

LONG EATON BOWLS AND BENEVOLENT ASSOCIATION

LEAGUE RULES

2025

1. The League shall be known as “The Long Eaton Bowls and Benevolent Association” League and all Clubs taking part must be affiliated to this Association.
2. The League competes annually for the B. W. Malkinson Memorial Trophy.
3. The league is played under the rules of the latest edition of “World Bowls – Laws of the Sport of Bowls” unless otherwise stated in these local League rules.
4. Each team plays all the other teams in the league on a home and away basis and are normally played on a mid week day starting at 6-30p.m. unless otherwise agreed.
5. Clubs can only play players that are registered to that Club.
Each Club must supply a fixture list for the forthcoming season (before the first match of that season) to the League and Competition Secretary.
A player may be a member of more than one affiliated Club but can only be registered to play for one Club during a particular season.
If an unregistered player is used in a league match, his team will be deducted 6 points from their aggregate points total on each and every occasion but the match result shall still stand.
6. Dress for league matches must be as follows: -
White tops, grey skirts, trousers or shorts and regulation bowling shoes for ladies
White tops, grey trousers or shorts and regulation bowling shoes for men.
Club shirts may be worn provided all players of the team are wearing them.
7. A team consists of 9 players (3 rinks of 3) and a match consists of 18 ends in which each player bowls 3 woods.
Trial ends are not allowed.
If a team has less than 9 players available, any rink may be played with a minimum of 6 players on either (2 players against 3) or both sides. In this case the following will apply:-
The defaulting team play 6 woods against the normal 9 of the other team. Both skips play their woods in the normal order. There is no deduction of shots
8. At the completion of the match, the team with the most number of shots over the three rinks is awarded 3 points. If both teams have an equal number of shots, both teams are awarded 1 ½ points. In addition to this, 1 point is awarded for each winning rink to the team with that winning rink. If rinks are tied, each team are awarded ½ a point.

9. Matches will normally start at 6-30 p. m. but if both captains agree, this can be changed to accommodate conditions such as expected late arrivals (latest time 6-45p. m.) or late season loss of light.
10. Where any match has started with a reduced number of players, a registered player of the same Club may join the game up to 15 minutes after the scheduled start and in this case rule 7 shall apply to the order of play and scoring prior to the new player joining the game.
11. In the event of inclement weather, a match may be shortened by agreement of both captains and the score will stand if at least 12 ends on each rink have been completed. The match is also considered complete and the score stands if, after at least 12 ends have been played on all rinks, the green becomes unplayable as decided by the groundsman or both captains. If the match is abandoned for any reason before 12 ends have been played on each rink, the whole game must be replayed. Any team playing with a reduced number in the abandoned game may play a full team in the re-arranged game. If any match is unable to commence owing to the green being unfit to play, the match must be re-arranged and the new date notified to the League and Competition Secretary.
12. If, during the course of a game, a player is required to leave due to unforeseen circumstances, that player may be replaced by a registered player from the same Club, provided both captains agree. In these circumstances if a substitute is not available or the captains cannot agree, then the game must be continued in the format 2 players against 3 as in rule 7, but no deduction of score will apply. A substitute is not allowed to skip. If a player in a rink of 2 has to leave the game through unforeseen circumstances that are acceptable to both captains, the rink will be abandoned and the score at that time will stand.
13. If any Club is unable for any valid reason to fulfil an agreed fixture, they must provide as much notice as possible to their opponents and the League and Competition Secretary. Failure to do so will result in a deduction of points on the following basis: -
More than 120 hours notification before the starting time – no points deducted.
Less than 120 hours but more than 48 hours before the starting time – 2 points deducted.
Less than 48 hours before the starting time – 7 points deducted.
In all cases the postponed fixture must be replayed and the League and Competition Secretary advised of the new fixture date.
14. Results of all matches must be completed immediately after the match on the designated score cards. The league secretary should be informed of the result of the match by the home side as soon as possible by email or telephone. The results card can then be provided to him/her at a later date. The cards for games completed at West Park may be put in the pocket provided for this purpose.
15. Any player may be substituted at any time during a match by another player from that same club providing that the following criteria are met.
A. The substitute must play in the same position as the player they have replaced.
B. The captain arranging the substitution must inform the opposing captain of his intentions before the start of the match.