



# COMPETITION RULES - UPDATED 2023

## Renewal of Membership and Competition Forms

Forms and subs must be returned by 15th January of each year and failure to do so will result in membership being withdrawn. After this date, a new application for membership of the Club will need to be made on the prescribed form.

## General

The Club shall adopt the Laws of the World Bowls Board for the conduct of all games, matches and competitions unless any local rules supersede these.

Club Rules for the Sun Bowls Competitions can be found below.

All members who have paid their full annual subscription, including new members and junior members will be eligible to play in Club Leagues, Knockouts and Social Competitions.

## Closing of the Green

Please note that only the Duty Steward, the Club Captain/Vice Captains or a member of the Greens Committee can close the green in the case of inclement weather. The Greenkeeper, if present, will have the final say on whether the green is playable or not.

In the event of closure of the green on a league or fixed date game, all competitors are asked to still attend the club to help with the re-arrangement of the fixtures.

## Bowls Jersey Matches

Only Bowls Jersey matches to be played on fixed dates take precedence over club fixtures.

Bowls Jersey matches played on dates arranged by the players will not be deemed an acceptable excuse for failing to play a Club match by the date specified on the draw sheet.

## Dress Code

### For Sunday competitions -

Unless stated otherwise will be Mufti, however members will be encouraged to wear club shirts. Knockout competitions and League games, mufti can be worn. Mufti means smart casual, but no football shirts permitted on the green. Bowls Jersey official uniform is also permitted.

### For Inter Club League games -

The Club uniform will be black below the waist, club shirts and club jackets. This is mandatory for all members selected to represent the club in the leagues.

## Smoking

Smoking is only permitted within the designated smoking area set out at the club. This is clearly marked. Smoking on the green or the bank of the green whilst playing is not permitted (including e-cigarettes).

## Social Bowls

Social Bowls must be considered at all times and for every session where there is not scheduled league, 1 rink must be free to accommodate roll ups. The Club is making a concerted effort to encourage friendly regular roll ups.

## Social Members

Social members who are past bowlers can only bowl **up to** three times during the season and pay three pounds per game.

## Roll-ups

All sessions **must** allow one rink for members who would like a roll-up.

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## Club Competitions

### Social Competitions

These include Sunday Competitions, Bank Holiday Competitions and the Tom Kidd Competition. These teams will be drawn from those putting their names up on the board / Bowlr for selection. The format will be decided based upon the number of entries at the discretion of the Competition Committee. The Tom Kidd Competition will ordinarily be played as a Rinks competition, but other formats may be considered based on the number of entries each year. The Competition Committee will try to accommodate everyone even if this means a mixture in the numbers in each team.

Players must play in the position in which they have been drawn.

### Local Sides

For friendly matches against local clubs and Guernsey clubs, the Selection Committee will select, in their opinion, the strongest teams from those wishing to represent the Club. Players must play in the positions that they were selected in unless a swap is agreed with a member of the Competition Committee.

### Inter Club Leagues

The Selection Committee will select teams from those wishing to represent the club on Thursday Evenings & Saturday Afternoons.

## St. Brelade's Singles

The strongest possible teams will be selected by the Selection Committee. Teams will consist of 7 players and selection will be based on the current season's singles and knockout competition form.

## St Saviour's Pairs

Pairs will be chosen from the names placed on the board / Bowlr. **No** married couples allowed to play together.

## Club Knockout Competitions

All Club Competitions will be played on a knockout basis and the date the game must be played by will be clearly marked on the appropriate draw sheet.

Finals Weekend is a fixed date and players that are not available to play on Finals Weekend should avoid entering the Club Knockout Competitions.

A Novice is defined as a player who has bowled for less than three complete seasons at the Sun Bowls or any other outdoor bowls club and has not won a singles competition at the Sun Bowls or any other outdoor bowls club (*Please note the 2020 season is not included*).

## Substitutes

Substitutes in Knockout competitions must be of the same or lower handicap than the person they are replacing and must be approved by a member of the Competition Committee. If it is found that a team has fielded a player of a higher handicap, then that team will have to forfeit the match.

A substitute may only play for one team in a knockout competition. Substitutes who play in the Semi Final will normally be expected to play in the final.

All substitutes have to be recorded in the substitute record book displayed on the notice board.

In the Mixed Drawn Triples and Fours, teams must remain mixed even with substitutes – Single Sex teams are not permitted.

## Arranging Games

In Team Events not played on Fixed Dates, it will be the responsibility of the skip who is on top on the draw sheet to arrange the game. In Singles events, it will be the responsibility of the player on top on the draw sheet to arrange the game, and also provide the marker for the game.

The Member arranging the game should offer their opponent three dates to include evenings, weekdays and weekends if possible. If the Player/Skip on the top on the draw sheet has not made contact 2 weeks before the closing date of the round, it becomes the responsibility of the player/skip on the bottom of the draw sheet to arrange the game. The same rules above therefore apply.

If a game is not played because neither party contacted the other within the appropriate timescale, the Competition Committee will at its discretion agree the course of action which may, in the worst case scenario, result in both teams/individuals being eliminated from the Competition.

The Competition Committee kindly ask the members to arrange their matches as quickly as possible to avoid fixture congestion in the final week of the round.

The Drawn Triples and Drawn Fours will be played on Fixed Dates and all other knockout competitions will have a Play by Date.

Any extensions past the end of the round date must be submitted to the Club Captains and/or in their absence a member of the Competition Committee for their approval. Only in exceptional circumstances will extensions be given.

### Score Cards

The skips, or in the case of a singles game, the marker, will be required to fill out a scorecard ensuring the names of all players on both teams are recorded and substitutes who are playing are highlighted. In League games, both skips are expected to complete a scorecard with the name of the Competition clearly displayed, but in club knockout competitions only one card is required, if both skips agree. At the end of the game, the skips (or both singles players in the event of a singles game) must sign the scorecard(s) and then place them back in the appropriate box in the clubhouse.



# SPECIFIC COMPETITION RULES

### Singles Competitions

Singles Competitions will be 4 woods and first to 21 shots. No substitutes are allowed in any singles competitions. The player on top in the draw is responsible for arranging a marker for the fixture. The Open over 55s Singles should be played during the daytime (i.e. the morning or afternoon bowling session) wherever possible.

### Handicap Competitions

Any player who has to concede a point's advantage to an opponent in a handicap match i.e. if player A has a 1 handicap and player B has a 3 handicap, the difference is 2. Therefore, the scoreboard is set to 2 for, the player that gets to 21pts first will be deemed the winner. The handicaps of each player must be put on the scorecard.

### Pairs Competitions

Open, Married Veteran and Drawn Pairs will be played with 4 woods each and be the best of 18 ends. In the event of a tie, an extra end will be played to determine the match result.

Open and Married Pairs teams can play in order they choose and can change the order from game to game but not during a game.

In Veteran and Drawn Pairs, the players must play in the positions in which they were drawn. The Veteran Pairs must be played during the daytime where possible (i.e. the morning or afternoon bowling session).

## Other

Mixed Competitions – Mixed Drawn Triples/Mixed Drawn Fours will be played with 3 woods each in triples, and 2 woods each in the fours and be played over an 18 end match. All teams must remain mixed and cannot be single sex. Players must play in the positions in which they were drawn. Where possible, with green space permitting the first rounds shall be played early in the season. The following rounds will be played later in the season when the light starts to fade and therefore players are encouraged to get to the green for a 5.30pm start although the official start time remains 6pm.

## All Leagues

In all leagues, 2 points will be awarded to the winning team and in the event of a tie, one point will be awarded to each team.

The winner of the league will be the team that scores the most points, and in the event of a tie the team with the highest shot difference at the end of the season will be awarded the trophy.

In the event of a tie on points and shots at the end of the season, a count back on overall ends won will be performed to determine the winner.

Teams who do not have the full complement of players 15 minutes after the scheduled start time of the league game will forfeit the game.

The Monday/Tuesday league official start time is 6pm, but if both teams are ready before this time the match can get underway earlier and many start at 5.30pm.

Any games forfeited will mean 2 points and 5 shots being awarded to the non-defaulting team and minus 2 points against the defaulting team.

In the case of inclement/extreme weather, a result will be declared at the end of 13 ends. If 13 ends have not been completed, both skips will be required to sign or initial their scorecards in order for the continuation of the game on another date on the same rink. Where possible, the Competitions Committee will find an alternative evening for the games to be played, else it is the duty of the respective skips to agree a date that must be before Finals Weekend.

In the case of injury or illness once a game is in progress, with the player/players unable to continue both skips will be required to sign or initial their scorecards in order for the continuation of the rearranged match for another date on the same rink. If the injured player/players is/are not available a substitute may be called in.

## Monday/Tuesday Triples League

The games will be played as 3 wood triples over an 18 end match.

Teams will consist of 4 players who will play on a rotational basis. Teams can be mixed or single sex. The named Skip of each team will be responsible for drawing up a rota of play and it is hoped each member can be given an equal number of games, although it is accepted the skip has final authority.

Substitutes can be found where required, but the substitute can only play for the same team on two occasions before being required to replace a member of the original team (i.e. on the third time of playing for the same team the substitute must replace an original member of the team). A substitute may play for more than one team in the same league unless they ultimately become registered to a team.

Tuesday night substitutes can be any handicap.

Members who are registered to a team in the Tuesday Night league can substitute in the Monday Night league provided that are a 4,5,6 or 7 handicap.. Members who are registered to a Monday Night team can play for a team in the Tuesday Night league . (See substitute ref. above). Members need to ensure that if they are registered in a team, they don't play more than twice for another team. If they do so then any result they feature in will be deemed as a forfeit to the opposing team.

Substitutes lists are displayed on the board and in the first instance, the skips are encouraged to contact people on this list to offer them a game.

Games can only be re-arranged in exceptional circumstances and must be agreed by the Competitions Committee in advance of the date the game is due to be played.

The Winner and Runner Up of the Monday League will be promoted to the Tuesday League for the following season, whilst the teams finishing last and second from last in the Tuesday league will play in the Monday league the following season. In exceptional circumstances, the Competition Committee may use its discretion to ensure the Tuesday League stays at its full 12 team complement. The Competition Committee reserves the right to ensure the number does not fall below this number and may ask Monday Teams to supplement the Tuesday League if numbers continue to fall.

At least two original members of the team from the previous season must remain as part of the team the next season for the team to remain part of their respective league.

### Wednesday Pairs League

The league will be played as a 3 bowl pairs league and be **18 ends**.

The named Skip of each team will be responsible for drawing up a rota of play and it is hoped each member can be given an equal number of games, although it is accepted the skip has final authority.

In exceptional circumstances, a substitute will be permitted by the Competitions Committee but the substitute must be of the same handicap or lower than the player they are replacing. Substitutes should be sanctioned by the Competition Committee.

### John Mitchell Drawn League

To be played over 12 ends on selected dates where there is Free Green Space determined by the Competition Committee.

Members are required to sign up on Bowlr to register for the session they would like to play in. Teams to be drawn blind on the evening before or on the day. Giving players the opportunity to play in any position. There will be a small charge to play for each session agreed by the Competition Committee.

Players will accumulate their individual points into a League System of a set number of sessions set by the Competition Committee to determine overall places with a prize for Winners. If someone plays more than 10 games then the best 10 results will be taken into account.

### Thursday Morning Drawn League

To be played over 15 ends on selected dates where there is Free Green Space determined by the Competition Committee.

Members are required to sign up on Bowlr to register for the session they would like to play in. Teams to be drawn blind on the evening before or on the day. Giving players the opportunity to play in any position. There will be a small charge to play for each session agreed by the Competition Committee.

Players will accumulate their individual points into a League System of a set number of sessions set by the Competition Committee to determine overall places with a prize for Winners. If someone plays more than 10 games then the best 10 results will be taken into account.

### Saturday Morning Singles League

Games will be played with 4 woods and will be first to 21 shots. These matches are to be played on fixed dates on Saturday mornings, with a start time of 9.30am to allow players to get to the Saturday Afternoon Inter Club league fixtures where appropriate.

Only in exceptional circumstances and with the approval of a member of the Competitions Committee will games be allowed to be re-arranged.

The games must be played on the rink allocated on the league schedule.

Markers unable to officiate on the day they are scheduled to do so must find a suitable replacement and inform the players of the game they were due to mark.

### Version History

*Updated for the 2016 by Captain Greg Davis*

*Amendments made for the 2018 season by Captain Terry Le Mottee*

*Amendments made for the 2019 season by Captain Terry Le Mottee 27/11/18*

*Amendment made for the 2019 season by Sun Committee 7/3/19*

*Amendment made for the 2019 season by Captain Terry Le Mottee 10/06/19*

*Amendment made for the 2019 season by Sun Committee 02/07/19*

*Amendment made for the 2021 season by Captain Terry Le Mottee 04/03/21*

*Amendment made for the 2023 season by Captain Kevin Andrieux 24/03/2023*