



TANNERS

WINE MERCHANTS

SHROPSHIRE BOWLING LEAGUE

LEAGUE AND COMPETITION RULES

1. Name of the League

The name of the League shall be the Shropshire Bowling League, however the Annual General Meeting shall have the power to accept sponsorship in which case the name of the sponsor(s) will be permitted to be included in the name.

2. Annual General Meeting

The Annual General Meeting of the League shall be held before the SCGBA AGM each year, when accounts shall be presented. Officers and Reporting Accountants will be elected and alterations (if any) to rules discussed and the season's programme of events provisionally arranged.

The Annual General Meeting to be held on the last Thursday of January in any year and proposals of new rules or alterations shall be seconded by another club and sent to the League Secretary/ Chairman no later than 31st December.

A quorum for an Annual General Meeting shall be 20 clubs.

3. Officers

The Officers of the League shall consist of President, Chairman, Vice-Chairman, Secretary, Competition Secretary and Welfare Officer who shall be bona fide Members of a League club. They shall form the League Management Committee who may co-opt other members of the Executive Committee as they see fit. The League Management Committee may delegate any of its functions to a Sub Committee set up for a specific purpose.

4. Voting

Each club shall be entitled to send a representative and delegate to the AGM. Voting however will be restricted to one vote per club. The Officers listed in Rule 3 shall also be entitled to vote. To change the Rules the number of votes in favour must be at least double the number of votes against. Where votes for and against are tied (other than voting for alterations to the Rules), the President shall have the casting vote.

5. Executive Committee

The affairs of the League shall be managed by an Executive Committee consisting of one nominated representative from each club (in addition to the Officers). Any club shall be entitled to send a deputy to Executive Committee meetings should the delegated member be unable to attend. The Executive Committee shall meet as required. The number of teams that play in each division of the league shall be decided at the Annual General Meeting, but the Executive Committee shall have powers to deal with any unforeseen circumstances. The quorum for a full Executive meeting shall be ten clubs. The Executive Committee shall appoint the League's bankers and signatories for making cheque payments.

Any Club failing to be represented at the Annual General Meeting or a League Executive Meeting shall be fined £10. Such fines to be paid to the Treasurer with the Match Levies by 30th November each year.

6. Shropshire Crown Green Bowling Association

All clubs competing in the league shall be governed by the rules of the British Crown Green Bowling Association. The Executive Committee shall elect **one** delegate to serve on the Shropshire Crown Green Bowling Association Committee who shall be an officer of the League or a nominated club representative.

7. Membership

- a. Each club on making application for league membership shall pay an entrance fee for each team entered and an annual subscription at a rate as determined at the AGM. Should the application prove unsuccessful, then the fee is to be returned. The fee will be repaid at the end of the season provided the club's teams fulfill the season's fixtures.

Failure to do so will result in the entrance fees being forfeited.

- b. Clubs or teams wishing to withdraw from the League must do so before the 1st March.

Failure to do will result in a £50 fine per team.

- c. When applying for a place in the Shrewsbury League, applicant's greens must be within a 10 mile radius of Shrewsbury.
- d. Before the 1st April, the league secretary should have received complete and up to date club information for the forthcoming season.
Failure to do so will result in a £25 fine.

8. League/Cup Match Rules

- a. Each team will play home and away matches with all other teams in the same division. Shropshire League Division One to consist of **12 players.** Shropshire Division
Two and Three teams to consist **10 players.** All 4
Shrewsbury League Division teams to consist of **8 players.**
Games to be 21 up. In the event of a team failing to field a full team, the score shall stand 21-0 in favour of the opposing team for each player absent. The team making the higher score to be the winner of the two match points; in the event of a drawn match each team shall be awarded 1 point. One point will be awarded to the winner of each game in the match. The team gaining the most points in each division shall be declared champions. Should two or more teams gain the same number of points the count back will be in the following order, aggregate then matches won to decide the placing. In the event of there still being a tie, the team with the better aggregate, in matches played between the two tied teams during the season, shall prevail.
- b. In the event of a team or club failing to fulfill a match on the original fixture night, the offending team will be fined £50.
- c. Except as provided for in rule 5, there shall be promotion of two top teams and relegation of two bottom teams where applicable.
- d. Matches to be completed in one evening (weather permitting), not less than 4 ends on at a time. A team with sufficient players and prepared to start at the scheduled time shall be at liberty to claim 21 points for each game not commenced within 15 minutes of the official start time. Should fifteen minutes have elapsed between the ending of one game and the beginning of another, 21 points shall be forfeited by the defaulting team.
- e. No player shall be eligible to play until he/she is a registered member of the league. If any team fields an ineligible player or players in a match the ineligible player or players score shall be deemed to be 21-0 to the opposition in determining the match result.
For player aggregate purposes the result will show as a 21 – 10 win.
- f. Where approved floodlights are in operation, all matches must commence no later than 7.00 p.m. Where there are no floodlights, matches up to and including 14th May and all matches after 31st July must commence no later than 6.30pm.
- g. Captains to act as referees or any other person nominated by the captains whilst the captains are otherwise engaged.
- h. No practice before a match by the visiting team.
- i. Visiting players to have first cast of the jack.
- j. As per British Crown Green rules, each game shall be marked by a representative of each club. Markers 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.
- k. Result sheets must be signed by both captains or representatives of each team and uploaded in playing order with BCGBA registration numbers to www.bowlingresults.co.uk.
Failure to upload in playing order will result in a £25 fine.
If a result is not entered onto www.bowlingresults.co.uk within 24 hours of a match being played, the home team shall pay a fine (currently £10).
- l. All matches must be played on the scheduled fixture night. If both teams are in agreement, a fixture must be re-arranged before the scheduled date published in the fixture list and the league secretary informed. Failure to do so will incur a £25 fine for both clubs. Otherwise, the fixture must be played on the scheduled fixture date except for:
-Where it is not possible due to exceptionally inclement weather to commence or

continue the match

-A bereavement within the club.

Any matches not played by the final divisional fixture date may be deemed null and void if not pre-authorised by the League Management Committee.

- m. In the event of adverse weather conditions the decision to postpone or abandon a match shall be made by the home Groundsman or the home team captain alone.
- n. Where a fixture needs to be postponed for the reason (**bereavement**) set out in rule L, clubs must inform the secretary prior to the scheduled fixture date, either by email or telephone, with a re-arranged date. This date must be within 28 days of the cancelled fixture. Where a game is not played within 28 days of the scheduled fixture, both teams will be fined £25.
The game shall be played at a date and venue agreed by the League Management Committee.
- o. No player may play on an opponent's green within 7 days before any league fixture (County and League competitions excluded).
- p. Any player registered for a club with a Shrewsbury League team only is able to register for a different club in the Shropshire League Club and **vice versa**.
- q. A player who has played less than five competitive games for a particular club in any one season, may apply to transfer to another club, by making a written request to the League Secretary whose decision will be final.
- r. A club may enter more than one team in the Shropshire & Shrewsbury League. Any club doing so must register six players for all teams with the exception of their lowest placed team. Registered sixes must be with the league secretary by the first match of the season. Failure to do so will result in a fine of £25. All registered sixes will be reviewed by the League Management Committee after the 6th, 12th and 18th matches. All registered six players must have played at least 50% of their teams matches at each review.
- s. Clubs with a team in the Shropshire League and a team in the Premier League must register 12 players who play solely in the Premier League. These must be with the league secretary by the opening fixture night and failure to do so will result in a £25 fine. The secretary must be notified of any changes to this registered 12 at least 24 hours prior to a Shropshire League game. Any player who has played 10 games in the Shropshire Premier League by August 1st, will be ineligible to play in the Tanners League for the remainder of the season.
- t. No club shall compete in the Shrewsbury League Divisions unless they have at least 12 players registered for each team.
- u. A member of a League club not paying his just liabilities to his club shall not be allowed to become a registered player of the League until such liabilities have been discharged.
- v. Within fourteen days of the AGM, each team shall nominate the green that they intend to play on in their League and Cup matches and that green shall be binding for the season. The League Management Committee shall have the power to change such venue should circumstances make it necessary.
- w. Once a player has played in the Premier League on three occasions in any one season, they will not be eligible to play in the Shrewsbury League and Fullwood/Scadding Cup competitions for the remainder of the season.
- x. No player may play in the Premier League and Shropshire League or Shrewsbury League on the same fixture night.
- y. Any player registered for a non Shropshire League team in the Premier League and having played in the Premier League in the current season will not be eligible to play in the Shropshire/ Shrewsbury League, or League Competitions for the remainder of the season.
- z. Clubs with more than one team in any one division shall register a set number of players (10 in a 12 a-side team and 8 in a 10 a-side team) for all teams who must play for one team only in that division.

9. Match Levies

Clubs shall pay a fixed levy per match per player for all League and cup matches. The levy to be determined at the first Executive Committee meeting following the AGM.

The League levies to be paid to the Treasurer no later than the 30th November each year.
Any Club failing to pay by this date will be subject to a fixed penalty of £5 per week or part week.

10. Breach of Rules/Code of Conduct

Any protests about incidents which contravene our league rules/code of conduct must be in the hands of the Secretary/Chairman in writing within 7 days and must be accompanied by a protest fee of £5 which will be returned if the protest is upheld. Protests will be heard in front of a disciplinary committee, who will be appointed by the League Management Committee, with a quorum of at least three.

The disciplinary committee will hear all evidence and, if the complaint is upheld, shall impose such warnings, suspensions or any other punishment that they deem appropriate. The player, official, or spectator shall be entitled to be represented at such hearing, and call witnesses in their own defence as they may deem necessary. The result of such hearings shall be immediately communicated to the Shropshire Crown Green Bowling Association. Clubs have the right to appeal to the County Association on payment of a deposit of £5.

12. Matters not Covered by these Rules

Such matters not covered by these rules shall be dealt with by the League Management Committee whose decision will be final.

Rules of the Tanner / Champagne Cup Competition

The Tanner Cup shall be open to all teams within the Shropshire League. The Champagne Cup shall be open to all teams except those in Shropshire Division One.

Normal League levies will apply for each round that each club plays in.

In the Tanner Cup, teams shall consist of twelve players. Fixtures will be arranged on Neutral Greens. In the Champagne Cup, teams shall consist of 10 players. Fixtures will be arranged on Neutral Greens. Greenage fees of £1.00 per player will apply and handed to the venue club.

The result of each match shall be decided on total aggregate. In the event of a tie the match will go in favour of the team with the most individual winners. If the match is still level, a system of count-back will be used with the team having the highest individual winner to be deemed the winners.

The winning team shall enter the match result on the MB Results system within 24 hours.

Result cards should be retained by each captains in the event of any query.

Semi Finals and Finals will be played on neutral greens. In the event of a 'Home' club member playing in

either the semi or the final on their green they will be subject to a handicap of -2

In order for any player to play in the Quarter, Semi or Final of either competition, they must already at that time have played six League games for that team during that season. A player can only play for one team in any season in these competitions.

The finalists must notify the Competition Secretary or other nominated official of the League at least seven days before the Finals date the names in playing order of their teams and reserves.

All players in the Semi Finals and Finals of these competitions shall comply with the BCGBA dress code.

Rules of the Fullwood/Scadding Cup Competition

The competition will be open to all Shrewsbury League teams within the Tanners Claret Shrewsbury Bowling League.

The winners of the main competition will hold the Fullwood Cup and the runners-up, the Eddy Owen Cup for a period of twelve months. The winners of the subsidiary competition will hold the Scadding Cup for the same period and the All trophies must be returned to the League when asked to do so.

Normal League levies will apply for each round that each club plays in.

Teams shall consist of eight players, fixtures will be played on Neutral Greens.

The result of each match shall be decided on games won. In the event of a tie the match will be decided by overall aggregate. If the match is still level, a system of count-back will be used with the team having the highest individual winner to be deemed the winners.

The winning team shall enter the match result on the MB Results system within 24 hours.

Result cards should be retained by each captains in the event of any query.

Semi Finals and Finals will be played on neutral greens. In the event of a 'Home' club member playing in either the semi or the final on their green they will be subject to a handicap of -2

In order for any player to play in the Quarter, Semi or Final of either competition, they must already at that time have played six League games for that team during that season. A player can only play for one team in any season in these competitions and for this purpose, the Fullwood/Scadding shall count as one competition.

The finalists must notify the Competition Secretary or other nominated official of the League at least seven days before the Finals date the names in playing order of their teams and reserves.

All players in the Semi Finals and Finals of these competitions shall comply with the BCGBA dress code

For all competitions, all match results should be signed by each captain and kept in case of disputes. The result should be entered onto the MB system within 24 hours of the match.

Any questions arising shall be dealt with by the League Management Committee whose decision will be final.