



BROMSGROVE & DISTRICT INDOOR BOWLS CLUB



CLUB CHAMPIONSHIP RULES

(Updated September 2025 Version 2025-02)

Unless otherwise stated below the **World Bowls Laws of the game (Crystal Mark edition 4)** will apply. This Green book is available in the office for consultation.

Please note there is a separate set of rules for the new 2 wood singles & 2 Wood Pairs fixed date competition.

1. ELIGIBILITY

- a. All players must be paid-up members of Bromsgrove & District Indoor Bowls Club.
- b. The entrance fee shall be paid at the time of entry and is non-refundable.
- c. It is the responsibility of each player to pay all the fees and complete the necessary entrance form.
- d. Members who have entered National Championships from another club may not enter the Bromsgrove Singles Championship.
- e. The draw will take place at the club on a date and at a time to be determined by the Championship Committee and entrants will be divided into teams.
- f. **Novice Trophy:** Open to any member who has not been bowling indoors or out for more than three years. *Members under 18 years of age (Junior members) are also eligible regardless of number of years bowling.* Previous winners of the novice trophy are ineligible.
- g. **N.B.** Competitors who find they cannot play in finals must withdraw at the earliest opportunity. Please do not enter any competition if you know in advance that you will not be available for the final.

2. DRESS

- a. The dress for all competitions is *black with predominantly white/club shirt and blacks with club shirts for all finals.*

3. CONDITIONS OF PLAY

- a. All matches must be played by the date or on the dates specified for that round and will only be played after that date if alterations are made by the Championship Committee due to unforeseen circumstances eg. power cuts, club closure, rink availability, etc. or, if an extension to a play by date has been approved by the Championship Committee.
- b. All players must take equal responsibility for arranging games with their opponents. The team at the top of the draw may choose which Rink to use subject to the Rink being available.
- c. Failure to play any tie by the date specified may result in the disqualification of one or both sets of players by the Championship Committee and appropriate rink fees will be due in full.
- d. Closing date for entries will be as specified on the club championship entry form.

4. MEN'S SINGLES

- a. All rounds except preliminary rounds will be played on set dates.
- b. Provisional dates are on competition entry forms and championship notice board. If there are more than 32 entries, a preliminary round will be played.
- c. Players drawn to play a preliminary round will arrange to play on a mutually convenient date prior to the first date of the last 31 matches. These games will be 21 up or 2 hours. **A player may visit the head after 3rd bowl.**
- d. The winner shall be the first player to reach 21 shots or have the highest score at 2.5 hours, whichever comes first. Players may have 2 bowl trial ends. The 2.5 hours will start after the trial ends.
- e. Games may be played prior to the set date. If these games are played on weekday daytime sessions then the game will be 21 up or 2 hours.
- f. During a preliminary round, players may only visit the head after delivering their third bowl. During the 2.5 hour games players may visit the head at any time.
- g. The final will be played on finals weekend.

5. NOVICE SINGLES

- a. All matches up to the final will be PLAY BY Dates.
- b. Players drawn to play a preliminary round will arrange to play on a mutually convenient date prior to the closing date.
- c. If these games are played on weekday daytime sessions then the game will be 21 up or 2 hours.
- d. **A player may visit the head after 3rd bowl.**

6. LADIES SINGLES

- a. The ladies Singles will be the same as the men's singles, see above men's singles rules 4 a. to g.
- b. The final will be played on finals weekend.

7. ALL SINGLES MATCHES

- a. **Improper delivery of Jack:** if player "A" delivers the jack into the front ditch or less than 23 metres it shall be returned by the marker and delivered by player "B". If player "B" delivers the jack into the front ditch or less than 23 metres it must be placed by the marker onto the 2 metre 'T'. Player "A" will then place the mat at a legal length of their choosing and then bowl first.
- b. **Jack driven out of rink will be** re-spotted on the nearest re-spot by the marker. *When the respot is occupied, the jack will be repositioned at the nearest available position along the line between the respot and the corresponding point at the opposite end of the rink, but not touching an obstructing bowl.*
- c. A marker must not be a partner or family member of either player, unless otherwise agreed by both players

8. PAIRS, TRIPLES AND RINKS

- a.

Pairs	16 ends or 2 hours	Final 18 ENDS or 3.5 hours
Triples	14 ends or 2 hours	Final 18 ENDS or 3.5 hours
Rinks	16 ends or 2 hours	Final 18 ENDS or 3.5 hours
- b. **Improper delivery of Jack:** The jack will be placed on the centre line by the opposing skip to a length of their choice, **as long as the jack is a minimum of 23 meters from the mat**, up to and including the semi-final
- c. **Jack driven out of rink will be** re-spotted on the nearest re-spot by the marker. *When the respot is occupied, the jack will be repositioned at the nearest available position along the line between the respot and the corresponding point at the opposite end of the rink, but not touching an obstructing bowl.*
- d. There shall be no trial ends in any match up to and including semi-finals.
- e. Skips may not remain at the head and visiting the head shall only be permitted by the skip: -
 - after delivery of the 3rd bowl in pairs
 - after delivery of the 2nd bowl in triples
 - after delivery of the 1st bowl in rinks in any games up to and including the semi-finals.
- f. Matches shall commence after the sounding of the buzzer and shall finish after sounding of the finishing buzzer or the completion of the prescribed number of ends, whichever is the sooner.
- g. On Saturdays or evenings, there may not be a buzzer, therefore the time of starting and finishing the match must be written on the scorecard. The time shall be taken from the clock at the scoreboard end of the rinks or if that is not working the clock in the office.
- h. *Provided the jack has been delivered before the finishing buzzer, the end shall be played to a finish.*
- i. In any game with a 2-hour limit, where the result is a draw at the end of the 2-hour period, the result shall be decided on extra ends until a result is achieved.
- j. In a game with a 2-hour limit, should a skip leave a rink for any reason, their place may only be taken by someone who has already delivered all of their bowls.

9. SUBSTITUTES

Drawn Competitions:

- a. In the event of a substitute being required, the Championship Committee will be responsible for arranging a replacement. Any substitute will be expected to play all following rounds. Substitutes will be drawn from either the reserves listed in the relevant competition or from a losing team in the previous round. In the case of a substitute being required at short notice the championship committee may pick a player ad hoc.

Nominated & Aussie Pairs:

- a. In the event of a substitute being required, the team captain will be responsible for arranging a replacement. A substitute must not have played in a previous round or already be playing in the competition. If a substitute plays twice, they will be expected to play in all following rounds. Only one substitute may be used.
- a. The team captain is the player who entered the team. A substitute is a player who has not been registered on the competition entry form.

10. POSTPONEMENTS

- a. In the event of the Championship Committee having to postpone a match, they will re-arrange the match and notify players accordingly.

11. LATE START

- a. If a player/team is not present on the rink within 10 minutes after the sounding of the starter buzzer or the agreed start time, they shall be deemed in default and the game conceded. (Time to commence from clock at the end of the rinks).
- b. In the event of a player/team arriving late penalties will be forfeited as follows: -

Up to 5 minutes	2 shots	(Game to commence from original
Up to 10 minutes	4 shots	start time unless agreed otherwise)
Over 10 minutes	game conceded	
- c. A fours team may play its match with only three players instead of four so long as the depleted team make up the number of bowls played as follows: - the lead and two will play with three bowls and the skip with two. The rink fees payable shall be the same as if a complete team had played. A penalty of 25% of the shots scored by the depleted team shall be deducted from their final score.

12. DEFAULT

- a. Players arriving late may be disqualified by the Competitions Committee if not notified in advance.
- b. A player/team in default will be required to pay the total rink fee applicable for that game. Default fees must be paid within one month of the default.
- c. If a player fails to turn up, the said player shall only be able to enter the following year's competitions as a reserve in any club competition.

13. LAWS OF THE GAME – DISPUTES

- a. Any objection by participants in the Club Championship must be lodged with a member of the Championship committee within 24 hours of the objection arising. The Management Committee will then adjudicate on the matter, consulting an umpire if necessary, and their decision will be final.

Signed.....

Date.....

Championship Secretary

Revision in italics