game. If both sides are at fault, then in a competition both sides shall be scratched, or in a league game the match will be declared void and no points awarded.
The scorecard to be signed by the losing skip and by both skips in the event of a draw. It is important to check, as a result on the card will be taken as correct.
It is the responsibility of the winning skip to place the scorecard in the appropriate box at the end of the game.

18. Any dispute must be referred to the Committee through the Secretary or League Secretary, in writing within seven days of the match.

19. No player shall visit the head during the course of an end, unless the buzzer has gone to indicate the end of the game, or both skips agree. Failure to comply with this rule will result in the offenders' next bowl being stopped. Play shall also be continuous throughout the game.

20. Those teams who receive prize money (top two in each league) who fail to attend the presentation evening will forfeit their prize money to The Club's chosen charity.

21. In all league matches, play should commence at the scheduled start time. Any player arriving after the commencement of a match shall only join in on agreement of the opposing skip or captain, providing no more than three ends have been played. No player is permitted to join a match once three ends have been completed.

22. DOUBLE TRIPLES: The home team to enter their players on their choice of rinks, then present these cards to the away team Captain face-down upon which they write the initials of their skips. This then denotes which rink that skip and players will be playing on.

23. FIVES: Both Captains to enter their players on the cards for the pairs and triples, then turn the cards face-down, upon which one Captain will write the two designated rinks on the reverse. This then denotes which rink each discipline will be playing on.

The Management Committee reserve the right to amend or suspend any rule to meet the circumstances of any situation.

LEAGUE RULES

1. All league players must be members of Spalding & District Indoor Bowls Club. Games shall be played in accordance with the rules of the English Indoor Bowling Association Ltd.

2.a. The total number of members of a team for Club league games is restricted to 3 times the number of bowlers required to play a game. The aim of this is to increase the number of teams entered, ensuring leagues take place whilst improving the standard and level of bowlers.

b. Requests for a member to be transferred from one team to another must be made in writing to the Committee, whose decision will be final.

c. Players shall be permitted to register for only one team in any one league. The team at fault that plays an illegal player shall have any points and shots achieved in that game deducted and the opponents will receive 2 points and 5 shots.

3. The entry fee for each team will be agreed at the Annual General Meeting and full green fees will be paid for each match. The green fees to be fixed by the Complex Operator.

4. All matches to be decided on the result following a completed end after the timer sounds at 2 hours. The timer must be set at 2 hours. The match should start, and the timer started when the first jack is cast. The match will end when the jack is cast before the timer sounds. This end must be played. Re-spots shall be used in all league games. If the jack is hit off the left-hand side of the rink, it shall be placed on a pre-defined spot to the left of the T, likewise if it is hit off the right-hand side of the rink, it shall be placed on a pre-defined spot to the right of the T, and the end will continue. If the respective re-spot is covered, the jack will be placed as close as possible to the re-spot without touching a bowl, in-line between the re-spot and the -T marker A jack hit into the end ditch within the rink markers is played to in the normal manner.

4a. In all league matches, the home team shall cast the first jack.

5. Failure to attend as a team within ten minutes shall result in forfeiture of the game to the opponents. Opponents will receive 2 points and 5 shots. Should neither team appear, no points shall be awarded, and the game considered void. The Captain of any team failing to honour a fixture shall be responsible for the payment of the appropriate green fees.

6.a) Fours League - Any team unable to field four players for a league match will be eligible to play three players. They shall bowl two bowls each and there will be no reduction in shots. For the order of play, number two to be missed out. The three players to pay the full four players rink fees

b) Triples Leagues **(including Double Triples)** – A team of two players may play against three players in the following manner - the Team with 2 players shall each bowl 3 bowls and there will be no reduction in their total shots. For the order of play No.2 will be missed out. The two players to pay the full three players rink fees

c) Fives League – A team cannot play short in the Pairs discipline, only in the Triples. The playing format is then defined in 6.b) above.

7. If a team is unable to raise sufficient players for a league game, full use of the floaters list must be made. Cancellation of games is only permitted if both team Captains agree and at least 24 hours' notice is given to the opposing team (only exceptions to be a health emergency or adverse weather conditions).

The Team that requested the cancellation shall be responsible for the rearrangement which must be agreed by both Captains and played within 42 days of the original fixture.
Games that have been cancelled by The Club or Complex Operator, shall be rearranged by The Club or Complex Operator and played within 56 days of the original fixture.
The necessary form for cancelling a game should be completed and handed into Reception at the same time.
In the event of the Team Captains being unable to agree to a cancellation or rearrangement the matter will be dealt initially by the League Secretary who may then refer it to the Disciplinary Committee as a dispute.

The Management Committee will decide if: -

a. The game should be forfeited by the team requesting the cancellation
b. Played as a cancelled rearranged game
c. Declared void

The decision of the Management Committee being final with no further right of appeal.

8. Two floater/substitutes may be used in in triples and up to three in fours.

9. Floaters/substitutes may play in any position. They may play for any team in a division above the one they are registered with. There is no limit to the number of times they can play in one week. Players not registered with any team may play any number of games each week. A member may only substitute for the same team a **maximum of 4 times in one season**.

10. In all leagues, a switch of playing positions within a team can be made only once in a game, by either side. At the point of changing, you must inform your opposition.

11. Two points will be scored for a win and 1 for a draw for all leagues except for Fives and Double Triples, where each rink will earn 2 points for a win and 1 for a draw with an additional 2 points on offer for the aggregate (1 point each if the aggregate is drawn). The winners of the league shall be the team with the highest points at the completion of the league table. If teams are level on points, shot difference will decide the winners.

12. In all leagues, promotion and relegation will generally be on a two up and two down basis between divisions. This is subject to alteration depending on league entries at the discretion of the League Fixture Secretary. If a team refuses to be promoted, they will forfeit any prize money they may receive in the following season, which will be donated to The Club's chosen charity.

13. If a team wishes to retain its status in a division the following season, at least three registered players from the previous season must still be members of the team, otherwise the team must start in a lower division. The positioning of certain league team entries can be made at the discretion of the League Fixture Secretary.

14. All members of all teams, in all league games, will use approved club stickers on all their bowls.

15. The Committee reserve the right to withdraw the registration of any team not complying with the league rules, or not completing half of its fixtures in any four weeks.

16. Teams not completing their league programme will have their whole programme deleted from the respective league.

17. Scorecards – The team names to be on all scorecards. The names of all players to be on the scorecard, and floater/substitutes to be clearly marked.
The shots should be recorded on the correct side of the scorecard and totalled correctly. If the card is not completed correctly then the side at fault will forfeit the