutes** (known as a **floater**). Should a situation arise whereby a team captain cannot from his drawn team field sufficient players for a match due to unexpected circumstances, the organiser may nominate a substitute player who is not a member of any other team. That substitute player shall only be permitted to play on that one occasion for that team.
6. **Withdrawals & Replacements**
If a player withdraws from a team before playing for that team, they can become a floater (floater rules will apply). If a player withdraws from a team after playing for that team, they cannot become a floater, but can rejoin the team, if their circumstances

allow (i.e. they are still in the team, but not actively playing). If a team loses a player (for whatever reason), the organiser can ask a member that is not already playing in the league, and wants to play, to join that team.

7. Late Applications

After the league has started the organiser will compile a list of existing members that want to play in the league but missed the opportunity to put their name down (e.g. they were on holiday), and also new members that have joined the club. The league organiser has two choices.

1. The member can be assigned to a team, or
2. The member can become a floater.

This choice is at the discretion of the organiser.

8. **Cancelled Matches.** Only the CSC have the authority to cancel a match. Cancelled matches shall be rearranged by the CSC in agreement with the captains and a nominated date given as soon as possible after the original date for the match to be played.
9. **Fixtures.** A fixture list shall be prepared by the CSC prior to the start of the league, which will show when matches are to be played. Matches will be played on Monday evenings. This fixture list shall be displayed on the clubhouse hallway notice board and Emailed to the team captains.
10. **Team Identity.** Each team for the convenience of the fixture list, shall be allotted a letter coding. In each game, the **first** letter indicates the **home team**.
11. **Results.** The League Organiser will provide score cards to both Skips who will record the names of the players in both teams. The skips shall keep the card updated with the scores of each end during the game. At the end of the match both skips are to agree the final score and the completed score cards are to be given to the League Organiser, or in their absence, left in the designated place for collection.
12. **Covid 19.** All players shall be required to comply with any guidelines / restrictions / protocols which may need to be introduced at any stage during the duration of the Heyhoe League fixture programme, to meet government and or governing body guidelines.

6. Commencement of Play

1. **Start Time.** Matches shall commence at 19.00 hrs at the latest (as per clock on the club room wall). Matches may start beforehand if all players are present.
2. **Trial Ends.** At the start of the match, **two** trial ends can be played, if required.
3. **Number of Ends.** All matches shall be of 18 ends, with no time limit.
4. **Late Arrivals.** Players arriving late at the venue may join the match, if they are ready to play, prior to 19.30 hrs (as per clock on the club room wall) and will commence playing from the start of the next end. Players arriving after 19.30 hrs, may **not** join the match.
5. **Late Starts.** Failure by any team to commence play by 19.30hrs, will constitute '**no game**'. In such a case the opposition shall be awarded 2 points and 5 shots.
6. **Player shortage**
 - 6.1 In the case of **triples**, if a team is unable to start the match with 3 players the following rules shall apply:
 - 6.1.1. The team with a player short may start the game playing as a pair, pending the arrival of a late arriving player. This team shall play with **4** bowls each (8 bowls in total). The opposing team with three players shall play with the **Lead** and **No 2** playing with **3** bowls and the **Skip** with **2** (8 bowls in total).

Should the absent player arrive in time to join the match by 19.30 hrs (as per 6.4 above), all players shall revert to playing with 3 bowls each.

6.1.2. If the absent player fails to arrive by 19.30 hrs, the team with the shortage of players, shall continue to play as a pair and **forfeit 25%** of the team's final score. The Triple shall continue to play as set out in rule 6.1,1 above.

6.2 In the case of **pairs** should any team be unable to start a match by 19.30 hrs, that team shall forfeit the game. In such a case, the opposition shall be awarded **2 points** and **5 shots**. The match will **not** be rescheduled.

7. **No Shows**. If a team, for whatever reason, fails to show up for the match, then the opposition shall be awarded **2 points** and **5 shots**. The match will **not** be rescheduled.

7. During Play

1. **Rules**. Unless stated otherwise in this document, the national rules for short mat shall apply as set out by the English Short Mat Bowling Association (ESMBA).
2. **Jack off the mat**. 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 shall be awarded **2 shots**, and the end shall count as being played.
3. **Dead Jack**. If the Jack is struck and comes to rest at the edge of the mat and falls off the mat during subsequent play without another bowl hitting it, the end shall be declared **dead** and will be replayed in the same direction.

8. Results of each end

Only one player from each team will be allowed on the mat for the purposes of deciding the shot or shots scored. The result will be conveyed to the Skips for recording on the scorecards. Unless the Home Skip decides otherwise, the home team **No 2** (or the Skip when they are at the scoreboard end after the completion of an end) will be responsible for updating the scoreboard during the game,

9. Points awarded

1. **Win: 2** points to the winning team
2. **Draw: 1** point to each team
3. **Loss: 0** points

10. League Tables

The league organiser shall publish a league table each week throughout the duration of the league fixture programme; to be displayed on the notice board (under Heyhoe League) and on the website.

11. Final league placing

Upon the completion of the fixture programme, the team with the greatest number of points shall be declared League Champions. If two or more teams finish with the same number of points, shot difference shall determine final placings.

12. Disputes

In the event of any dispute not being settled by the skips / captains, details of the dispute shall be forwarded to the CSC for their consideration.