BROADWAY BOWLS CLUB COMPETITION RULES

1. The Competitions shall be played under the current Laws of the Sport of Bowls and in accordance with the regulations currently laid down by Bowls England. All Competition disciplines must be played to a completion, as per the current Laws of the sport, unless it is mathematically impossible to do so.
2. The Club Competitions shall comprise:
	* Men’s, Ladies & Championship Singles
	* Open Handicap Singles
	* Novice Singles
	* Open Two Wood Singles
	* Open Pairs – Members select their own partner
	* Drawn Pairs – Pairings drawn on day
	* Aussie Pairs – Pairings drawn on day
	* Mixed “Mini” Triples – Played on 1 day with games of 6 ends
	* Mixed “Full” Triples – Triples will be drawn on day of early rounds but matches played over 18 ends
3. All Competitors in Club Competitions must be Full Club Members.
4. By entering Club Competitions members are committing to playing matches on or by the “Play By” date and to being available for Finals Weekend, should they qualify. These dates are displayed on competition entry form and will be included on the Competition Draws.
5. All Competition Entry Fees must be paid to Competitions Secretary at the time of entering. Bowlers withdrawing from Competitions will forfeit their entry fee.
6. The Challenger, top named bowler/team, in each match is responsible for proposing 3 dates to their opponent, providing a reasonable amount of time to complete the game prior to the Play by Date. Dates offered must include 1 weekday evening and 1 weekend date. Both players/team should then agree on the date for the match, however if none of the dates offered are acceptable every effort should be made to find a suitable alternative date. Should neither player/team be able to agree on a suitable date the competition secretary should be made aware and they will allocate a date for the game.
7. If a player/team fails to appear and be ready to play within 30 minutes after the agreed time for the game, the opponent/team may claim a “walk over‟.
8. The Finals for all Club Competitions will be held during Finals Weekend, except for Drawn Pairs, Aussie Pairs & Mixed Mini Triples, which will be played on same day as early rounds.
9. For all Singles competitions the Challenger is responsible for obtaining a marker.
10. Dress Code for Finals, unless specified in individual competition rules – Club Colours and Flat Soled Bowls Shoes.
11. Handicaps – These will be determined by the Competition Secretary and will be based on record during previous seasons club competitions, excluding Friday 10x10.
12. Substitutions - In Pairs and Triples, the players taking part in the first game shall constitute the team and shall normally play together throughout the Competition. One additional, and the same player, may be used as a substitute at any time provided they have not already played in the Competition. They may play in any position within the team. If a substitute is required during a game then the rules in the Laws of the Sport of Bowls apply, which state:
	1. A substitute must only be introduced if, in the opinion of both skips or, if they cannot agree, in the opinion of the umpire or the Controlling Body, the substitution is necessary.
	2. The substitute can play in any position other than skip, and the other members of the team can rearrange their positions as necessary.
	3. The Controlling Body will decide the substitute’s eligibility.
	4. If no eligible substitute is available in a team game, the defaulting team will forfeit the game to their opponents
	5. If a player has to leave the green during the course of a Singles game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the defaulting player will forfeit the game to their opponent.
	6. If a player or team breaks this law, they will forfeit the game to their opponent

Competition Format

**Men’s, Ladies & Open Singles**

* Each player shall use 4 woods.
* The winner will be the 1st player to reach 21 shots
* This will be a knockout competition and the draw will be made shortly after the closing date for competition entries and matches to be played on or before the published play by dates.
* The final will be played during finals weekend

**Open Two Wood Singles**

* Each player shall use 2 woods
* Each match will be played over 2 sets of 9 ends each set. Should the score be level at 1-1 after the 2 sets then a 3 end tie break will be played where the player will just need to win 2 ends to win the match.
* Whichever player takes the mat in the first set will play 2nd in the 2nd set
* This will be a straight knockout competition and the draw will be made on the day just prior to commencement of play
* All rounds up to the final will be played on 1 day, as published in the fixture list, with the final taking place over finals weekend

**Open Handicap Singles**

* Each player shall use 4 woods
* Each player will be awarded with a handicap, assigned by the competition secretary.
* Each bowler will start the match on their handicap score e.g. Bowler A has a handicap of minus 4 they will start the match on minus 4 and will need to get to 21 to win i.e. scoring 25 shots. Player B has a handicap of minus 1 will start the game on -1 and will also need to get to 21 to win i.e. scoring 22 shots.
* The winner will be the 1st player to reach 21 shots
* This will be a knockout competition and the draw will be made shortly after the closing date for competition entries and matches to be played on or before the published play by dates.
* The final will be played during finals weekend.

**Novice Singles**

* Open to all bowlers that haven’t previously won an internal Singles Competition, excluding Friday 10x10
* Each player shall use 4 woods.
* The winner will be the 1st player to reach 21 shots
* The final to be played during finals weekend

**Open Pairs**

* Each team will consist of 2 players, playing 4 woods each.
* Players will organise their own partner for the competition
* Matches will be played over 18 ends, unless the scores are tied after 18 ends in which case an extra end/ends will be played until there is a winner.
* This will be a knockout competition and the draw will be made soon after the competition entry closing date has passed and matches will need to be played on or before the round play by date that will be published as part of the draw.
* The final will be played during finals weekend.

**Drawn Pairs**

* Each team will consist of 2 players, playing 4 woods each.
* Competition to be played over 1 day, to be published in the fixture list
* Pairings will be drawn on the day, 15 mins before the first game is due to start once all players have arrived.
* Depending on the number of pairs taking part the teams will be split into groups and each team will play the other teams in their group.
* Matches will be played over 6 ends with 1 point awarded for each end won and then 3 points to the match winner or 1 point each for a draw.
* If an end is killed 2 shots will be conceded by the offending team and the end awarded to the opponents.
* The winner of the 2 groups, based on highest points scored, will then play in the final at the end of the day which will be played over 8 ends. Should 2 teams be level on points then shot difference will be used to determine group winner and if still tied the result between the teams involved

**Aussie Pairs**

* Each team will consist of 2 players, playing 4 woods each.
* Teams will be drawn by Competitions Secretary 15 mins prior to the start of play once all players have arrived.
* Teams will be split in to 2 groups and games will either be drawn or teams will play all other teams in their group depending on the number of teams entered.
* Each match will be played over 6 ends.
* Bowls played as follows:
	+ 1st End Lead plays 2 woods, Partner plays their 4 woods and then lead plays their final 2 woods
	+ 2nd End – order switches so if you led first end you will bowl 2nd this end.
* Teams will score 1 point for each end won, 3 points for the match winner or 1 point each for a draw.
* A killed end will result in 2 shots & the end being awarded to the opponent
* If a group is tied once all games have been completed then 1st place will be decided by the team that has won the most ends, followed shot difference.
* 2 Group Winners will then play in a 8 end final on same day

**Mixed “Full” Triples**

* Each team will consist of 3 bowlers, bowling 3 woods each
* Teams will be drawn by Competitions Secretary on the day of the early round matches, with bowlers put in to groups of “Leads”, “Two’s” and “Skips” with a player drawn from each category per team. Once teams have been drawn players can play in any position within their team.
* Each match will be played over 18 ends, unless the scores are level after 18 ends when an extra end or ends will be played until a positive result is reached.
* Teams losing the first round will play in a “Plate” competition to ensure minimum of 2 games played.
* This will be a knockout competition and the final will be played during finals weekend

**Mixed “Mini” Triples**

* Each team will consist of 3 bowlers, bowling 3 woods each
* Teams will be drawn by the Competitions Secretary on the day of the competition, 15 mins before the start of the first game once all players have arrived. The draw will ensure that there is at least 1 Man & 1 Lady in each team, providing the number of bowlers taking part allows.
* Teams will be placed into groups
* Matches will be played over 6 ends with 1 point awarded for each end won and then 3 points to the match winner.
* If an end is killed 2 shots will be conceded by the offending team and the end awarded to the opponents.
* The winner of the 2 groups, based on highest points scored, will then play in the final at the end of the day and will be played over 7 ends. Should 2 teams be level on points then shot difference will be used to determine group winner and if still tied the result between the teams involved