

BURY AND DISTRICT BOWLS LEAGUE

CONSTITUTION AND RULES

INDEX

	Page(s)
Index	1
Constitution	2 – 3
Rules:	
The leagues	4 – 5
Individual and team competitions	6 – 7
Agnew Cup	8 – 9
Guinness Cup	10

CONSTITUTION OF THE BURY AND DISTRICT BOWLS LEAGUE

1. **TITLE:** The League shall be called “The Bury and District Bowls League”.
2. **MEMBERSHIP:** This will be open to all Bowls Clubs in Bury St Edmunds and surrounding district who are affiliated to the Suffolk County Bowls Association and shall abide by the Rules of that Association. Male players must be affiliated to the SCBA: female players must be affiliated to the SCWBA and registered with the SCBA. Clubs wishing to affiliate to the Bury and District Bowls League must seek entry through election at an Annual General Meeting.
3. **OFFICERS:** The Officers of the League shall consist of a President (elected for one year), President - Elect (elected for one year and in the following year becoming President), Chair, Vice-Chair, Secretary, Treasurer, Competition Secretary and League Administrator. The outgoing President shall be a committee member for the year following his/her Presidential Year.
4. **MANAGEMENT:** The affairs of the League shall be conducted by the Management Committee who shall be elected yearly at the Annual General Meeting. The Management Committee shall consist of the Officers of the League together with a minimum of six / maximum of eight other members. The Management Committee will have powers to co-opt any person to fill any vacancy that might arise.
5. **MEETINGS:** The Annual General Meeting of the League shall be held in December each year at a date, time and venue to be decided by the Management Committee. A Special General Meeting shall be called upon the combined request of at least five Clubs, such a request to be signed by the Chair and Secretary of each Club, who must state fully the reason for which the Meeting is required. A Special General Meeting may be called by the Management Committee at any time and for any purpose. Not less than fourteen days before the Annual General Meeting or any Special General Meeting the Secretary shall notify every Club, in writing, as to the date, time, venue and Agenda of the Meeting. No business other than that of which notice has been given shall be discussed at such meetings.
6. **PROCEDURES AT MEETINGS:** The Chair, or in the absence of the Chair, the Vice-Chair, or in the absence of the Vice-Chair and Chair a member elected from those present shall preside at the Annual General Meeting, a Special General Meeting or a meeting of the Management Committee. The Chair or any other Officer or member presiding at a meeting shall, in the case of equality of votes, exercise a casting vote. All members of affiliated Clubs may attend the Annual General Meeting or a Special General Meeting but only two delegates from each affiliated Club may vote. No Officer of the League may act as a delegate for his/her Club. Five members shall form a quorum for a meeting of the Management Committee. Sixteen delegates shall form a quorum for an Annual General Meeting or a Special General Meeting. Any change to the Constitution or rules shall come into force from the beginning of the following playing season.
7. **FINANCE:** The financial year of the League shall end on 31st October. At that date the Accounts shall be balanced and duly audited. The annual affiliation fees that are due to the League and all other fees shall be determined at an Annual General Meeting. All fees for a season shall be forwarded by Clubs to meet the dates set aside by the Secretary. Donations to Charity from League funds will be an item on each Annual General Meeting Agenda. The Annual General Meeting shall determine any ‘Additional out of pocket expenses’ payable to the Secretary, Treasurer, Competition Secretary and League Administrator.

8. AMENDMENT OF CONSTITUTION: The Constitution of the League may be amended or added to by a resolution at an Annual General Meeting or a Special General Meeting. Any such proposals must reach the Secretary at least twenty-eight days before the Annual General Meeting or by a date set aside by the Secretary.
9. RULES: The Management Committee may prescribe Rules for the better conduct of the League and these will be presented on a separate document.
10. The Management Committee has the power to deal with all matters not covered by its Rules and this Constitution.

THE LEAGUES

THURSDAY EVENINGS: 4 TRIPLES RINKS; 2 WOODS; 21 ENDS
MONDAY AFTERNOONS: 2 TRIPLES RINKS; 3 WOODS; 18 ENDS

- (a) All Clubs wishing to be involved in the Leagues for the following season should notify their wish to do so to the League Secretary at or before an Annual General Meeting.
- (b) The participating teams of the Leagues will be formed into Divisions by the Committee at its first meeting following the Annual General Meeting or as is felt fit.
- (c) A registered membership list for each of the Leagues for each affiliated Club should be forwarded to the League Secretary by such date that might be required. Any extra players may be registered provided that registration is prior to the player's first game. No-one can play for more than one Club IN THE SAME LEAGUE in any one season, except in special circumstances when an appeal should be made to the League Administrator whose decision will be final.
- (d) When a Club has more than one team in a League, a separate registration sheet must be submitted for each team. Whichever team is in the highest Division will be deemed the Senior team and in a lower Division, the Junior team(s). A Junior team member may switch to the Senior Team but after playing 3 matches in the Senior team he/she cannot revert to a Junior team. A Senior team member, who has played less than 3 games in that team, can be switched to a Junior team. 'Switched' players can be registered before playing for their new team or clearly notified to the League Administrator on the result sheet. If teams are in the same Division, no switching of players will be permitted. If these rules are breached, the penalty will be the same as for an unregistered player.
- (e) **Thursday evening:** A League team shall consist of twelve players and not less than eight. In the event of a rink or rinks being short then the approved Federation method of play shall be strictly observed.
Monday afternoon: A League team shall consist of six players and not less than four. In the event of a rink or rinks being short then the approved Federation method of play shall be strictly observed.
- (f) No trial ends shall be played in the Leagues.
- (g) The overall score winners of each Match will receive three points, plus one point for each winning rink. Tied scores on rinks will be awarded half a point each while tied team scores will result in each team receiving one and a half points: a maximum of seven points to be awarded for each Thursday evening match and a maximum of five points for Monday afternoon.
- (h) In the event of two or more teams having equal points in the League, the highest shot difference will decide the highest position.
- (i) All League fixtures will be made by the League Management Committee, and must be played on the set date. However, fixtures scheduled for Bank Holidays or the week of the English Bowling Federation National Finals may be rearranged with prior consent of the League Administrator. Such re-arrangements should normally be planned by the end of May unless there are exceptional circumstances (such as an unexpected appearance at

Skegness). Any Club not playing on the arranged date for reasons other than an unfit green will be subject to an automatic penalty of a deduction of 4 points with respect to the Thursday League and 3 points with respect to the Monday Afternoon League. If the Committee considers the penalty inappropriate in the particular circumstances, it may cancel the penalty.

- (j) Any unfinished fixtures in which at least sixty-three ends (Thursday evening) or at least twenty-seven ends (Monday afternoon) of the game overall have been completed on all rinks, will be regarded as a finished fixture and the result will be based on the completed ends played. If sixty-three ends (Thursday evening) or twenty-seven ends (Monday afternoon) of the game overall have not been completed, then the match will be regarded as a postponed fixture.
- (k) Postponed games are to be re-arranged by the Home Club and the League Administrator should be informed of the new date within seven days of the postponement.
- (l) It is the responsibility of the Home Club to supply a League result sheet and it is also the Home Club's responsibility to forward it to the League Administrator, duly signed by a representative of each team, as soon as possible after the game.
- (m) Should a Club play an unregistered player(s) in any League match then that team is subject to a deduction of 1 point per unregistered player. There is no adjustment of the match result.
- (n) If a team fails to fulfil a fixture by the end of the season, and all avenues have been explored for playing the match, the Committee shall determine the award of any points and any penalty relating to the unfulfilled fixture.
- (o) All players shall wear a white sleeved shirt or blouse, or predominately white if supplied by a bona fide bowls wear manufacturer, grey trousers or grey skirt or grey tailored shorts or grey comfort fitting shorts, and approved smooth bowling shoes. Any tops such as sweatshirts, pullovers or sheen jackets shall be white, or predominately white if supplied by a bona fide bowls wear manufacturer, or cream. Waterproofs shall be predominately white. Club coloured shirts may be worn providing all players (male and female) are dressed alike. Where polo shirts are worn, any tops such as sweatshirts, sheen jackets or pullovers shall either be of an identical matching colour or white, or predominately white if supplied by a bona fide bowls wear manufacturer, or cream, providing all players wear the same.
- (p) If in any League match a player fails to appear at the time fixed for the start of play, play shall commence in accordance with the laws of the game without a waiting period. If missing players arrive after the match has started, they shall be allowed to take part. (Common sense must be applied in the case of travelling difficulties).

INDIVIDUAL AND TEAM COMPETITIONS

- (a) The League shall promote:-
- i. A Tournament for three bowl triples to be known as the 'Guinness Cup'. This Cup will be played at a date and venue to be decided by the League Committee, and
 - ii. A Knock-out Competition for blocks of four players using two bowls each, to be known as the 'Agnew Cup'. This trophy will be played for on dates & times agreed by the participants.
 - iii. The Shield, Monday Knockout Cup and Agnew Cup are designated Team competitions in the following rules.
 - iv. The rules of the Agnew Cup and Guinness Cup are published separately & these are open only to bowlers registered by affiliated clubs.
- (b) The League shall promote various Competitions: two Team Knockout Competitions, known as the Shield and Monday Knockout Cup, and Individual Competitions at the discretion of the Management Committee.
The Shield and Monday Knockout Cup are open only to clubs that participate in the league concerned, i.e. Thursday league for Shield and Monday league for Knockout Cup, and players must come from the registration list for the corresponding league team.
The individual competitions are open to all bowlers who are registered with affiliated clubs.
- (c) If a club has multiple entries in a team competition, no player may transfer from one team to another in any one season. All registered players are eligible to play for their Club in the early rounds of the Shield, Monday Knockout Cup and Agnew Cup, but in order to play in the Final, all players must have played in at least four League matches during the current season. When playing any round of a team competition a result sheet, as supplied by the Competition Secretary, will be forwarded to the Competition Secretary by the Home Club and should it be found that an ineligible or unregistered player has been played by the winning team then that team will be disqualified and their opponents will go through to the next round.
- (d) The venue for Finals' Day will be the President's choice, subject to sanction by the Committee.
- (e) Entry fees for Individual Competitions shall be payable by all players and a Club may enter as many entries as it likes in each competition.
- (f) The Competition Secretary will set dates for all rounds of individual and team competitions: matches must be played on or by these set dates. Within 48 hours of notification of a match, the challenger shall offer their opponents a minimum of two dates, not in the same week, and must be at least two different days of the week, excluding scheduled League dates, other than by mutual agreement. Similarly, the opponents must respond within 48 hours of an offer. The week of the English Bowling Federation National Finals are only acceptable as Competition dates by mutual agreement.
- (g) Trial ends may be played in all Individual and Team Competitions except the Agnew Cup which has its own rule.

- (h) Victor Ludorum Trophy: Each trophy played for on Finals Day will attract three points, two for the winner and one for the losing finalist. The Club with the highest number of points will be the winner of the Victor Ludorum Trophy. In the event of a tie each Club will hold the trophy for part of the year.
- (i) The Semi-finals of the Shield, Knockout Cup and Individual Competitions will be played on a neutral green. In singles events, any player failing to play in semi-finals or finals, except for illness or exceptional circumstances, will not be permitted to enter any individual competitions in the following year.
- (j) If, in any round of a League competition, a player fails to appear at the time fixed for the start of play, a maximum waiting period of fifteen minutes shall be allowed, upon the expiry of which a singles or pairs match shall be awarded to the opponent(s), but in a rinks match the play shall then commence in accordance with the laws of the game. If missing players arrive after the match has started, they shall not be allowed to take part and neither may the match be recommenced. They may start, however, if only the trial ends have been played. (Common sense must be applied in the case of travelling difficulties).

AGNEW CUP COMPETITION RULES

1. An affiliated Club may enter as many teams as it wishes; each team must pay the designated entry fee.
2. Every player must be registered with the League as per the League rules. The team players may be changed from round to round.
3. If more than one team is entered by a Club, then a player may only play in one team in one season. Teams will be assigned an additional 'name' so as to differentiate between teams from the same Club.
4. Play will be between two rinks of four players, playing two bowls each over 18 ends. One rink will play at home and the other rink will play away on the same day and at the same time in every round of the competition except the final.
5. Any unfinished match in which at least 14 ends have been played on both greens will be regarded as completed. If 14 ends have not been completed at both greens then the match will be regarded as postponed and will be replayed in full on both greens. If 14 ends have not been completed on only one of the greens then the part of the match on that green only will be replayed in full and the scores from the other green will stand.
6. The competition will be played as a Knockout and matches will be arranged by the competing Clubs on or before a set date for each round of the competition.
7. Two or more rinks, where available, will be offered by the home team for the visiting team to choose the rink for the match. There will be no trial ends except in the final. Changes in order of play are permitted but the Number 3 bowler is not permitted to visit the head.
8. Results will be notified, on the appropriate form, to the Competition Secretary within 24 hours of the match being played. Aggregate scores will decide the winner.
9. To avoid a tied game, an extra end will be played at the home venue and the result included on the result sheet. The home team is the first drawn for the tie and this will be confirmed on the result sheet.
10. If a rink is a player short then three will play against four with two bowls each; i.e. an extension of the prescribed Rule for Federation play as found in the EBF Rules and Laws of the Game.
11. All League Rules will apply to this competition.
12. The League Management Committee will be the sole arbiter in any dispute.
13. The final of the competition will be played, and trophies presented to the winners and runners- up, on League Finals Day.

14. In order to play in the Final, all players must have played in at least four League matches during the current season. When playing any round, should it be found that an ineligible or unregistered player has played, then that team will be disqualified and their opponents declared the winner.

GUINNESS CUP COMPETITION RULES

- 1 Bury and District Bowls League dress rules apply to the Guinness Cup.
- 2 The competition will be played on a date and at a venue (or if necessary, venues) selected by the organiser, normally the President-Elect assisted by the committee. The tournament will be played in two sections, one section commencing play at 10 am and the second section at 11 am, with games at two hourly intervals thereafter.
- 3 The competition will be for three wood triples and each triple will play four games of eight ends or one hours' duration whichever is first. No trial ends are allowed.
- 4 Two points will be awarded for a win and one point for a tied game. Should two or more teams in either section finish with an equal number of points then shot difference will determine the winner.
- 5 The winners in each section will meet in the final to determine the first and second places, whilst the runners-up from each section will contest the third and fourth places. These games will be of ten ends duration. In the event of a tie after ten ends an extra end will be played.
- 6 Should any triple fail to appear on the rink at their designated time, five minutes grace will be allowed after which their opponents will be awarded two points and three shots.
- 7 If play is interrupted by bad weather once a game has started and it is subsequently impossible to resume play, the winning triple shall be the one leading when play was terminated, regardless of the number of ends played.
- 8 All games will be played to Federation Rules.
- 9 The Organiser of the competition shall be the sole arbiter in any dispute.