

ALIATHON BOWLING CLUB

Club Competition Rules

GENERAL RULES

1. These General Rules shall apply to all Club Competitions (“Competitions”) as appropriate except where stated in the Rules for Individual Competitions given in Appendix A.
2. **World Bowls Rules**

All Competitions will be played under the current World Bowls, Laws of the Sport of Bowls, Crystal Mark Edition.
3. **Availability**

All entrants to Competitions must be available to play in all rounds of the Competitions entered including the Finals which shall be held on the relevant Finals Day. Any player withdrawing from a Competition at any stage may, at the discretion of the Club Committee, be subject to disciplinary action which may include being barred from the Competition and other Competitions for one year.
4. **Eligibility**
 - 4.1 The eligibility requirements for each Competition are defined in Appendix A where “H” = Honorary Members, “F” = Full Members and “All” = Honorary, Full, Country, Associate and Junior members.
 - 4.2 Members holding membership of more than one Club in Cyprus shall be eligible to enter the Gents Championship Cup or the Ladies Championship Rosebowl only if they have also declared the Aliathon Bowling Club as their primary club.
5. **Team Competitions**

Teams for team Competitions shall be Nominated (i.e. determined by the players themselves) except where the Rules for Individual Competitions state teams will be Drawn (i.e. balloted).
6. **Entry Fees**

Entry fees must be paid to the Match Secretary or posted in the Club house letter box by the time shown on the Competition entry form. Failure to pay by this time will result in elimination from the Competition.
7. **Replacement players**
 - 7.1 Replacement players are allowed as prescribed in Rules 7.2 and 7.3 always provided that they comply with Rule 4 and have not played for any other team taking part in that Competition. The Match Secretary must be satisfied that the reason for using a replacement player is genuine. In this context, reasons will be limited to ill health, holidays or paid employment.
 - 7.2 **For Knock-out Competitions**
 - (a) no replacement players shall be allowed for Singles Competitions

- (b) one replacement player per team per Competition shall be allowed for Pairs and Triples Competitions and up to 2 replacement players per team per Competition for Rinks
- (c) Any replacement player(s) must be of the same, or lower handicap, than the player being replaced
- (d) If a team is unable to comply with the foregoing, it shall forfeit the match and Rule 10.2(a) shall apply.

7.3 For League Competitions:-

- (a) One replacement player per Competition shall be allowed for teams of 2 or 3 people.
- (b) If a team is unable to comply with the foregoing for up to 2 matches, it shall forfeit the matches and Rule 10.2 (b) shall apply. If a team is unable to comply with the foregoing for more than 2 matches, it shall withdraw from the League and Rule 20 shall apply.

8. Dead (i.e Burnt) ends

If a jack passes completely outside the boundaries of play, the end will not be replayed. Instead the jack will be re-spotted on the centre line, 2 metres from the ditch.

9. Late arrivals

Players or teams who fail to turn up and be ready to play 15 minutes after the agreed start time, will forfeit the match and Rule 10.2 shall apply as appropriate.

10. Forfeit of match

10.1 If a player/team decides to cancel a match, that match will be deemed to have been forfeited. Only in very exceptional circumstances will a rematch be permitted. The player/team Skip must inform the Match Secretary and the opposing player/Skip. The player/team winning by default need not then turn up to play. Any player/team that was beaten in the previous round cannot replace the player/team that beat them under any circumstances.

10.2 In the event of a match being forfeited:-

- (a) Knock-out Competitions – the player/team winning by default shall proceed to the next round;
- (b) League Competitions – the team winning by default shall be awarded 3 points and 10 shots. The forfeiting team shall receive no points and shall lose 10 shots.

11. Toss of coin

Prior to the start of either a match, a deciding end or the third set of matches comprising 3 sets (including tie break sets), the players/Skips shall toss a coin and the winner shall have the right to decide who plays first. For the avoidance of doubt “toss a coin” includes rolling a bowl or any other similar method giving equal chance. For matches comprising sets, the winner of the first set should set the mat and deliver the jack and the first bowl of the second set. In the event of a tied set, the winner of the last scoring end will set the jack.

12. Tied matches

- 12.1** For Knock-out Competitions, in the event of a tie at the end of the final regulation end, a deciding end shall be played from the completion position of the previous end. Prior to starting the deciding end Rule 11 shall apply. If the deciding end is tied, the foregoing process shall be repeated until an end is won.
- 12.2** For Competitions comprising sets and requiring a tie-break to determine the winner, the tie-break shall comprise a sudden death set of 3 ends. In the tie-break set, shots will not count only who won the end. Prior to starting the tie-break set, Rule 11 shall apply.

13. Abandoned Games

- 13.1** If a game is abandoned, due to inclement weather, on resumption and whenever possible the game should recommence on the same rink.
- 13.2** Until that game has been resumed, no practice will be allowed on that rink by either players/teams

14. Not used

15. International players

If any person is unable to play a scheduled match because he/she is representing the Club or Cyprus at any international championships that match may be re-scheduled on request to the Match Secretary. However if, in these circumstances, a match cannot be re-scheduled, replacement players are allowed as prescribed in Rule 7.

16. League points

- 16.1** For League Competitions, 3 points shall be awarded for a win and 1 point for a draw.
- 16.2** If more than one team has the same number of points, League positions will be determined by shot difference.

17. Submission of scorecards

On completion of each match, one scorecard, showing the time the match ended and signed by both Skips agreeing the final score, is to be submitted to the Match Secretary or put in the Club house letter box. If no scorecard is submitted:-

- (a) by the play-by date for a Knock-out match – the Challenger shall be deemed to have lost the match.
- (b) within 48 hours after completion of a League match - the match will be considered as played, but neither team will receive any points or shots.

18. Challenge Rules

- 18.1** The player/Skip whose name is on top of the Competition chart is the Challenger and the second-named is the Opponent.
- 18.2** The Challenger must give early and reasonable notice to the Opponent.
- 18.3** For Singles Competitions it is the duty of the Challenger to advise, in accordance with Rule 18.2, the name of the marker he/she proposes. If the nominated marker is not a qualified marker and is not acceptable to the Opponent, the Opponent shall request the Challenger to arrange for a qualified marker to mark the match. It is preferable that qualified markers are used for all rounds, but if both players agree, a competent person

can be used to mark the match. Qualified markers MUST be used for the semi finals and the final.

- 18.4** The Challenger shall nominate three dates and times for the match in accordance with Rule 18.2.
- 18.5** The Challenger is responsible for making sure a rink is drawn in accordance with the system adopted by the Club.
- 18.6** Should the Opponent fail to accept any of the challenges, he/she will be disqualified and the Challenger declared the winner of that round.
- 18.7** Should the Challenger fail to issue a challenge, he/she will be disqualified and the Opponent declared the winner of that round.
- 18.8** In the event of a dispute between the parties, they should advise the Match Secretary who will consider the facts and may:-
- (a) Order the tie to be played.
 - (b) Disqualify either or both players/teams from the Competition.
- 18.9** Nothing in these Rules prevents the Opponent from contacting the Challenger. However all responsibilities will still remain with the Challenger.

19. Trial ends

Trial ends shall only be allowed for Knock-out Competitions and then only if requested by the Challenger and/or the Opponent.

20. Withdrawal of team

- 20.1** In the event that a team withdraws from any League Competition, for whatever reason, all of that team's results and matches shall be removed immediately.
- 20.2** Any team withdrawing from a League Competition shall write to the Match Secretary giving notice of the team's withdrawal, the reasons for withdrawing and a summary of the efforts made to find a replacement player/replacement players as provided for under Rule 7. If the Match Secretary considers the reasons for withdrawal are invalid or that insufficient effort has been made to find a replacement player/ replacement players he/she shall refer the matter to the Club Committee who shall decide what, if any, disciplinary action is appropriate.

21. Disciplinary action

In the event of any breach of the General Rules or the Rules for Individual Competitions, where there is no express provision for disciplinary or corrective action, the Match

Secretary has the authority to determine what, if any, such action shall be taken, in consultation with the Club Committee if deemed necessary.

22. Match Secretary

The Match Secretary has been elected to, amongst other things, oversee Competitions and is assisted by a Match Sub-committee. All references to the Match Secretary in these Rules shall include any member(s) of the Match Sub-committee where the context allows. Where these Rules require the Match Secretary to make decisions, he/she shall seek the advice of the Match Sub-committee if time allows. In the event

that the Match Secretary is out of Cyprus or otherwise unavailable for a period he/she shall nominate a deputy who shall be empowered to take on the duties of Match Secretary specified in these Rules for the duration of that period.

23. Scoring system

23.1 Where the 4,3,2,1 scoring system is to apply, the bowl nearest the jack scores 4 points, the second nearest scores 3 points, the third nearest scores 2 points and the fourth nearest scores 1 point. If 2 scoring bowls are equidistant from the jack the points for them shall be added together and the points shared as set out below:

If the first two bowls are equidistant	They will score 3.5pts, the 3 rd bowl 2pts, 4 th bowl 1pt
If there are two second bowls equidistant	The first bowl will score 4pts, the equidistant bowls 2.5pts, 4 th bowl 1pt
If there are two third bowls equidistant	The first bowl will score 4pts, the 2 nd bowl 3pts, the equidistant bowls 1.5pts
If there are two fourth bowls equidistant	The first bowl will score 4 pts, the 2 nd bowl 3pts, the third bowl 2 pts and the equidistant bowls 0.5pt

23.2 If on the last end, it is possible for both players to reach 100, the winner will be decided as per the following example: *Example* – Scores are level at 95 each, Player A scores 4 = 99, Player B scores 3 = 98, Player B scores 2 = 100 – Player B is declared the winner, as he/she has reached 100 first.

24. Trophies

Each Competition has a permanent trophy which is Club property for display in the Club house. Members may apply to have any of the permanent trophies provided that they give good reasons and supply a replacement, complete with engraving all as approved by the Club Committee.

APPENDIX A

RULES FOR INDIVIDUAL COMPETITIONS

PREFACE

The General Rules apply to all Competitions where appropriate. However in the event of a conflict between Appendix A and the General Rules, Appendix A shall take precedence.

A.1 - SINGLES COMPETITIONS

Competition Name	No. of bowls	Eligibility (see Rule 4)	Format
<i>Knock-out Competitions</i>			
Gents Championship Cup	4	H & F (Male)	21 shots
Ladies Championship Rosebowl	4	H & F (Female)	21 shots
Atlantic Shield	2	All	21 shots
Chelsea Cup	4	All	21 Shots
Cup of Good Hope	4	See below	21 shots
Veteran's Trophy	4	See below	See below
Lykoudis Cup	4	See below	See Below
JJ Handicap Trophy	4	See below	21 shots
St. Andrew's 3's	3	All	See below
<i>Other forms of Competition</i>			
President's Trophy	4	All	See below
The Classics	4	All	See below

A.1.1 CUP OF GOOD HOPE

- (i) This competition is open to all playing members with no more than 5 years experience as at 1st September preceding the start of the competition. Previous winners are ineligible.
- (ii) It is also open to all playing members with more than 5 years experience, provided they have not won a knock-out competition either in Cyprus or elsewhere.

A.1.2 VETERAN'S TROPHY AND LYKLOUDIS CUP

- (i) The Lykoudis Cup is open to all playing members under the age of 70 on 31st December and the Veteran's Trophy is open to all playing members aged 70 and over prior to the Competition start date.
- (ii) This Competition will use the 4,3,2,1 scoring system (see General Rule 23.2). The winner will be the first to reach 100 points on completion of an end. In the event that the scores are tied at that point General Rule 12.1 shall apply.

A.1.3 THE JJ HANDICAP TROPHY

- (i) Each Member will be assigned a handicap, which will be reviewed annually.
- (ii) The player with the larger handicap will begin the game with a minus score. (For example, if your handicap is 8, and the your opponent is 6, you will begin with minus 2 shots).

A.1.4 ST ANDREW'S 3'S

- (i) This is a game of three ends of three sets and will be played, including the final, over 1 day.
- (ii) The loser of each match will be expected to mark a match in the next round.
- (iii) Prior to the start of the match, the players shall toss a coin and the winner shall have the right to decide who plays first. The winner of the first set should set the mat and deliver the jack and the first bowl of the second set. If the first set is tied the winner of the last end should set the jack for the first end in the second set.
- (iv) The third set need not be played if one player is 2 sets up. If a third set is required it is not a decider but in fact, the third set. Therefore the jack should be set by the winner of the second set. If the second set is tied, refer as above.
- (v) If there is a tie after 3 sets the result will be determined by a one bowl shoot out with a toss of a coin determining who should set the jack.

A.1.5 PRESIDENT'S TROPHY

- (i) This Competition will be played over one day, except for the final which will be played on Finals Day. All entrants will be required to mark at least one match on the day the preliminary matches are played.
- (ii) Each entrant will be assigned to a group of four within one of two sections and shall play each member of that group.
- (iii) Each match will be 6 ends with no trial ends, except the final which will 15 ends. Two trial ends are allowed in the final. 1 visit to the head per end will be allowed.
- (iv) The 4,3,2,1 scoring system shall be used and General Rule 23.2 shall apply.
- (v) Dead ends will not be replayed. Instead the jack will be re-spotted on the centre line, 2 metres from the ditch.
- (vi) The winner of section 1 will play the runner-up of section 2, and the runner-up of section 1 will play the winner of section 2, to determine who goes into the final.

A.1.6 THE CLASSICS

- (i) This will consist of pools of 3 or 4 players who will play each other on a round robin basis.
- (ii) The winner of each pool will proceed to the Classic Shield, the second to the Classic Plate and the third to the Classic Bowl.
- (iii) The Classic Shield, the Classic Plate and the Classic Bowl are knock out competitions.

- (iv) All matches are played over the best of 3 sets. The first 2 sets will be of 7 ends each, should a deciding set be necessary it will be 3 ends only.
- (v) Should a deciding set be required, General Rule 12.2 will apply.

A.2 - PAIRS COMPETITIONS

Name of Competition	No. of bowls	Eligibility (see Rule 4)	Format
<i>Knock-out Competitions</i>			
Pendreich Cup	4	All (Male)	18 ends
Bacchus Cup	4	All (Female)	18 ends
Walker Trophy	4	**	18 ends
SMART Trophy	2	All (Male)	18 ends
Maispa Cup	2	All (Female)	18 ends
The 2-4-2	4	**	16 ends
Drawn Pairs Trophy*	4	All	See below
Drawn Pairs Plate*	4	See below	See below
<i>League Competitions</i>			
Summer Pairs League*	4	All	See below

* indicates teams are Drawn. Otherwise teams are nominated. (See General Rule 5)

** these teams must comprise one lady and one man.

A.2.1 DRAWN PAIRS TROPHY

- (i) This Competition will be played over, either 1 day or 2 half days, except the final, which will be played on Finals Day.
- (ii) All matches will consist of two sets of 7 ends. However only sufficient ends as are required to determine the result of the set shall be played. In the event that a deciding set is required, General Rule 12.2 shall come into force.

A.2.2 DRAWN PAIRS PLATE

- (i) This Competition will be played in conjunction with the Drawn Pairs Trophy and shall be open only to teams eliminated in the first round of the Trophy Competition.

A.2.3 SUMMER PAIRS LEAGUE

- (i) This is a team Competition. Teams shall be Drawn and comprise 3 or 4 players as determined by the Match Secretary prior to the commencement of the Competition.
- (ii) Depending on availability, team members will stand down as necessary to give as near as possible an equal number of matches to each player. No replacement players shall be allowed if the teams comprise 4 players but otherwise General Rules 7.1 and 7.3 shall apply.
- (iii) Each match will comprise 3 sets of 6 ends. Teams will be awarded 3 points for winning a set and one point for a drawn set. Rule 16.2 will apply..

- (iv) For this Competition General Rule 10.2(b) will not apply but teams winning by default shall be awarded 9 points and 10 shots and teams forfeiting a match shall be penalized by 10 shots.

A.3 - TRIPLES COMPETITIONS

Name of Competition	No. of bowls	Eligibility (see Rule 4)	Format
<i>League Competitions</i>			
Painter Trophy (Summer)	3	All	18 ends
Blue Cross Shield (Summer)	3	All	18 ends
Blevins Franks Bowl (Winter)	3	All	18 ends
Blevins Franks Cup (Winter)	3	All	18 ends
<i>Knock Out Competitions</i>			
Currency Solutions Knock-out triples	3	All	18 ends
The Challenge Trophy (Summer)	3	See Below	18 ends
The Challenge Cup (Winter)	3	See Below	18 ends

A.3.1 PAINTER TROPHY, BLUE CROSS SHIELD, BLEVINS FRANKS BOWL & BLEVINS FRANKS CUP

- (i) These are team Competitions with teams being nominated. Each team will consist of four nominated players, which can be all male, all female or mixed. All matches to be played to 18 ends. The result of any match, which has been abandoned for any reason after 12 ends or more, will stand. Any match abandoned before 12 ends have been completed will be null and void.
- (ii) Depending on availability, team members will stand down as necessary to give as near as possible an equal number of matches to each player.
- (iii) Rules 7.1 will apply, but not rule 7.3. Instead a replacement player can be used any number of times, provided that player is not a nominated member of any other team in the Competition. The Match Secretary will keep a list of replacement players, and he will advise Team Captains of the name of the player at the top of this list; that player should be used as a the replacement. Once a player has been used as a replacement, his/her name will go to the bottom of the list. The Match Secretary must be satisfied that the reason for using a replacement player is genuine. In this context genuine reasons shall be limited to ill health, holidays or paid employment.
- (iv) The leagues may be played in one or two sections, this will be determined by the number of entries.
- (v) If one section is used each team will play the other teams once and Rule 16 shall apply.

- (vi) If two sections are used the Match Secretary will determine which section each team is to be assigned – Premiership or Championship. Each team will play the other teams in its section twice and Rule 16 shall apply. The number of teams to be promoted or relegated from each section will be determined, and announced, before the start of the competition.
- (vii) In exceptional and unforeseen circumstances, where two team members are permanently unavailable to play, the Team Captain can make a request for one player to permanently replace those two players. The request must be made in writing to the Match Secretary and a decision will be made by the full Committee.
- (viii) In the event of a member of a league team being unable to continue playing due to accident or long term illness, the team are permitted to bring in a permanent replacement provided that, the match secretary is informed, and this player has not played for any other team taking part in this competition during that year. The substituted player may not return to the team during the term of this competition.

A.3.2 THE CHALLENGE TROPHY AND THE CHALLENGE CUP

- (i) These two competitions are knock out, between ALL teams in the Saturday League(s). The Trophy will be played alongside the Sylvie Painter Trophy and the Saturday Triples Shield. The Cup will be played alongside the Blevins Franks Bowl and the Saturday Triples Plate.
- (ii) The rules are the same as A.3.1(i), (ii) and (iii) except that, in the final, a substitute can be made after nine ends have been played, this is in order that the fourth member of the team can participate.

A.4 PULPIT CUP

- (i) This Competition involves the results of the Wednesday morning roll-ups and will run for 25 weeks, commencing on the first Wednesday of September.
- (ii) To qualify for this Competition a player must complete at least 15 matches during the period of the Competition with the results of the best 15 weeks counting towards the trophy.
- (iii) On Pulpit Cup days teams will be drawn in the normal manner for roll-ups.
- (iv) All matches to be played to 18 ends. The result of any match which is abandoned, for any reason, after 12 or more ends have been completed will stand. Any match, abandoned before 12 ends have been completed will be null and void. In the event of a match being abandoned by one or more players such that the match is reduced to either triples or pairs, the player/s leaving the match will not score any points for the abandoned match.
- (v) In the event that one of the rinks is a “Four vs. Three” the score of the team of three players shall not be adjusted.
- (vi) Scores shall comprise points awarded as follows:-
 - (a) Draw - ½ point to each player;
 - (b) Shot difference of 5 shots or less – 1 point to each member of the winning team;
 - (c) Shot difference of 12 shots or less – 2 points to each member of the winning team;

- (d) Shot difference of 21 shots or less – 3 points to each member of the winning team;
 - (e) Shot difference of 22 shots or more – 4 points to each member of the winning team.
- (vii) If two or more players have the same score, shot difference will decide the winner. If shot difference is also the same, joint winners will be declared.

A.5 OTHER COMPETITIONS

Name of Competition	No. of bowls	Eligibility (see Rule 4)	Format
President vs. Vice President	See below	All	See below.
Sarah Mulvanny Trophy	See below	All	See below
President vs. Past President	See below	All	See below
Aliathon Open Triples	See below	All	See below

A.5.1 These are drawn team competitions held on a single day. The Rules for these competitions are dependent on the number of players that enter and any departures from the General Rules will be notified on the day the competitions are held.