

Kyle Valley Short Mat Bowling League

KNOCKOUT COMPETITION RULES

(Version 7 - last revised September 2012)

1. All Competition matches will be played according to the Laws, Rules and Regulations as defined in the E.S.M.B.A. booklet "LAWS OF THE GAME" unless they are modified or superseded by any other Rule below. Any matter not covered by either the booklet or the Rules below should be referred to the Secretary for resolution by the League Committee.
2. Participation in the Competition will be voluntary. Member clubs are entitled to enter the same number of teams as they enter in the League competition.
3. The Competition will be organised on a simple knockout basis to a format agreed by the League Committee. The number of rounds will be determined by the total number of entrants. The dates by which matches in each round must be completed will be determined by the League Committee.
4. All participating teams will be entered into a first round draw without reference to the Leagues normal divisional boundaries. A draw will take place at the AGM to determine the opponents and location for each first round match. Teams may be drawn a "bye" in round one. Subsequent rounds will be drawn once all the results from the previous round have been reported to the Competition Co-ordinator.
5. Dress shall be grey below the waist with either white or club colours worn above the waist. Regulation smooth soled shoes **must always be worn**.
6. Each team will comprise two sets of triples from a single member club. A triple is normally defined as three players but it is possible for a triple to only consist of two players in which case the order of play will be as defined in the ESMBA rule book.
7. A player may not play for more than one club or team within any one season. Should any player contravene this rule, the Secretary will convene a Committee meeting at which an appropriate penalty will be determined. (Changed Sept 05)
8. Each team will play a single match in each round both at home or away as determined at the annual draw (see 4 above). The matches in each round must be completed by the dates determined by the League Committee (see 3 above). The dates and times of round one matches are to be arranged and agreed between clubs prior to the commencement of each season. Dates and times for matches in subsequent rounds are to be arranged and agreed between clubs as soon as the results of the previous round is known. These agreed dates and times must then be **confirmed by the home team captain** with the away team captain sometime during the week prior to the match being played. In the event of a tied score at the completion of the match additional ends will be played on a "sudden death" basis by both triples to decide the winner.

9. The only acceptable reason for the postponement of any Competition match is on the grounds of **INCLEMENT WEATHER**. This is defined as **any weather condition** that is deemed by **either of the captains** of the two teams to make **travel conditions unsafe**. Other grounds for the postponement of fixtures are only possible **if both captains agree**. In the event of any postponement, both captains must, within seven days of the original Competition match date, agree a new date and time for the match. The rearranged date must not be later than the final date agreed for each round in the Competition (see Rule 3).
10. Each Competition match will comprise two games only. The two triples in one team will each play against one of the triples in the opposing team with each game lasting sixteen ends and each player bowling two woods. In the event of a tie both teams will play as many extra ends as are required to determine a result.
11. Prior to the commencement of each Competition match, the captains of both teams should match their triples against their opponents triples on a purely random basis without any foreknowledge of their opponents triple composition. Home teams need only provide a single mat on which to play K O Cup matches although optionally they may chose to provide two mats. The positioning of the mats rests entirely with the home team. Should two mats be used, the matching of teams with mats must likewise be decided on a purely random basis.
12. Two trial ends will be allowed, using 2 woods only, should either captain request it, and the away team team will have possession of the jack at the start of each game.
13. Skips will only be allowed to visit the head **once during each end**. **If the second skip to bowl elects to remain at the head while the opposing skip bowls his first wood, this will be regarded as his visit to the head for that end.**
14. In every Competition match the winning team will be the one with the highest aggregate number of shots.
15. If either team is unable to field two full triples for any fixture, then it should be completed by fielding two triples of reduced numbers (as allowed under ESMBA Rules). If this is not possible, the team that is able to field the full side will automatically be awarded the match.
16. After each Competition match the captain of the winning team must inform the Competition Co-ordinator of the result without delay.
17. Once all results have been reported for each round, the Competition Co-ordinator will organise a draw to determine the matches in the next round and then inform the home captains of their opponents. The home captains must then agree a date/time with their opposing captain.
18. Once all Competition matches have been completed up to and including the semi-final round, the League Secretary must arrange a neutral date/venue at which to play the final deciding match.