

Rules for the Indoor Leagues

1. Teams for the Triples Leagues are to consist of a minimum of 3 and a maximum of 5 players.
2. The duration of matches shall be either maximum 14 ends or 2 hours per:
 - a. **For leagues run in a single session**, all matches to be played to the completion of 14 ends, with no trial ends. If a club booking means that a match will be unable to go beyond 2 hours rule 2b) applies.
 - b. **For leagues run as a double session**, all matches are to be 2 hours and 14 ends maximum, with no trial ends. Last jack is to be cast not less than 5 minutes before the end of the session, as indicated by the ringing of the bell, or by clock if the bell is not working.
3. In exceptional circumstances, if running as a double session a team may request to play all its matches at the same starting time and the League Manager will endeavour to schedule as such if possible.
4. If a team cannot play a match on the due date, they may request a rescheduling with their opponents, either before or after the set date, subject to a maximum postponement of 14 days. The opposing team has the right to refuse and claim a 10-0 win if no suitable alternative date can be arranged.
5. Any match may be played before the set date or time, by agreement between the teams.
6. If only 2 team members turn up for a match, the teams may either,
 - a. mutually agree a postponement per rule 4, or
 - b. the team of 2 may opt to forfeit the match 10-0, or
 - c. may play 2 vs 3 as long as the team of 2 has two named players (not a sub). The format will be 4 woods each for the pair whilst the team with three play two bowls for the lead, two bowls for the number 2 and four bowls for the skip and the team with only 2 players forfeits a quarter of their final score.
7. If any postponement is agreed teams must adhere to any rearranged date and a team defaulting on the rearranged date (regardless of who originally requested the postponement) will forfeit the match 10-0. Postponements with no agreed date are subject to rule 11.
8. Any rearranged match should if possible be played on the same rink as that originally allocated for it but this is not essential.
9. **All matches must be played within 14 days of the set date.** Where a match cannot be played on or before the due date at neither teams fault, every effort should be made to play the match within 14 days.
10. No matches can be played after the 14 days, other than in very exceptional circumstances **reported to and agreed** by the League Manager. Cases may be referred to the Club Committee.
11. Either participating team has the right to insist that a rescheduled match be played; it should offer at least two dates and times to its opponents and can claim a 10-0 victory if neither date is accepted.
12. If the two teams involved agree that a match will not be played, it will be regarded as a 0-0 tie subject to the proviso in rule 17.
13. A team may field one substitute, but not two. A substitute cannot be a member of another team in the same League and cannot be skip.
14. If a team loses a player permanently during the season, for whatever reason, a replacement can be nominated, but he/she will continue to be regarded as a substitute under the terms of Rule 13 until his/her name has been registered with the League Manager.
15. If a team withdraws from a League before it has played half its matches, its record will be expunged. If it has played half or more of its matches, its record will stand and all remaining fixtures will be regarded as lost 0-10.
16. Scores should be entered on the scoresheet immediately after matches finish. If a match is conceded, 10-0 or 0-10, as appropriate, should be entered. If a match is unplayed and not claimed by either team then 0-0 should be entered. The League Manager cannot undertake to chase teams who fail to enter their scores.
17. Two points will be awarded for a win, one for a tie. Unplayed matches will be counted as a 0-0 tie, though a penalty points deduction will be applied where a team is deemed to be deliberately not playing matches for gain.
18. Where teams are equal in points, their League positions will be determined by Shots Difference.
19. The team entry fee is payable immediately before a team's first match. **A points penalty may be applied to late payment of entry fees.** Normal rink fees also apply.
20. In the event of any apparent breach of these Rules, or other irregularity, the League Manager will try to resolve the problem. If he cannot do so, or if his decision is unacceptable to one or both of the teams affected, he will refer the matter to the Club Committee for resolution.