

# Midland and District Lawn Bowling Club

## Wednesday Night Recreational League



### Committee – Core executive

#### Registration Information

Team players and spares must be paid-up members of the Midland and District Lawn Bowling Club prior to the start of league play. Registration fee will be \$10.00 per person, per season, to be paid prior to teams being drawn. Dress code will be casual.

#### League Rules

1. Each team will consist of 3 players. Format: Mixed Triples / Round-robin / 10 end games.
2. Team selection – a “draft” by the skips, to take place on or before the Sunday before the first Wednesday of league play. List of teams, rules and schedule will be posted on the website.
3. At the start of any game, players can play any position, but must continue in that position for the duration of the game.
4. Report at 6:45 pm. Start at 7:00 pm, or after announcements.
5. Scoring will consist of 3 points for a win, 1 point for a tie. Ranking order: Points, Shot Percentage.
6. No dead-ends, re-spot rule in effect. (Jack out of bounds will be placed at the 2 metre mark).
7. Bowls equal distance score one shot each.
8. Pre-made-up score cards will be provided. At the completion of the game they are to be signed by the skips and turned in by the winning skip.
9. Jack will be delivered. The team winning the end will deliver the jack. .
10. Teams requiring a spare. The individual player must find their own spare (similar ranking and position if possible) from the list of names provided (maximum of two spares per game). No registration fees for the spares.
11. If a team only has 2 players, that team will deliver 8 bowls. The team with 3 players will always have the first and last bowl. The team winning the end will set the jack.
12. Protests, disputes or legitimate concerns must be submitted in writing. The committee members will meet and address the issue in question and notify the parties involved of their decision. The Committee's decision is final.
13. In the event of bad weather, the game will be completed the following week. Rained out games will be rescheduled.
14. No-show teams default the game and 3 points will be awarded to the opposing team, with 15 shots 'for' zero shots 'against'.
15. End of Round-robin tie-breaking sequence. First tie breaker, “head to head” winner. Second, shot percentage (shots 'for' divided by, shots 'for' plus shots 'against', maximum differential, 15 shots)
16. League champions (names of permanent team members only) will be put on the League Plaque.
17. The Committee reserves the right to make any necessary changes. All decisions made by the Committee are considered final.