

**Suffolk Carpet Bowls Association (SCBA)  
RULES FOR WINTER LEAGUE, CUP AND PLATE MATCHES**

**Definitions**

**Match:** A series of games played between two or more teams.

**Game:** A series of ends played between two Fours

**Team:** The required combination of Fours

**1. Teams**

- a) A team where possible shall consist of 16 bowlers but, anyway, **shall be of a minimum of 8 bowlers.**
- b) A team can be made up of any combination of bowlers, i.e. male, female or mixed.
- c) All members of a Club are able to play in the League.
- d) No bowler can knowingly play for more than one club in any Winter League season, without the express authority of the SCBA Executive Committee. If the SCBA gives that authority a bowler cannot play in the Cup or the Plate, if they have already played in the Cup or Plate in that season for their initial club, they will be "cup-tied".

**2. Matches/ Games**

- a) All matches shall be played to the English Carpet Bowls Association (ECBA) Rules with the exception of:
  - Rule 1.4 and 9.2: Ignoring reference to the "demarcated delivery area";
  - Rule 1.9: Amended by the SCBA to read: The jack shall be 63.5mm (2.5") in diameter and weigh between 8 and 16oz.
  - Rule 2.3: No trial ends to be played in the Winter League, Cup or Plate matches;
  - Rule 10.2: Replacing "independent referee" with "opposition captain".
- b) Matches shall be played between 1 September and 31 March, inclusive, with half being scheduled by Christmas, and shall begin at 7.30pm. unless otherwise arranged. No matches should be played after 31 March without the express authority of the SCBA Executive Committee. In that situation teams should contact the Press Officer.

**Cup and Plate:** Cup and Plate matches will take priority over league matches. No matches should be played after the allocated two week periods without the express authority of the SCBA Executive Committee. In that situation teams should contact the Press Officer.

- c) A match shall consist of 4 games and each game shall be played between 4 bowlers, i.e. a Four, from each team.
- d) If a bowler has to bowl twice in a match then they shall not bowl in the same position nor on the same carpet.

- e) If a team has less than 16 bowlers available for a match then those who shall play a second time shall be chosen by lottery from the first eight bowlers. Those names shall be drawn by the opposing Captain before the first game commences but after the teams and order of play for the first two games have been decided. Positions of play shall then be decided in the normal way with due regard being paid to Rule 2d).
- f) The visiting team shall not be allowed any practice on their opponents carpets before a match, neither shall the home team be allowed practice in the half hour preceding a match.
- g) Each game shall be of 11 ends with no trial ends.
- h) The team with the highest number of shots at the end of the game shall be the winners of that game. If the shots are equal then the game is drawn.
- i) Two points shall be awarded for a game won, one point for a game drawn and no points for a game lost. An additional 2 points shall be awarded to the team scoring the most shots in the match. Should shots be equal then one point shall be awarded to each team.
- j) **Teams playing with less than 16 bowlers will forfeit 5 shots for every bowler they are short. The appropriate shot penalty shall be deducted from the team bowling short aggregate shot score at the end of the match. There shall be a maximum deduction of 25 shots, i.e.:**

**1 bowler short (team of 15): 5 shot penalty**  
**2 bowlers short (team of 14): 10 shot penalty**  
**3 bowlers short (team of 13): 15 shot penalty**  
**4 bowlers short (team of 12): 20 shot penalty**  
**5 – 8 bowlers short (team of 8 – 11 bowlers): 25 shot penalty**

**Example**

**A team bowling with 2 bowlers short (team of 14) scores an aggregate total of 40 shots over the four games. The overall shot score for that team to be entered at the bottom of the scoresheet will be 30.**

**40 shots minus 10 shots (for 2 bowlers short) = 30 shots.**

- k) **If at any point during a match a team is unable to field a full team of 16 bowlers, i.e.: one or more bowlers play twice, for whatever reason, rule (2j) shall apply, i.e.: 5 shots per bowler short, up to a maximum deduction of 25 shots.**
- l) Should a team be unable to field a team of 8 or more bowlers, as much notice as possible and not less than 24 hours notice must be given to the opposing team, the only exception being where sudden adverse weather conditions make that not possible. The match should then be re-arranged. If it proves to be impossible to rearrange the match, after every effort and consultation with the SCBA, then the other team shall be awarded 10 points and 40 shots and the offending team no points or shots. (Cross refer Rule 4 regarding disputes)

**Cup or Plate:** Should the above situation and procedure happen in the Cup or Plate, then the non-offending team will be awarded the match and proceed to the next round of that competition. Should the above happen in the Final, then the non-offending team will also be awarded the match.

- m) Positions in a League shall be determined by the number of points scored but, where they are equal, then the following shall decide the team taking the higher position:
- Firstly, the highest total of shots scored in all League matches that season, if they are equal, then:
  - Lowest total of shots conceded in all League matches that season, if they are equal, then:
  - Highest total of ends won in all League matches that season.
- n) The home team in any match shall:
- i) Provide the necessary equipment.
  - ii) Have available up to date sets of the SCBA and ECBA rules.
  - iii) Arrange times and dates of matches which should be mutually agreed at least 7 days before each match.
  - iv) Provide their opposing teams with suitable information at least 7 days before each match, regarding:
    - The location of their venue;
    - The access to their venue;
    - Any other feature that could affect a bowler's ability to bowl in their venue.

If after a match, a team considers that they were not provided with suitable information by the home team and that affected the final match score, they must notify the SCBA Executive Committee in writing within 14 days. The SCBA Executive Committee will then make the final decision and inform both teams accordingly.

- o) Woods waiting to be bowled shall be visible to those bowlers at the other end of the carpet.
- p) All teams must be prepared to play away matches on any night of the week, excluding Saturday but including Sunday, or on a Sunday afternoon.
- q) Any team failing to appear for an arranged match or arriving with less than the minimum of 10 bowlers shall be responsible for any reasonable expenses incurred by their opposition. The match should then be re-arranged. If it proves to be impossible to rearrange the match, after every effort and consultation with the SCBA, then the other team shall be awarded 10 points and 40 shots and the offending team no points or shots. (Cross refer Rule 4 regarding disputes)

**Cup or Plate:** Should the above situation and procedure happen in the Cup or Plate, then the non-offending team will be awarded the match and proceed to the next round of that competition. Should the above happen in the Final, then the non-offending team will also be awarded the match.

- r) Each team shall play each of the other teams in their League both home and away. If a match is unable to take place at the designated venue, i.e.: home team's venue is unavailable, then teams should inform the SCBA Executive Committee.
- s) A team must declare names of bowlers for all four games before the start of a match, even if they are still waiting for bowler(s) to arrive for the second half games. If bowler(s) have not arrived by the time the second half games are due to start, then those playing a second time shall be chosen by lottery from the first eight bowlers. Those names being drawn by the opposing captain. Alternatively if bowler(s) have not arrived by the time the second half games are due to start a substitute(s) can play i.e.: club member(s) who has not played in the first half games. In accordance with ECBA Rule 3.4, a substitute may play in any position other than skip. If a substitute is not available to play and as a result a team is unable to field the minimum of 10 bowlers, refer rule 2q).

- t) Before the commencement of a match team Captains shall:
  - i) Ensure that the home team captain's scoresheet is completed with all bowlers surnames and initial of first name. If there are bowlers in a team with the same surname, then their full first name shall be written.
  - ii) Toss a coin to decide which colour bowls they shall play with for the whole of the match.
- u) At the end of the match it is the responsibility of both team Captains to check that the home team Captain's scoresheet is correct and then sign it. The home team Captain must send that signed scoresheet to the Press Officer within 7 days. Upon receipt of that scoresheet, if the Press Officer considers it to be incorrect, both teams will be consulted before any alteration is agreed and made.
- v) All Clubs shall provide a list of the dates and venues of their League matches to the Press Officer at the beginning of the season. Any matches not then arranged and any subsequent alterations to fixtures shall be notified to the Press Officer without delay.

### 3. Playing

Each bowler playing in a Four shall bowl 2 woods. The leads (first bowlers) shall bowl their 2 woods singly and alternately with the opposing lead, and so on, each pair of bowlers in succession.

### 4. Disputes

Any disputes between Clubs should be advised to and will be settled by the SCBA Executive Committee and their decision will be final. During a match, team Captains should do their utmost to ensure that any dispute between the teams is resolved amicably.

### 5. Cup and Plate

**In Cup and Plate matches, rules (2j) and (2k) are also applicable in any game where a team(s) is unable to field a full team of 16 bowlers. Cup and Plate games, as with league games are played for 10 points per leg. If after both legs the match is tied on points (10 – 10) then the total shots scored over both legs (after any penalty deductions have been made) will be the deciding factor.** If both points and shots are equal in a Cup or Plate tie after both legs have been played then the winner will be the team who has won the greater number of ends over the two legs. Should it still be equal then the away team shall choose which carpet on which one end of bowls shall be played, between a team of four nominated by each team Captain. A toss of a coin shall decide who goes first in that one end. Should that end be a dead end, then a further end(s) shall be played between the same nominated teams of four until there is a winner.

### 6. Finals Day

To qualify to bowl on Finals Day in the League play-off, Cup final or Plate final, a bowler must have played in three or more matches for their team in that Winter League Season.

SCBA rules apply to all games played on Finals Day.

If a final ends in a drawn match, then the SCBA organisers will choose the carpet on which the one end of bowls will be played, should that be required.

SC/NJ.July09