

Rules for the Indoor Leagues

1. Teams for the Triples Leagues are to consist of a minimum of 3 and a maximum of 4 players.
2. The starting date for Entries will be the Club Open Day, which normally starts the Indoor Season. The Entry Forms will be posted on that day, no later than 1.30. The closing date for Entries will be at the discretion of the League Manager*.
3. a) **For leagues run in a single session.** All matches are to be played to the completion of 14 ends where possible, with no trial ends. If a club booking means that a match will be unable to go beyond 2 hours rule 3b) applies.
b) **For leagues run as a double session.** All Matches are to be 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 the clock over the door if the bell is not working.
4. In exceptional circumstances, if running as a double session a team playing in the Monday or Wednesday Evening Leagues may request to play all its matches at the same starting time.
5. Any match may be played before the set date or time, by agreement between the teams. A match played early should if possible be played on the same rink as that originally allocated for it but this is not essential.
6. No matches can be played after the set date, other than in exceptional circumstances reported to and agreed by the League Manager. Cases may be referred to the Club Committee.
7. Every effort should be made to play matches which have been postponed. Either participating team has the right to insist that a postponed match be played; it should offer two dates and times to its opponents and can claim a 10- 0 victory if neither date is accepted.
8. If a team cannot fulfil a match by the set date it must concede the match to its opponents, by a score of 10-0.
9. If the two teams involved agree that a match will not be played, it will be regarded as void and no points will be awarded.
10. 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.
11. 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 10 until his/her name has been registered with the League Manager.
12. 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.
13. Scores should be entered on the scoresheet immediately after the completion of matches. If a match is conceded, 10-0 or 0-10, as appropriate, should be entered. The League Manager cannot undertake to chase teams who fail to enter their scores.
14. Two points will be awarded for a win, one for a tie.
15. Where teams are equal in points, their League positions will be determined by Shots Difference.
16. 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.
17. 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.