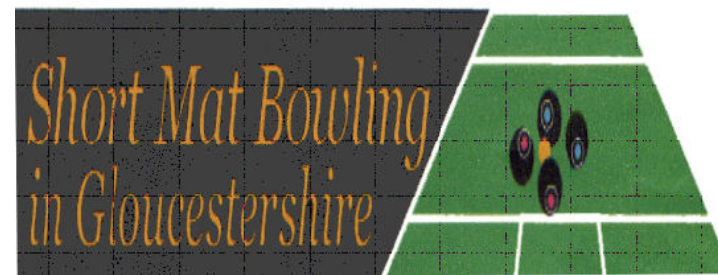


**GLOUCESTERSHIRE  
SHORT MAT  
BOWLING ASSOCIATION**



**County League Rules**

**Winter, Summer & Seniors Leagues**

**September 2017**

**Update March 2018  
(valid from summer season 2018)**

# **GSMBA League Rules and Conditions of Play Winter, Summer & Seniors Leagues**

## **Section 1 - Core Rules**

1. The Leagues
  - a. These rules relate to the three county leagues mentioned above, this section 1 defines the core rules that apply to all three leagues. Sections 2, 3 and 4 define those rules specific and unique to the Winter, Summer and Seniors League respectively.
2. **Registration**
  - a. Only GSMBA registered clubs may register League Teams.
  - b. To register a new player, the club must send a Player Registration Form to the County Membership Secretary with the relevant registration fee. The Membership Secretary will then pass the player's registration details to the club and also inform the League Secretary.
  - c. PLAYERS MUST BE REGISTERED PRIOR TO PLAYING IN A LEAGUE MATCH.
  - d. Players may only continue to play in any league if they change club or nominated club up to the 31st December (Winter & Seniors League) and 30th June (Summer League) of the current season and the League Secretary must be informed prior to playing for the new club.
  - e. All League and Association fees must be paid before the season commences. Player Registration renewals must be paid prior to playing in any county, league or any official match. Failure to observe these rules may mean the forfeiture of all relevant matches.
3. **Rules of Play**
  - a. All matches will be played in accordance with the current edition of the ESMBA Laws of the Game with the exception of those rules overridden by GSMBA and defined herein.
  - b. All clubs are to have these Rules and Conditions as well as the ESMBA Rules available for reference at all matches.
4. **Fixture Dates**
  - a. All match fixture dates are to be agreed on a home and away basis before the start of the season and notified to the League Secretary before matches take place.  
  
Both clubs must inform the League Secretary of any agreed change of fixture as soon as a change is agreed.

- b. If all four players fail to arrive without notification 30 minutes after the due start time of the match, the match will be awarded to the team present who will receive 6 points and 6 shots. If there are mitigating circumstances for the non-arrival or contact with the opposing team (e.g. a road accident) the League Secretary or County Committee may order the match to be rearranged.
7. **Substitute Players**

A team may substitute as many players as they wish for the second game. The substitution must take place between the two 10 end games. If a player is unwell or injured ESMBA rules relevant to "Leaving the rink mat", sub-paras (b) to (d) apply.

## Section 4 - Seniors League

### 1. Seniors League

- a. The **Seniors League** runs between 1<sup>st</sup> October and the following 30<sup>th</sup> April.
- b. Matches will be played on one mat and consist of two games, each of 10 ends played by four players with two woods each.

### 2. Registration

- a. Clubs may enter any number of teams.
- b. Players must have attained the age of 60 years.
- c. Bowlers may play for any club they are a member of regardless of ESMBA club registration but only one club and one team per season except that cross team substitutions will be allowed as defined in 2d & 2e below.
- d. Cross team substitutions are allowed if the club names and registers four players as their "first team". These players may not play for the "second team". All other players may be considered as "second team" players. If "second team" players play for the "first team" more than twice, then they automatically become "first team" players and may not play for the "second team" again that season.
- e. If a club has 3 teams, the "first" and "second" teams "fours" must be named and registered with the League Secretary, all other players may play for the "third team" (and play twice for each of the "first" and "second" teams without becoming tied to a higher team). If a club has teams in two or more divisions the first team must be in the higher division.

### 3. Dress Code

Regulation Bowling Shoes must be worn for all league matches, which must only be worn in the Hall.

### 4. Fixture Dates

- a. All matches shall be played Monday to Friday during the day between 9am and 5pm. Matches may be re-arranged by mutual agreement.

### 6. Late Arrivals

- a. In the event of an away team being delayed, contact must be made with the home team to agree a delayed start time. If this is not possible, or no contact is made before the agreed start time then this rule will apply.

- b. Where a club has two or more teams in the same division, they will arrange to have all games between them played by 31st December (Winter & Seniors Leagues) or 30th June (Summer League) unless otherwise approved by the County Committee.

### 5. Non-Arrival of team players

- a. The non-arrival of a team will normally lead to the complete forfeiture of the match by the maximum available match points and by 12 shots (Winter League) or 6 shots (Summer & Seniors League).
- b. If the non-offending team are agreeable then the match fixture may be re-arranged
- c. Should a team wish to appeal against a forfeiture decision, they must apply to the League Secretary within 7 days. If the League Secretary cannot be contacted then the County Chairman should be contacted.

### 6. Shortage of Players

- a. (1) In the event of a four being short of one player then ESMBA rules shall apply.  
(2) With one player short on both sides (3 v 3) then this game(s) shall be played as a triple with 2 woods for each player.  
(3) If any four is two players short then the game(s) associated with that four will automatically be awarded to the opposing side by 4 points and 6 shots (Winter League), 6 points and 6 shots (Seniors/Summer League).
- b. In the Winter League if both clubs are two players short then 4 triple teams should be fielded with 2 woods for each player.
- c. No team shall be allowed to field a short four if an eligible substitute is present.
- d. If a substitute player is brought forward then the originally named player may take no part in that game. If a substitute has not been used then the late player may join the game at the start of the next end.

### 7. Trial Ends

- a. There will be no trial ends in any league & normal scoring will apply.
- b. Visiting skips will have the choice of playing first or second for each game.

### 8. Threes Up & Visiting the Head

- a. "three up" will not be allowed in any league.
- b. ~~Skips may only revisit the head on the last end of game.~~

**9. Breaks**

A short break between games with tea and biscuits only is recommended however this may be omitted or moved to the end of the match if both teams agree.

**10. Marking Ditch Positions and Touchers**

All bowls that are touchers must be marked with a water-based spray chalk to avoid the wood being touched by any player.

**11. Match Results**

- a. One match results sheet shall be supplied by the home team Captain and made out and signed by both Captains. Each team should retain a copy of the match scorecards & the home team the results sheet until the end of the season to help resolve any dispute that arises.
- b. Points will be awarded for each of the match games and the overall match as follows:
  - (1) Award 2 points for each game won or 1 point each for a draw.
  - (2) Award 2 points to the team with the highest combined number of shots scored over all games. If the shot totals are equal then 1 point for each team. Total points available for a league match - 10 (winter league), 6 (summer and seniors).
- c. The home team is to ensure that the result sheet details are emailed to the League Secretary not later than 3 working days after the match has taken place. Failure to comply with this rule may result in the imposition of a penalty (Rule 17 this section).

**12. Match Suspensions**

- a. If a match is prevented from being completed, then arrangements must be made for its completion as soon as possible and preferably within 28 days. The League Secretary must be notified of all arrangements.
- b. If a match is suspended whilst a game is in progress, then this game shall re-commence as at the last completed end.

**13. Disputes and Complaints**

- a. Notice of a dispute or complaint must be submitted to the League Secretary within 3 working days. After initial consideration, the League Secretary may require the matter to be submitted in writing.
- b. The Secretary of the other team or club concerned must also be notified.
- c. If the League Secretary cannot resolve the matter, it may be placed before the County Committee for consideration.

**14. Promotion and Relegation**

- a. Between the ending of one league season and the beginning of the next season, the bottom two teams from Division 1 will be relegated to

contact is made before the agreed start time then this rule will apply.

- b. If all four players fail to arrive without notification 30 minutes after the due start time of the match, the match will be awarded to the team present who will receive 6 points and 6 shots. If there are mitigating circumstances for the non-arrival or contact with the opposing team (e.g. a road accident) the League Secretary or County Committee may order the match to be rearranged.

**6. Substitute Players**

A team may substitute as many players as they wish for the second game. The substitution must take place between the two 10 end games. If a player is unwell or injured ESMBA rules relevant to "Leaving the rink mat", sub-paras (b) to (d) apply.

## Section 3 - Summer League

### 1. The League

- a. The **Summer League** will run between mid-April and mid-September of each year.
- b. Matches will be played on one mat and consist of two games, each of 10 ends played by four players with two woods each.

### 2. Registration

- a. Clubs may enter any number of teams.
- b. Bowlers may play for any one club they are a member of regardless of ESMBA club registration.
- c. Where a club has two teams in the Summer League cross team substitutions are allowed under the following conditions: -  
The club shall name and register a minimum of four players as their "first team". These players may not play for the "second team". All other players may be considered as "second team" players and may play for the first team as many times as desired providing they miss a second team match for each match played for the first team.
- d. If a club has 3 or more teams, the higher team "fours" must be named and cannot play for a lower team however they may play for a higher team as many times as desired providing they miss an equivalent number of matches for their own team.
- e. Any infringement of rule 2c/d will result in the offending team forfeiting all shots and points from the match(s) that an invalid player was used. The non-offending team(s) will receive all 6 points and the shots they gained in these match(s).

### 3. Dress Code

Regulation Bowling Shoes must be worn for all league matches, which must only be worn in the Hall.

### 4. Fixture Dates

- a. Matches can be played at any time providing the dates are mutually acceptable to both teams.
- b. Matches may be re-arranged by mutual agreement.

### 5. Late Arrivals

- a. In the event of an away team being delayed, contact must be made with the home team to agree a delayed start time. If this is not possible, or no

Division 2 and the top two teams from Division 2 will be promoted to Division 1 – a 2 up 2 down principle.

- b. The same principle will apply between the second and third divisions.
- c. Should a change in the number of teams/divisions make the 2 up 2 down principle impractical to maintain then at least ONE team will be relegated and at least TWO teams will be promoted between adjacent divisions. A team dropping out of the league will not count as a relegated team.
- d. The number of teams in each division will be kept as even as possible and in the range 6 to 8. When the number of teams is not a multiple of the number of divisions then the lower division(s) will increase in number before Division 1.
- e. New teams will always be added into the bottom division.
- f. If two or more teams are level on points at the completion of the fixtures then the "Best Shots Difference" will determine their position within the league. If two teams are still equal and this impinges on relegation or promotion then a play off at a neutral venue will take place.

### 15. Matters Arising

In the event of any question or matter arising, which is not provided for in either the GSMBA or the ESMBA rules, the County Committee, whose decision will be final, shall deal with such question or matter.

### 16. Visits

County Committee Members may visit League matches to give support and view the standard of play.

### 17. Penalties

- a. For any infringement of either the GSMBA or the ESMBA rules that is not catered for in these rules, the County Committee shall have the full power to implement any of the following penalties:
  - (1) Forfeiture or deduction of League points.
  - (2) The cancellation of a particular result, with or without instructions to re-play.
  - (3) A temporary or permanent suspension from the League or Association.
- b. The above penalties may be applied to any player, team or club and may be implemented or enforced in any combination. **See also Summer League section 3 rule 2e.**

### 18. Mobile Phones

- a. All mobile phones to be switched off during competitive games except with the express permission of both team Captains.

## **Section 2 - Winter League**

### **1. The League**

- a. The **Winter League** will run between 1<sup>st</sup> September and the following 31<sup>st</sup> March.
- b. Matches will be played on two mats and consist of two sets of two games, each game of 10 ends played by four players with two woods each. The home team will swop mats for the second set of two games.

### **2. Registration**

- a. League players must be GSMBA/ESMBA registered with the club for which they play in the Winter League.  
An exception to this rule is that players registered with a club without a Winter League team may nominate themselves to play for another club. The League Secretary must be informed prior to their first game for the other club.
- b. Where a club has two teams in the Winter League cross team substitutions are allowed under the following conditions: -  
The club shall name and register a minimum of eight players as their "first team". These players may not play for the "second team". All other players may be considered as "second team" players. If "second team" players play for the "first team" more than twice, then they automatically become "first team" players and may not play for the "second team" again that season.
- c. If a club has 3 teams, the "first" and "second" teams "8" must be named and registered with the League Secretary, all other players may play for the "third team" (and play twice for each of the "first" and "second" teams without becoming tied to a higher team). If a club has teams in two or more divisions the first team must be in the higher division.
- d. Where one of these teams is disbanded, those players registered to that team must either re-register to the other teams or register with a new club if they wish to play in the current Winter League. In both cases rule 2d section 1 will apply.

### **3. Dress Code**

- a. All teams shall observe the following dress regulations at all Winter league matches:  
(1) Mid-grey trousers / skirts, culottes or tailored slacks.  
(2) White shirts / blouses, white pullovers - sleeveless or long sleeved.  
OR  
(3) Official Club Colours. Coloured club sweaters, shirts, pullovers, blouses, ties, scarves and cravats are acceptable wear, provided ALL

team players are dressed in the Official Club Colours

- b. Regulation Bowling Shoes must be worn for all league matches, which must only be worn in the Hall.
  - c. New clubs wishing to enter a league team will have 12 months from entry into the League to conform to the above dress rules except for Regulation Bowling Shoes, which they must conform to immediately.
- ### **4. Fixture Dates**
- a. Matches can be played at any time throughout the week providing dates are mutually acceptable to both teams.
- ### **5. Late Arrivals**
- a. In the event of an away team being delayed, contact must be made with the home team to agree a delayed start time. If this is not possible, or no contact is made before the agreed start time then this rule will apply.
  - b. If all 8 players arrive 30 minutes after the due start time without a valid reason, they shall forfeit the first 2 games of 10 ends. The opposing team to receive 4 points and 6 shots.
  - c. If at least 4 players are present by 30 minutes past the planned start time they are to make up one team of four and start play.
  - d. Arrival of the other players after play has started will result in one 10-end game not being played and this team to forfeit 2 points and 3 shots.
  - e. If all eight players fail to arrive without notification 30 minutes after the due start time of the match, the match will be awarded to the team present who will receive 10 points and 12 shots. If there are mitigating circumstances for the non-arrival, or contact with the opposing team (e.g. a road accident) the League Secretary or County Committee may order the match to be rearranged.
- ### **6. Substitute Players**
- a. A team of 8 players and up to two substitutes may be used. The substitution must take place between the two sets of two 10 end games and only one substitute per rink. If a player is unwell or injured ESMBA rules relevant to "Leaving the rink mat", sub-paras (b) to (d) apply.
  - b. No player may play in more than one set of two games per match, which must be for the same team of four.