Coventry and District League Bowling Constitution

Definitions

The League - The Coventry and District Bowling League
BCGBA - The British Crown Green Bowling Association
County Association - North Midlands Crown Green Bowling Association
League(s) - Any league(s) run by the The League
Club(s) - any organisation affiliated to the County Association that is a member of any League
Team(s) - any Team(s) registered to play in any League by a Club
Club Member(s) - Any person(s) who is a member of a Club and registered in any League
Player(s) - Any Club Member(s) taking part in any League or Competition run by The League
Midweek Leagues - This refers to the Coventry & District Midweek, Premier and Thursday Leagues jointly
Delegate(s) - Club Member(s) representing a Club at a meeting of The League or an Officer of The League
Averages - A general term to refer to Aggregates

A. League Governance

1. The Officers of The League shall consist of a President, Deputy President, Secretary/Treasurer, Match Secretaries as required, Competition Secretary and three Trustees who shall be elected annually and constitute the Management Committee of The League (The Committee).

2. **Business of The League**

   a. The business of The League shall be conducted by the Officers of the League, together with the League Council consisting of two Club Members from each Club and shall meet every two months.

   b. Five Delegates of separate Clubs present shall form a quorum.

   c. Any Club not represented by at least one Delegate will be fined £2.00 and the sum of £5.00 for consecutive meetings. After three consecutive missed meetings The Club will be fined £15.00 and be liable to suspension from The League.

3. **General Meetings of The League**

   a. The Annual General Meeting (AGM) shall be held during the close season at such time and place as may be determined by The League Council. The business of the AGM shall be the adoption or otherwise of Annual Reports, Balance Sheet and the election of Officers for the ensuing year.

   b. A Rules Revision General Meeting shall be held in December to consider Notice of Motion for alteration to Rules, application for membership, formation of Leagues and any other business deemed appropriate.

   c. A Special General meeting may be called upon receipt of a requisition signed by the Chairman or Secretary of one third of Clubs, stating the reason for such request, or by The Committee. The meeting shall take place within 28 days of the receipt of the requisition by the League Secretary.

4. **Motions**

a. Notices of Motion for General Meetings must be written and in the possession of the League Secretary 28 days before the date of such meeting.

b. The League Secretary shall give at least 14 days' notice of any General Meeting and include the Balance Sheet with such notice for any AGM.

c. A Club wishing to move an amendment to a notified Notice of Motion shall notify the League Secretary seven days prior to the date of the meeting at which the Notice of Motion is to be considered.

d. No League Rule shall be created, altered or replaced by any other method than those described in this Constitution.

5. Voting

a. Motions are carried by a simple majority of Delegates present and voting.

b. Officers of the League can vote on all Motions.

c. Each Club can be represented by one delegate per Team per League with each Delegate present having power to vote on Motions concerning the appropriate League.

d. Only Delegates shall be admitted to and have the right to vote at General Meetings.

B. League Membership

1. **Membership of League**

a. A Club wishing to join The League, enter an additional Team or withdraw Teams must give notice at the Rules Revision General Meeting prior to the formation of the Leagues. Otherwise the Club or Team will be considered members for the following season and liable for all League dues.

b. Any Club ceasing to be a member of The League shall forfeit any claim to a share of the funds or property of the League.

c. In the event of a Team withdrawing from a League at any time during the season, all records pertaining to that team shall be expunged.

d. Teams newly elected to The League shall be placed in the appropriate division with the approval of the League formation meeting.

e. Clubs with more than one green must inform the League by the Formation Meeting which green is being used throughout the season by each of their teams.

2. **Fees**

a. All League dues shall be determined by The League Council and declared at each AGM.

b. League fees and Team registrations to be paid by 31st May and balance by 31st October. Unless there are extenuating circumstances, any Club not settled by the date due shall be fined £10.00.

c. Each Club shall contribute the sum of £5 towards the cost of the raffle prizes at the Annual Dinner.

3. **Observance of Rules**

a. These rules shall be upheld as published by The League, and no plea for ignorance shall absolve any Club or Club Member.

b. No complaint shall be considered, unless the complainant has deposited the sum of £25.00 with the League Secretary, together with the written protest or complaint. Deposit to be returned if the protest or complaint is upheld.

c. An ad hoc committee shall be appointed to deal with all such protests and complaints. A Club or Club Member disagreeing with the result of a complaint or protest shall have the right of appeal to the County Association.

d. Each Club membership shall be deemed to have accepted all League Rules, and have agreed to abide by all Management Committee and League Council decisions. Interpretation of the League Rules shall be vested in the Management Committee and the League Council. They shall have jurisdiction over all League matters and the power to adjudicate on any matter not covered by the League Rules.

C. Player Registration and Transfers

1. **Registration**

a. All players must be registered by name and BCGBA number at the start of the season for all eligible Leagues, irrespective of whether they may play. Only those who have played at least one game will be charged for at the end of the season per league.

b. The Mid-Week League is open to male Club Members only.

c. A Player may not be registered by more than one Club for the same League.

d. Registration of new players already registered with the BCGBA must be in the hands of the Match Secretary in writing at least an hour before playing in a match. Registration of new players not already registered with the BCGBA must be registered with the County 48 hours before a match.

e. No Player shall play in more than one Team on the same day.

f. Clubs are usually expected to play their best players in their highest placed teams. The League reserves the right to take any action where it deems this is not the case.

2. **Transfers**

a. When a Player wishes to transfer from one Club to another, the Secretary from the new Club will make the request in writing to the Match Secretary. The Player will remain with their current Club until the transfer is confirmed by the Match Secretary.

b. If the Player is leaving their Club completely, the Match Secretary will confirm that no monies are owed to the current Club or Club loaned equipment retained by the Player before confirming the transfer.

c. The current Club will have up to seven days to respond before the request is automatically granted.

d. No Player transfers or players not North Midland affiliated shall be signed within the last 4 weeks of the season, however Players that are newly BCGBA affiliated can sign during this period.

e. No registration will be accepted or transfer granted to a Player owing money to another Club.

D. Matches

1. **Equipment**

a. In all League matches the home Club shall provide jacks as specified by the BCGBA, such jacks to be available for practice by the away Team.

b. The home Club must also provide a tape measure of not less than 19 metres length.

2. **Clothing**

a. In League Matches and Competitions all Players must wear suitable clothing. Complaints for non-observance should be made before the start of a game by the opposing Captain or the Official in the finals. Non-observance of the rule will result in the offending Club being fined £25.00 or in a final the Player may be banned from playing.

b. In Midweek, Thursday and Sunday League Matches, one day competitions and Merit preliminary rounds, Players must wear full length single coloured, trousers, jeans, tracksuit bottoms or shorts. Ladies may wear skirts or dresses at least knee length.

c. For Saturday matches, smart casual dress may be worn, with tailored shorts with sport socks permissible.

d. Hard or block heel footwear must NOT be worn on the green. Shell suits and sleeveless tops are not allowed.

e. The only permitted dress for Players in merit finals is full length single coloured trousers, and shirts with sleeves and collar. Ladies may wear single coloured skirts at least knee length.

3. **Match Rules**

a. All matches shall be played under BCGBA Laws of the Game.

b. Teams shall consist of 12 Players for the Saturday League, eight Players for the Mid-Week League and six Players for the Sunday League.

c. Games to be played up to 21 up singles. Home and away matches will be played.

d. The order of play shall be decided by the Captain of each team placing their own cards. Providing sufficient Players are present four Games are to be played

e. The away Player shall have the first cast of the jack subject to Law 2.4 of the BCGBA Laws of the Game

f. For the purposes of the BCGBA Laws of the Game, Captains of the competing Teams shall jointly act as Referees. Their duty is to insist on and see that the game is carried out in accordance with the Laws of the Game and the Rules of the League without waiting for an objection to be laid by any Player.

4. **Times**

a. Saturday Matches to start by 3:00pm, Mid-Week Leagues at 6:30pm (6:00pm all games in April & September) and Sunday games to commence at 10:45am. These times must be adhered to and may only be varied in special circumstances by mutual agreement between the Clubs concerned.

b. The green must be vacated 5 minutes before the designated start time of the match. The away Team having exclusive use of the green for practice for the preceding 15 minutes. Should the match be abandoned the away team should again be allowed the same practice.

c. Result sheets to be completed together with names and registration numbers by 5:00pm for Saturday Matches, 7:15pm for Midweek Leagues matches (6:45pm for all games in April and September) and 11:30am for Sunday Matches when all Players must be present.

d. If at the commencement of or during the progress of the game, the green is considered unfit for play, the captains shall have the power to adjourn the match, but no Saturday match shall be called off before 4.00 pm, no Sunday match before 11.00 pm and no Midweek/Thursday game before the scheduled start.

E. Scoring & Results

Scoring

1. Points shall be awarded as follows: one for each individual game won, plus two points for the home Team winning on aggregate shots, three points for the away Team. In the event of a tie on shots the home Team shall receive one point, the away Team two points.

2. The play of an unregistered or otherwise ineligible Player is an offence, the penalty of which shall be the forfeiture of the point(s) and shots for the game and a fine of £5.00. The offending Player will be deemed to have lost 21-0, the shots and point(s) of the match revised accordingly.

3. **Absentees**

   a. Absentees to be counted as walkovers. An absentee Player will not be eligible to participate in a rearranged Match and no substitute will be allowed for an absentee Player.

   b. In the event of an adjournment, all points shall be carried forward to the resumption of the Match.

4. **Results**

   a. Results to be entered using the online system (and the results sheet kept until the next League Management meeting) within 24 hours by the home team, with a digital copy provided to the Match Secretary. Late entry of results will result in a £1 fine per match for the home team.

   b. Away teams should use the online system to verify the results once entered. Where both teams have verified a result, the original match sheet no longer needs to be kept.

   c. It is permissible for the away team to enter the results and the home team verify.

   d. Where use of the online system is not possible the home team will supply a digital copy within 24 hours or forward the result sheet by post to the Match Secretary within three days. Non-use of the online system will incur a £2 fine per match.

   e. Alterations on the sheet must be countersigned by both captains or agreed through the online system.

   f. Walkovers must be shown on the result sheet and scored 21-0.

   g. Both captains must sign the result sheet. For any deliberate falsification the Club(s) will be fined £25.00 each and their results in the match voided.

   h. In the event of a Team receiving a walkover they will be awarded the points, plus for aggregate purposes 120 shots for a home match or 72 shots for an away match in the Saturday League. In the Midweek Leagues the allowance will be 80 shots for a home Match or 48 shots for an away Match, for Sunday League the allowance will be 60 shots for a home Match or 36 for an away Match.

5. **Tables & Averages**

   a. In the event of Teams in the same division tying on points at the end of the season, aggregate shots to count. In the event of a tie on points and shots, a deciding match or matches to be played on neutral greens between the Teams concerned.

   b. League Averages for individual Players will consist of two points for a home win and three points for an away win. Walkovers will be classed as games won and scores of 21-11 home and 21-15 away credited.

   c. Averages to count for one Team only if a player is transferred part way through the season. In the event of two players tying on points, least games played followed by average score to count.

6. **Promotion & Relegation**

   a. If there is more than one division, at the end of each season the two lowest clubs in Division 1 shall be relegated to Division 2 and the two highest clubs in Division 2 shall be promoted to Division 1, and so on through the Divisions.

   b. In the event of an imbalance of the league formations, which ideally should be 8 or 10 teams, the Committee will then determine how to proceed.

F. Scheduling

1. No fixtures to be scheduled or played on the date of the BCGBA Senior Merit finals.
2. Coventry & District League matches shall take precedence over all Cup competitions and any outside League matches.

Postponing Matches

3. a. All matches must be played on or before the date in the handbook. The exceptions being if the green is unplayable or through exceptional circumstances with full agreement from the League Management Committee. In the event of postponement or adjournment, notice of such must be sent by the team responsible for calling off the match to the Match Secretary. Infringement of this beyond three days will result in a fine of £5.00.

   b. If postponement of all or any part of a match is necessary due to green being unplayable, teams must agree and must complete the fixture within 28 days of the original date.

   c. Any Match cancelled during the last four weeks of the season must be played within seven days of the end of the season.

4. a. Should fixtures not be played as scheduled within the handbook then the NON-OFFENDING Team must send in a match sheet to the Match Secretary explaining why the match has not been completed.

   b. The non-offending Team will then be awarded appropriate points by The League Committee and their players given scores of 21-11 at home and 21-15 away.

   c. A re-occurrence in the same season may result in a Team being expelled from the League.

G. Rules for Premier League Only

1. Away players will have the first cast of the jack.
2. Teams winning away will be awarded 3 points.
3. Teams finishing first and second in Premier Two will obtain automatic promotion, replacing teams in Premier One finishing ninth and ten respectively.
4. The dress code will be plain black trousers and a collared shirt, all of the same colour. N.B. Reasonable dispensation will be given to non-regular players covering for sickness or holiday.
5. Matches brought forward or re-arranged through bad weather cannot be split.
6. Eight players from each Premier 1 & Premier 2 teams shall be automatically entered into the North Midlands Senior Merit.

Clarifications

A1. There can be up to one Match Secretary per League, but it is acceptable for a Match Secretary to cover more than one league. People holding more than one position only have one vote.

C1e. This relates to within the same League. 'Game Week' refers to the original date of the match regardless of when it was played.

C1f. Action could be, but is not limited to, awarding the game 21 - 0 to the opposition. One off occasions of a single Player bowling for a lower team will not normally be investigated. Similarly, where the player has bowled with the team all season, no action will be taken.

D3d. On Sundays this will be 'three ends be played'. To ensure the flow of the games the maximum number of games (either 3 or 4) should always be one the green until all matches have finished.

League Competition Rule

1. All Clubs entering players into any League competition will make their own green(s) available, as nominated by the competition Secretary, if required, for any stage of the same competition. If exceptional circumstances arise which preclude the use of any green, then a minimum of 14 days written notice stating the reasons, must be given to the League Secretary prior to the closing date of the relevant competition. The matter will then.

2. Players registered with more than one club must indicate the same on all competition entry forms. Any player failing to furnish full details will be liable to be disqualification.

3. Players shall play on greens as selected. No substitutions or alterations shall be allowed.

4. 4. Entries should normally be made on official league entry forms, additional telephone and e-mail entries may be made before the specified closing date.

5. Late entries may be accepted at the discretion of the Competition Secretary, but no entries will be allowed after the draw has been made.

6. Players receiving a ‘bye’ in any League Competition shall be allowed 15 minutes’ practice before the next round providing that the opponent did not also receive a ‘bye’ in the previous round. Should both players have received a ‘bye’ then normal practice will apply.

7. Opponents of players that qualify for the final rounds of any League competition being played on their HOME GREEN will receive 2 shots in single events. Pairs will receive 2 shots per player.

8. At the conclusion of all finals the appropriate trophies shall be awarded to the winner and runner-up who will be the holder for 12 months. Holders' names will be engraved on the trophy and the holder will be responsible for its return in good condition at the appointed time. Any damage to League trophies must be reported to the League Secretary. Failure to do so may be deemed as acceptance of responsibility.

9. The Management Committee shall have full control of all League competitions and their decision shall be final.

10. Previous seasons winners of League trophies are responsible for giving trophies back to the Competition Secretary. This should be done within 7 days of the finals of the following season’s competition at the very latest. A fine of £20 payable if trophy is not available on the day of current season competition, unless unforeseen circumstances arise. Being on holiday or working is not acceptable. Each scenario will be looked at individually by The Committee.

Mixed Pairs Competition

1. Clubs may enter any number of pairs providing one player is currently a registered member of the Coventry & District League.

2. Both players must be named on the entry form. One named player and A.N. Other or partner will not be accepted. Once the draw is made a substitute will only be allowed providing that the substitute was not named in the original published draw.

3. All games to be played under B.C.G.B.A Laws of the Game. '5' to be added to the card before commencing play.

Jack Hughes Cup

1. Competitors must be registered members of a club in the Coventry & District League.

2. The Competition shall be a handicap competition open to all players with a handicap of +4 or higher. The player's handicap shall be entered on the scorecard before the commencement of play. In the case of male members the handicap shall be as published by North Midlands B.A. Ladies handicap shall be as determined by the League Management Committee.

3. All games shall be 21 up under B.C.G.B.A. Laws of the game.

4. Prizes will be awarded according to entries received.

Peter Merchant Handicap Cup

1. Competitors must be a registered member of a Club in the Coventry & District League.

2. The Competition shall be a handicap competition open to all players. The player's handicap shall be entered on the scorecard before the commencement of play. In the case of male members the handicap shall be as published by the North Midlands B.A.

3. All games shall be 21 up under BCGBA Laws of the game

4. Prizes will be awarded according to entries received.

Jubilee Men's Pairs

1. A Club may enter any number of pairs providing that all players are registered with Coventry & District League.

2. Both players must be named on the entry form, partner or A.N. Other will not be accepted. Players do not have to come from the same Club, no player may move from one pair to another during the competition.

3. All games played under the B.C.G.B.A rules, all games 21 up with 5 on the Card. Prizes will be awarded according to entries received.

The Arthur Brown Triples Cup

1. Clubs may enter any number of Triples provided that two named players are registered as members of that Club with the Coventry & District Bowling League.

2. All players to be named on the entry form. Players may not move from one triples to another once the draw has been made. Substitutes must be notified to the Competition Secretary. No player already in the draw will be allowed to act as a substitute.

3. All games to be 15 ends or 21 up if sooner.

4. In the event of a tie after 15 ends an extra end will be played. Toss of coin to determine the first cast of the jack. A measured “tied end “shall count as a played end. A jack struck off the green shall NOT count as a played end.

Brandish Cup

1. Six players per team, Clubs may enter more than one team (A, B, C etc.).

2. Handicap competition, using the county handicaps which must be added to the teams total score.

3. Members must play for the Club with whom they are league registered and cannot change teams once they have played in the competition.

4. Games to be played on neutral greens with 6.30pm start. Winners to telephone the result to the competition secretary and post the match sheet immediately after the match.

5. Draw to be made by captains placing their cards and a toss of a coin selecting odds or evens for first cast of the jack.

6. A tie to be decided by – a. Number of wins – b. best winning card, then the next best and so on – c. A selected player from each side to play one deciding end.

British Crown Green Bowling Association

Laws of the Game of Crown Green Bowls

D. DEFINITIONS

D.1.a. The LEADER Is the player who has the first attempt to set a mark, and shall deliver the first bowl after any attempt to set a mark.

D.1.b. In pairs there shall be no changing in the order of play until the end is complete.

D2. A PRECEDING BOWL or JACK is a bowl or jack delivered immediately before the bowl in question.

D3. A FORFEITED BOWL is a bowl taken off the green as a penalty for an offence under the Laws.

D4. A DEAD BOWL is a bowl that cannot be counted and shall be taken off the green so as not to interfere with play.

D5. An END: commences when the leader delivers the jack, is concluded when the last bowl finishes running and is completed when the score is agreed.

D6. A VOID END is an end to be replayed with the footer placed as near as possible to where it originally lay during the void end.

D7. A DEAD END is an end which is deemed to have been completed with no score. The new end should be started from where the jack lay.

D8. LAND: is the term used for the route taken by a jack and is then extended to cover the route that may be taken by any of the bowls at that end. It is also the expression used to indicate to any other player that they are causing a physical or visual blockage.

D9. JACK-UP: is called by either player when a jack other than their own ceases running on, or adjacent to, the land which they will, or may, use to send their bowl/s.

D10. MEASUREMENTS: are taken between the nearest points of the jack and a bowl with nothing to lie between. The adjustable end of an approved measure must be taken to the jack. In the case of the footer the adjustable end of the certified tape is taken to the centre of the footer.

D11. A STRIKE is a bowl delivered at such a speed as to attempt to negate the bias.

D12. A MARK is set by the leader sending the jack, to rest on the green, a distance of at least 19 metres.

01 EQUIPMENT

1.1 The GREEN shall be a playing area of grass, or an artificial surface as approved by the BCGBA

1.2 The ENTRANCE, which must be near the centre of any one side of the playing area, shall be plainly marked.

1.3 The FOOTER, which shall be round, shall have a diameter of not less than 128mm (5 inches) and not more than 154mm (6 inches).

1.4 STANDARD JACKS as defined in Appendix A shall be used in all competitions. A jack must only be used for the purpose of setting a mark.

1.5 A BOWL shall weigh not less than 907gms. (2lb), except that a player with medical evidence of a wasting disease of bone or muscle may be allowed a dispensation. Where age is a consideration, a player may use a bowl under the 907gms limit if the bowl has a minimum profile of 100 mm. A bowl must not have any device for altering or adjusting the bias.

1.6 The following are approved by the BCGBA as measuring devices, mechanical devices and artificial surfaces, to be used in accordance with the Laws of the Game.

02 THE GAME

2.1 The game shall be played on a green by two players each having two bowls, normally playing alternately until each shall have delivered both bowls, the object being to play the bowls as near as possible to the jack.

2.2 Where more than two players take part in a game, these Laws shall operate when applicable.

2.3 Before commencing play the number of points to be scored to make the game shall be fixed.

2.4 The leader at the first end shall be as determined by the organising body of the match.

2.5 At the commencement of a game the footer may be placed by the leader, but must be within three metres of the entrance to the green, on either the left or right side and one metre from the edge.

2.6 If during the course of play any player is found to have substituted a non-standard jack for a standard jack, or has altered the bias of the jack or bowl(s) by any means, or is playing with a bowl having a device for adjusting the bias, that player shall forfeit the game. The offender(s) to receive the minimum score and the opponent(s) to receive the maximum score.

2.7 If during the course of a match, any jacks are found to be not in accordance with Appendix A, the affected games shall be declared void and restarted with standard jacks.

2.8 No player shall be allowed to change the jack or bowls during the progress of a game except with the consent of the Referee and then only if, in the Referee’s opinion, the jack or bowls are so damaged as to be unplayable.

03 SCORING

3.1 A bowl must be played at least three metres from the footer and rest on the green to count, except when all the bowls of the opponent(s) are out of play.

3.2 The winner of an end is the player whose bowl is nearest the jack or, if all the bowls of the opponent(s) are out of play, still has at least one bowl in play. The winner shall be the leader and have the first attempt to set a mark at the succeeding end. In pairs either of the winning pair may be the leader at the next end.

3.3 The winner of each end will count one point for each bowl nearer to the jack than the nearest bowl of the opponent(s) or, if all the bowls of the opponent(s) are out of play, one point for each bowl still in play.

3.4 The result of the end shall be clearly indicated, by the winner, to the two markers, except at competitions at which an official marker for each game has been appointed, and official scoreboards are in use. Where there are two markers they must sit together and agree each other's score cards every third end and at the end of the game. Where the score cannot be agreed, by the markers or players, it shall revert to the end where both score cards show the score to be in agreement.

04 SETTING A MARK

4.1 In an attempt to set a mark, a player bowling the jack must allow the opponent(s) the opportunity of seeing with what bias it is delivered, and of watching its course from a point near the footer.

4.2 A mark is set when the jack having been bowled, does not go off the green, is not prevented from going off by resting against anything at the edge or in the channel or, after lawful objection, is proved by measurement, with a certified measure, to be at least 19 metres from the footer, with the footer at least 1 metre from the edge.

4.3 If the jack in its course is impeded in any way, or stops on the land of other players, it must under all circumstances be returned. If two jacks are bowled near the same place, the one that is last stationary must be returned. The same player to have another attempt at setting a mark.

4.4.a Objection to a mark set by the leader can only be made by the leader's opponent after the first bowl has come to rest. If the opponent objects before the leader's first bowl has come to rest, the leader may have the jack, and bowl if played, returned to have another attempt at setting a mark. Only the opponent can object to the mark. An opponent objecting to a mark must make a clear indication that an objection has been made.

4.4.b If, after an objection to a mark has been made, it is proved by measurement to be a mark, the jack and bowl shall remain.

4.5 If the leader fails to set a mark, the leader's opponent is then entitled to an attempt at setting a mark. In pairs this will be the player waiting to follow the leader.

4.6 If the leader fails to set a mark, objection to an attempt by the opponent must be made by the leader before delivering the first bowl.

4.7 If the opponent then fails to set a mark, the leader shall have another attempt and so on, alternately, until a mark has been set by one of them. The original leader to play the first bowl.

4.8 When the leader, having had an attempt to set a mark, is prevented from delivering the first bowl through a tape on the green during the measure of a mark from another end, or if the first bowl is impeded, the jack may be returned for the leader to have another attempt at setting a mark.

4.9 The first attempt to set a new mark, after a dead end, shall be made by the same player who set the mark in the dead end. Any dead or forfeited bowls are reinstated for the new end.

4.10 The first attempt to set a new mark, after a void end, shall be made by the same player who set the mark in the void end. Any dead or forfeited bowls to be reinstated for the replayed end.

05 METHOD OF PLAY

5.1 At no time may the footer be used with the centre less than one metre from the edge of the green.

5.2 Objection to the placement of the footer must be made by the leader's opponent only after the first bowl has come to rest or, if in the leader's first attempt at setting a mark, the jack goes off the green. If the footer is then found, by measurement, to be incorrectly placed the end shall be re-started, with the footer correctly placed, the opponent attempting to set the mark, otherwise play shall continue.

5.3 A player's foot must be placed on the footer when delivering either the jack or a bowl. A player placing the right foot on the footer must play the jack and bowls with the right hand, and a player placing the left foot on the footer must play jack and bowls with the left hand. Nothing in this Law shall apply to any player who suffers a permanent disability of a limb.

5.4 A player must bowl with the same hand throughout the game. Where disability or infirmity prevent a player from delivering jacks or bowls directly from hand than a mechanical aid, of a type approved by the Association, may be used to provide assistance.

5.5 Any bowl not played in accordance with Laws 5.3 and 5.4 may be stopped by the Referee and returned to be played again. If a player offends again during the course of the game, the bowl wrongly played shall be forfeited.

5.6 Players are required to give a verbal warning to their opponent and to take every precaution before striking, to eliminate the possibility of causing injury to other players, Referee, Measurers or spectators by being struck with a jack or bowls. A player shall receive a caution for the first transgression of this Law. For a second offence, the game shall be awarded to the opponent(s). The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

5.7 A player may retain possession of the footer until that player's bowl has ceased running. If a player has taken up the footer after playing a bowl, which for any reason has to be replayed, or if the footer is accidentally displaced during an end, it shall be replaced as nearly as possible in its former position.

5.8 If the leader's first bowl has been forfeited, the leader's remaining bowl shall be played, followed by the opponent playing two bowls consecutively.

5.9 If the first bowl of the leader's opponent has been forfeited, the leader's remaining bowl shall be played, followed by the opponent playing the last bowl.

5.10 A player may play a bowl so as to block an opponent's course, but a bowl must not be placed, or played a distance less than three metres from the footer, otherwise it shall be a forfeited bowl.

5.11 If a player has taken up position on the footer and a bowl falls from that player's hand, even by accident, and travels more than 3 metres, from the centre of the footer, in a forward direction, it shall be deemed to have been played.

5.12 If a player delivers any bowl out of turn it must be returned to be played in its proper turn.

5.13 If a player, in turn, delivers a bowl of another player, it shall be returned to the proper owner to be played, the offender forfeiting a bowl.

5.14 A player, when at the end where the jack lies, must not stand directly behind the jack or obstruct the view of an opponent.

5.15 After each end is concluded, the footer shall be placed at the jack by the last player. The footer may only be repositioned by the leader of the next end and before the first attempt to set a mark, anywhere within a space of one metre from where the jack lay at the conclusion of the last end but at least one metre in from the edge of the green.

06 RUNNING JACK OR BOWL

6.1 A bowl played while the jack or preceding bowl is in motion shall be forfeited.

6.2 If a running jack or bowl appears to be in danger of striking a still bowl or jack belonging to another end, such running jack or bowl should be stopped and returned to be replayed.

6.3 If a running bowl is impeded in any way, except by either player, it must be played again. If a running bowl is impeded by either player, all the offender(s) bowls shall be forfeited at that end.

6.4 A player must not endeavour to affect the running of any bowl, nor follow it up in such a manner as to obstruct the view of the opponent. For a first offence, involving the player's own bowl, that bowl shall be forfeited. In the case of a further offence, the game shall be awarded to the opponent(s). The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

6.5 Should a player attempt to influence the running of an opponent's bowl, all the offender(s) bowls shall be forfeited at that end.

6.6 A bowl played or struck off the green, or prevented from going off by resting against anything at the edge or in the channel, is a dead bowl.

07 STILL JACK OR BOWL

7.1.a If, as a result of a lawfully played bowl, the jack is disturbed and goes off the green, or is prevented from going off by resting against anything at the edge or in the channel, that end shall be dead. If, after a legitimate mark has been set, the jack goes off the green, the footer should be placed one metre in from the point where the jack left the green, the same player setting the mark. Any dead or forfeited bowls to be reinstated.

7.1.b If the disturbed jack comes into contact with a bowl or jack not belonging to that end, or if it comes into contact with any person on the green the end becomes void.

7.2 If, as a result of a lawfully played bowl, the jack or any bowls are disturbed and come into contact with other bowls belonging to that end, the jack and any bowls so disturbed must remain where they stop.

7.3 If, as a result of a bowl wrongly played, the jack or any lawful bowl already played is disturbed, such jack or bowls shall be replaced as near as possible in their original positions.

7.4 If the jack or any bowl is displaced by the jack or a bowl of any other players, or by any exterior cause, and the players agree as to the spot of replacement, the end must be continued, otherwise the end is void.

7.5 Should any player of an end touch or displace a still jack or bowl before the end is complete, all the bowls of the offender(s) shall be forfeited at the end concerned. (Interpretation note – When an end is concluded, i.e. all the bowls have come to rest, a player may remove their own non-counting bowl without incurring a penalty. This interpretation will be proposed as a full Law change at the January 2021 Rules Revision Meeting).

7.6 When an end is concluded neither the jack nor a bowl claimed to count may be moved without the consent of the opponent until the points are counted and all players are satisfied, otherwise all bowls of the offender(s) shall be forfeited at the end concerned.

08 MEASURING

8.1 No measurement of an end is permitted until the end is concluded.

8.2 When an end is being measured, all players must stand away and not interfere with the actions of either the Referee or Measurer(s).

8.3 The Referee or Measurers are not permitted to place either their thumb or finger(s) on either the jack or a bowl when measuring an end.

8.4 In the event of the displacement of the jack or a bowl being measured any points already given shall stand. If no points have been given when all measurements are finished, the end is complete. If either the jack or a bowl being measured is displaced by a player, that player shall lose the point claimed.

8.5 When a bowl is touching either the jack or another bowl, and has to be removed so that nothing lies between the jack and the bowl to be measured, it must be removed by the Referee and the measurement made after such removal.

09 REFEREE, MEASURERS AND PLAYERS

9.1 Referees are instructed to insist that games are carried out strictly in accordance with the Laws of the Game.

9.2 No person, other than the players and the Referee, is allowed on the green (except Measurers when their services are required). Nothing in this Law will apply to a severely disabled person who needs assistance on the green.

9.3 If, after commencing a game, any player shall refuse or is unable to continue, the Referee shall decide on the point at issue.

9.4 Should a player further refuse to continue the game, that player shall forfeit the game. The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

9.5 Should a player leave sight of the green without informing the opponent and obtaining the permission of the Referee, that player shall forfeit the game. The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

9.6 If a player has to stop play or leave the green due to any incident, and is unable to resume play before the finish of the match, (or that round in a competition), the opponent(s) shall be awarded the game. The score of the player who left the green to remain as it stood and the opponent(s) to receive the maximum score.

9.7 In the case of any wilful breach of the Laws of the Game or any unfair play or unsporting conduct, the Referee may caution the offending player(s) or spectator(s), or order them to retire from the game or the surrounding area of the green. In the case of players, no substitutes shall be allowed and the game shall be awarded to the opponent(s). The offender(s) to receive the minimum score and the opponents to receive the maximum score.

9.8 A player receiving a second verbal caution shall forfeit the game. The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

9.9 If, during the course of a game, it becomes so dark that the jack cannot be seen distinctly from the footer, the player may request to have a light exhibited at the jack, or may appeal to the Referee, whose decision shall be final, for the game to be suspended.

9.10 In the event of a suspension owing to the above cause or any other unforeseen circumstances, the points scored by each player shall stand and the position of the jack shall be marked. Ends should be completed if possible, games being restarted from an agreed point as near as possible to where the jack lay at the last end played.

10 - 12 MOBILE PHONES AND PAGERS, SMOKING, DISPUTE NOT PROVIDED FOR IN THE LAWS

10 Mobile phones or pagers in active mode are not allowed on the green. Should a player fail to comply, that player shall forfeit the game. The offender(s) to receive no further score and the opponent(s) to receive the maximum score.

11 Smoking and the use of electronic cigarettes is not allowed whilst participating in the game of Crown Green Bowls. The offending player(s) shall receive no further score and the opponent(s) shall receive the maximum score.

12 Any dispute arising which is not provided for in the foregoing Laws shall be decided by the Referee whose decision shall be final.

13 ALTERATION OF LAWS

13.1 The Laws of the Game and interpretation thereof are the copywrite of the British Crown Green Bowling Association, and from its decisions there shall be no appeal either at Law or otherwise.

13.2 None of these Laws shall be altered except as provided by the Association’s Bye-Laws numbered 16 and 17 for the alteration of Rules and Bye-Laws.

13.3 Amendments to the Laws of the Game can only be proposed every third year except at a Special General Meeting.

APPENDIX A – A STANDARD JACK

1 The game shall be played with standard Jacks of 2 full bias as approved by the British Crown Green Bowling Association.

Jacks manufactured after 1st March 2004 shall be black or yellow in colour. They shall weigh 666grams plus or minus 10grams. The width shall be 90.5mm plus or minus 0.5mm. The height shall be 98mm plus or minus 0.5mm.

There shall be on both sides an engraved circle, the outer edge of which shall be 20mm in diameter plus or minus 1mm. There shall be three solid inserted spots on the non-bias side which shall be white in black jacks and black in yellow jacks. These spots shall be 6mm in diameter and shall be spaced equidistant from each other at a radius of 19mm plus or minus 1mm from the centre of the engraved circle to the centre of the inserted spots. The engraved circles shall be coloured in unison with the inserted spots.

All new standard jacks shall bear the manufacturer's name on the bias side. They shall be branded BCGBA and the code letter of the official tester will be inserted within the recognised kidney shaped stamp. Standard jacks shall not be numbered or lettered. Evidence of ownership shall be made on the non-bias side. Manufacturers shall be allowed to use their own distinctive configuration of grip marks, the pattern of which shall be registered with the BCGBA.

2 All jacks submitted for testing must conform to the 1st March 2004 requirements. If black in colour white mounts and spots, if white or Yellow in colour black mounts and spots. In place of mounts, composition jacks may have engraved circles of approximately the diameter of the mounts or spots and filled in the appropriate colour.

3 New and renovated jacks shall be stamped consecutively with the year of expiry and for this purpose the year shall be reckoned from 1st January to 31st December. All jacks shall be re-tested at not more than seven yearly intervals. Jacks manufactured before 2004 must comply with the 2004 requirements.

4 Jacks are not to be stamped on more than four occasions. The first three, in date order, to be made on the bias side with the fourth and final one being made on the non-bias side. The expiry date on that stamp will indicate the year after which the jack is no longer legal.

ADDENDUM - All jacks submitted for renovation must be re-tested and re-stamped at the completion of the work.

The following Companies are the officially appointed and only recognised Standard Jack Makers and Bias Testers to the British Crown Bowling Association.

MANUFACTURERS & TESTERS

Thomas Taylor (Bowls) Ltd., Glasgow - Letter A
E.A.Clare & Son Ltd., Liverpool - Letter X
2 Up Crown Green Bowls - Letter F
Metrolux of Warrington (Bowls) - Letter H
Premier Bowls, Stockport - Letter C

TESTERS ONLY

Pershore Bowls Centre - Letter D
Stevens Bowls, Stafford - Letter S

APPENDIX B – APPROVED MEASURES

The following are approved by the BCGBA as measuring devices to be used in accordance with the Laws of the Game.

1 A tape or other certified metric measure at least 19 metres long
2 Any Crown Green metal measure
3 Any form of string measure.
4 Any telescopic measure
5 Callipers
6 Feeler gauges
7 BOWLSLINE String Measure
8 BOWLSLINE Laser Measure

APPENDIX C – APPROVED MECHANICAL DEVICES

1 696 DHB Hacksaw Bowling Arm
2 The Bowling Arm
3 UBI Bowls Launcher
4 Bradshaw's Bowls Buggy (With the approval of greenkeeper/home official)
5 Ordinary wheelchair (If used on an artificial surface and with the approval of greenkeeper/home official)
6 Bowls Royce Bowls Wheelchair (With the approval of greenkeeper/home official)
7 Para Handy Wheelchair (With the approval of greenkeeper/home official)
8 Chariot Bowls Wheelchair (With the approval of greenkeeper/home official)