Crewe & Nantwich Veterans Bowling League

League Rules 2024

1. The League is to be known as Crewe & Nantwich Veterans Bowling League.
2. All Clubs taking part in the League will be known as Member Clubs
3. The League to be Managed by a Committee of seven (7), plus Chairman, League Secretary, Treasurer, and Results Secretary. The Committee shall be able to fill any vacancies which may arise during their term of Office.
4. The Committee will formally communicate to Member Clubs through the Member Club Secretaries.
5. The Annual General Meeting to be held each year in January.
6. Any alterations to Rules etc. to be in the Secretary's hands at least twenty-eight (28) days prior to the next Annual General Meeting. All requests for alterations must go through the Members Club Secretary.
7. At the Annual General Meeting not more than one Member from each Team can Vote on disputes or alterations to the Rules.
8. **Registration of Players**
9. Teams (with Team Names), must be Registered with the League Secretary by 31st January each Year).
10. The closing date for Clubs Registering players online (via the Website) is 31st January each year.
11. Clubs wishing to Register any new Players after 31st January, must Register them with the League Secretary by Email, who will then update the Website.
12. The closing date for Registering Players will be 30th June each year.
13. Players may be Registered early if their 60th Birthday is after 30th June. However, they will not be classed as eligible to play till one day after their 60th Birthday.
14. Players who are not Registered with the League Secretary by Email are ineligible to play and will forfeit the Game.
15. The Results from Games where one player is not Registered will be awarded 21 – 0 to the Registered Player.
16. If both players are unregistered, the Game will be declared void and recorded as 0 – 0.
17. Teams can Register any number of Players, providing each individual possesses both a British Crown Green Bowling Association (BCGBA) and a Cheshire County Bowling Association (CCBA) life membership cards and numbers.
18. **Commencement of a Match.**
19. A Team consists of eight (8) players and will play Four (4) Single Games and Two (2) Doubles Games of 21 up.
20. Matches will commence with 2 Single Games and 1 Doubles Game.
21. To be followed by a second Doubles Game immediately following completion of the first of the three Games being Played.
22. Then by each of the Singles Games as each subsequent Game is completed.
23. All Games shall be played in accordance with the Laws of the Game of Crown Green Bowls as issued by the British Crown Green Bowling Association plus the Rules included herein.
24. The full draw to be made at 2.00pm. Any Player not present when called upon to play, a reserve will take his/her place. If no reserve is present, then the Game will be awarded to their opponent 21-0 and the score card marked Walk Over.
25. Clubs with more than one Team in the League will be allowed to borrow a Maximum of two players per Match from another Team within their Club. Clubs with two Teams in the League shall have four Players Starred from their first Team according to ability. Clubs with three Teams in the League will have a further four Players Starred from their second Team. Clubs with four Teams will have four Players Starred from their 3rd Team. **The Committee will Star all Players.** Starred Players are not allowed to play for a lower Team. Borrowed Players may only drop to one Team below them. Any infringement the opponent will be awarded 21 – 0.
26. Any Player wishing to Transfer from one Team to another, must apply in writing to his/her Club Secretary and to the League Secretary to be approved by the Committee. Closing date for Transfers is 30th June each Season.
27. All League and League Knock-out Shield Matches to be played on the Fixture date indicated, with a **2.00pm start,** exceptions to this Rule will be :-
    1. **Inclement weather.** Both Teams to turn up and the two Captains, with the consent of the Greensman (if available), shall decide if the Green is deemed fit to play. If they fail to agree and a start is not made within one hour of the agreed starting time, the Match is to be postponed, the Fixture Secretary is to be informed within 24 hours and the Captains' to play the Match within fourteen (14) days.
    2. **A Bereavement affecting a Team.** A future date to be played within fourteen (14) days.
    3. **Club Outings or special events,** providing that the League Secretary is informed in writing by the start of the bowling Season.
    4. Any re-arranged Matches due to Rule 13 a, b, or c, may start at a time mutually agreed by both Captains. The Results Secretary to be kept informed of all such arrangements.

12. On the day of a Match, no visiting Player to be allowed to play on the opponent’s green, even if he or she be a Member of the Home Club. The only exception will be if a Player is involved in any Fixture (Individual, Pairs or Team), that is either approved by the BCGBA as an Open Competition, or forms part of the County Fixtures, or those of a directly Affiliated League. Players in default of this Rule will be fined a sum as shall be decided by the League Committee and the Game awarded 21-0 to their opponent and recorded as a Walk Over.

13. A Match Fee of 50p per Player, £4.00 per Team, must be collected and forwarded to the League Treasurer before the end of the Season.

14. For all disputes affecting the Crewe & Nantwich Veterans Bowling League, the decision of the Committee will be final. However, the Member Club has the right to appeal through writing to the CCBA, the outcome of which the League Committee will fully respect.

15. A deduction of a maximum of 50 points and a minimum of £5 fine shall be imposed upon any Team found guilty of falsifying a Score Sheet, subject to a decision by League Committee.

16. Entry into the League Knock-Out Shield will be £3.00 per Team, and is compulsory, plus 50p per Player, £4.00 per Team per Round Played. A Registered Player must have played at least **two** League Games to play in the League Knock-Out Shield Semi-Final and Final. A Referee shall officiate the Knock-Out Final

17. In the event of a Tie in the League Knockout Shield, the following procedure will be used to decide the winning Team.

1. The number of Games won by each Team, e.g. 5-3 will result in the tie being awarded to the Team winning the 5 legs.
2. In the event of a 4-4 tie, the Team with the best individual Game win will be awarded the Win. E.g. Team ‘A’ best score 21-3, Team ‘B’ best score 21-4, Team ‘A’ would be awarded the win.
3. In the event that there is still a tie, the Match is to be replayed.
4. The replay must be played on a neutral green, agreed by the Results Secretary and each Team Captain, and must be replayed within fourteen (14) days at the same Venue with the two Captains organising the revised date. The Results Secretary must be informed of the rescheduled date.

18. In the event of a Match being abandoned, for any unfinished Games, the Jack should be noted and it will be from that position that the Games must be played within 14 Days.

19. **NO SMOKING.** Smoking is not allowed whilst participating on the green in the Game of Crown Green Bowls.

**ALL Mobile Phones or Pagers in active mode are not allowed on the green.** Should a Player fail to comply with this Rule, that Player shall forfeit the Game. The offender(s) to receive no further score and their opponent(s) to receive the maximum score.

20. **Dress Code.** In League and Cup Matches, Players are expected to dress in a manner which neither harms the image of the Sport or gives offence to other Players or spectators. Players are not permitted to play bare chested or wear singlets. If shorts are worn, they should be tailored type and Players must wear flat soled shoes, (Open toed shoes and flip flops are not permitted). In addition, for all Competition Finals, Players shall comply with the BCGBA dress code. Players in contravention of this Rule in League Matches, the Club shall be fined 21 points for each Player offending. Any Player not conforming to this Rule in Singles or Pairs Competitions will not be allowed to play in the Competition.

21. All Individual and Club Prize money not collected at Finals Day, either in person or by a Club representative, shall be forfeited and returned to the League Funds.

22. **Dissolution Clause.** Should the Committee, by a majority, decide on grounds of expediency to dissolve the Crewe & Nantwich Veterans Bowling League, it shall call an Extra-Ordinary Annual General Meeting of all Members Clubs giving 21 days' Notice. At this Meeting, if a two thirds majority of those present Committee shall have the power to dispose of the Assets of the League, after all liabilities and debts have been cleared. The Beneficiaries of such Assets shall be the Member Clubs or such Charities as decided by the Members’ Clubs of the current Season.

23. **Penalties. A summary of Penalties that will be awarded based on Rule infringements, see above Rules for full details.**

1. **Score will be awarded to the opponent 21 – 0, for each game. (Rules 8, 9, 12, 19).**
2. **Score will be recorded as a Walkover, for each game (Rule 12).**
3. **Point deduction and fine (Rule 15).**
4. **Game awarded to opponent at the point of infringement (Rules 19, 20).**
5. **Team penalty of 21 points for each infringement (Rule 20).**
6. **Fine to the Club (Rule 15).**
7. **Prize money forfeit (Rule 21)’**

**Robert Bibby**

**League Secretary**

**For and on behalf of the Committee.**