
25. *Any player may be used as a substitute provided that he/she is not a member of a team playing in the same division or a higher division of that league. Players can only be substitutes a maximum of 3 times for the same team, they will then return to play for their original team.

***For multi-division leagues a team in a bottom division may borrow a player from that division when circumstances deem it necessary but that team cannot use the same player more than once in a season or as a skip.**

26. ***The re-spot rule will apply in all interior league and knockout matches and when so ruled in County and National Competitions.**

27. ***Firing is a part of the game but before doing so the firing player must clearly warn the players at the head of the intention and they must make sure that players on adjacent rinks are aware and protected from possible injury. This is not an option.**

28. *Internal league matches cannot be postponed in order to play a knockout Competition (Internal or County). National matches may qualify for a postponement of the league programme.

29 EIBA rules will apply in all aspects not covered by Club rules.

30. For any team to retain its status in any division other than the lowest for the following season at least 50% of the team's members must have been members of the team the previous year.

*** denotes recent rules or clarifications**

Part of Knockout Competition Rules –Full rules for each knockout event will be on display on the Competitions boards when entry forms are posted.

1. Only full members may enter competitions.
2. Any team without a full complement of players will be eliminated.
3. Players in single competitions may not visit the head until two woods have been bowled by each player.
4. County and club pairs, trips and fours competitions up to the final stages will be played over 16 ends or until the end of session bell, whichever comes first. Singles matches will be played to 21 up or the end of session bell, whichever comes first. The time limit for finals days will be 2 hours 30 minutes for each match.
5. National competitions will be played to the time allowed even if time after 10.30 is required.

**Revised 16th April 2017
by The Management Committee**

Scunthorpe Indoor Bowls Club Playing Rules Revised April 2017

1. Only full members of the club are eligible to play in league matches.
2. A player may not be a member of more than one team in each league. Rem. a league may consist of several divisions.
3. There is an entry fee for each team as shown on the entry form.
4. Each game will be played to the stated number of ends (as below) for that league or the end of session bell whichever is sooner.
 - a) **Mixed Pairs: 18 ends, 3 woods**
 - b) **Evening/Aust. Pairs: 16 ends, 4 woods**
 - c) **Veteran/Midweek/Friday evening/Ladies Triples: 16 ends 3 woods**
 - d) **Tuesday evening triples: 18 ends, 2 woods**
 - e) **Rinks: 16 ends 2 woods**
5. A bell will signal the end of each session. Providing that the mat has been correctly placed and the jack is cast or miscast then the end will be played.
6. In the event of a game being delayed, due to a knock-out competition over-running the time because of a level score and an extra end having been played, the steward will note the starting and finishing times of the delayed game, allowing 1 hour 55 minutes for its completion. If a session is interrupted no extra time will be allowed, unless there is nothing scheduled for the next session. If the interruption is more than one hour the matches will be replayed from scratch at a later date.

7. No trial ends are allowed.

8. Any team playing an ineligible player could forfeit the match to its opponents by 5 shots.

9. It is not permitted to play threes up in an internal rinks game.

10. Two points will be awarded to the winning team, or one point each in the case of a draw.

11. In the event of two teams being level on points at the end of the season, the final league position will be decided by shot difference. If shot difference is equal, the team with the most shots wins. If still equal, the results of the matches between the team will be taken into consideration.

12. Where the league consists of a number of divisions, the top two teams will be promoted and the bottom two teams relegated unless reorganisation of the divisions is necessary.

New teams will be entered in the lowest division if a league has more than one division.

13. The Organising Secretary may use his discretion to balance the numbers in each division of a league.

14. The losing skip signs the score card, and the winning skip is responsible for seeing that it is placed into the results box at Reception for processing.

15. Any team failing to arrive to play a scheduled match will offer a sum of money to its opponents to cover rink fees and any travelling expenses. This rule also applies to competitions.

16. Any team arriving more than 15 minutes late will be deemed not to have arrived and be subject to rule 15. Extenuating circumstances will be taken into account before this rule is applied.

17. A triples or rinks team with one player missing must start the match at the appointed time, playing without a number two. A player arriving late may join the match providing the ninth end has not started, but MUST play at number two.

18. If the result of a measure cannot be agreed, then an independent person should be asked to measure and his/her decision accepted.

19. The details required on the envelope should be completed by the number two of the home team in rinks and trips, and by the home lead in pairs' matches. The team named first on the envelope is deemed to be the home team.

20. When entering league teams it is advisable that there is a minimum of 6 named players for rinks, 5 for trips and of course 2 for all pairs.

THE MAXIMUM FOR ALL PAIRS LEAGUES IS 4 PLAYERS; 2 players are nominated and at least one of them is expected to play in every match. Pairs in the evening, Mixed Pairs and Australian leagues may use a substitute if needed.

***THE MAXIMUM FOR ALL TRIPLES LEAGUES IS 6 PLAYERS and for RINKS LEAGUES IS 7 PLAYERS. (revised March 2017**

21. Matches may be postponed and rearranged by mutual agreement, but any such postponements and rearranged times must be notified to the office.

22. The Organising Secretary has the authority to cancel matches when necessary, but will always endeavour to inform the teams concerned at least 24 hours in advance.

23. White above the waist and grey below the waist will be worn for all league matches. The steward has the right to waive this rule in demanding circumstances. The steward also has the right to ask a player not dressed in accordance with these rules to leave the playing area.

24. The Organising Secretary may move a scheduled game to a different rink to accommodate members playing national competitions. However, members must not book rinks that interfere with the normal league programme without consulting the Organising Secretary.