

Competition Rules

All competitions/games are to be played in accordance with the laws of the appropriate governing body in conjunction with the following local rules.

1. Competitions are only open to members of the Honiton Bowling Club Section in which the competition is being played. Players must meet the requirements of age or gender as defined in the competition criteria.
2. The Draw - For drawn competitions the draw will be carried out by the Competition Secretary with the assistance of the Club Captain.
 - a. In a drawn pairs competition, the entrants will be split into Skips and Leads.
 - b. In a drawn triple competition, the entrants will be split into skips, twos and leads based upon their position within the current Competitors List.
 - c. Players must play in the position in which they are drawn to play and must not be changed. Substitutes must play in the position that they are substituting, i.e. lead for lead, skip for skip.
3. The Competition Secretary is responsible for fixing the play-by dates and placing the competition draw sheets on the notice board, which will signify the start of the competition.
4. The Challenge
 - a. The top name on the draw sheet is designated as the Challenger.
 - b. It is the responsibility of the Challenger to offer the Opponent three dates, within five days of the start of the competition, or the end of the previous round, when the game could be played. One of the dates must include a Saturday or Sunday. If the opponent works or has other responsible daytime commitments, then evenings and weekends must be offered. It is the responsibility of the Opponent to respond to the Challenger within 3 days.
 - c. It is also the responsibility of the Challenger to book rinks. (Indoors - specific rinks are booked, outdoors – rinks are to be drawn from all rinks available for play), and in singles to arrange for a competent marker who must be a member of the Honiton Bowling Club Section for which they are marking, i.e. indoors for an indoor competition and outdoors for an outdoor competition. The Opponent has the right to object to a marker, but only for a valid reason. Disputes should be referred to the Competition Secretary.
 - d. If an indoor competition game is arranged in the same session that league games are being played, then an available rink must be used. It is not permissible for league games to change rinks to accommodate a competition, unless for a national competition. League games must be played on the rinks allocated for play.
 - e. When booking a rink for a round that must be played to the specified number of shots or ends sufficient rink time must be allowed for the game's completion.
 - f. Failure to challenge within the specified timescale may result in the Challenger forfeiting the game. Failure to accept one of the three offered dates may result in the Opponent forfeiting the game. In either of these events the Competition Secretary must be informed.
 - g. If the game remains un-played, having agreed a game date, then the offending party will forfeit the game. This is to be decided by the Competition Secretary, whose decision will be final.
 - h. All games must be played by the closing date of the relevant round shown on the competition sheet. There will be no extensions allowed for any reason.

5. Substitutes

If a substitute is needed for a drawn competition, a substitute may be found but must be approved by the Competition Secretary. Alternatively, the Competition Secretary may suggest players of near playing ability to contact. No substitute player may take part in more than one team in any specific competition and must not have entered the competition in question.

6. Duration of the game

- a. Generally, and except where specified in the competition criteria, indoor games up to but not including the semi-final will be played for the specified period. No jacks are to be cast after eight minutes before the end of the specified period. The game is deemed to have finished and the score stands as at the last end played. In the event of a draw at the end of the session the players must play an extra end to decide the winner. Outdoors all games are played to the relevant number of shots or ends.
- b. Regarding time limited indoor pairs matches, up to but not including the semi-final and final, the jack will be re-spotted if it leaves the boundaries of the rink during play. The semi-final and final will be played to the specified number of ends.

7. Delayed Start

If a team or singles player is not ready to start the game within 15 minutes of the agreed start time, the opponent may claim the game or agree an extension to the start. If an Indoor match, this may not be added to the session end time.

8. Trial Ends – one or two trial ends may be played at the option of the players.

9. Disputes

- a. If a dispute arises then in the first instance it must be referred to the Competition Secretary within three days of the dispute arising. The Competition Secretary will endeavour to resolve the dispute, who may refer the matter to the appropriate playing section committee via the section secretary for determination.
- b. Should either or both parties in a dispute be unwilling to accept the decision of the Competition Secretary, then an appeal may be lodged with the appropriate section secretary within two days. The appeal will be considered by the relevant section committee for a final decision.
- c. No person involved in a dispute shall take part in any decision taken on the dispute or be present at any meeting, although both sides may present their case to those adjudicating.

10. Finals

- a. Finals will be played over a weekend set at the beginning of the season by the Match Secretary
- b. It is a condition of entry into the competition that competitors who reach the finals will make themselves available on both finals days. Failure to be available will, unless there are extenuating circumstances and agreed by the Competition Secretary, result in either a suitable substitute being found or forfeiting the game.