

## KYLE VALLEY SHORT MAT BOWLING LEAGUE

### LEAGUE FIXTURE RULES

(Version 13 – last revised April 2012)

1. All League Matches will be played according to the Laws, Rules and Regulations as defined in the ESMBA booklet “LAWS OF THE GAME” unless they are modified or superseded by any other Rule below.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. Member Clubs are entitled to enter a single team into the League competitions. Any member club wanting to enter more than a single team should apply in writing to the Secretary for subsequent consideration by the League Committee.
3. The League competition will be organised in one or more divisions as agreed by the League Committee. Where such divisions are based on a geographical split, any club may be asked by the League Committee to field their team(s) in any division.
4. Where the League is organised in two or more divisions based on merit these will be known as First, Second, Third etc. At the end of each season the top two teams from the Second Division will be promoted to the First Division whilst the bottom two teams in the First Division will be relegated to the Second Division and similarly for all other divisions.
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 Kyle Valley League team within any one season, except where he/she changes membership of his/her club. In this case he/she will be allowed to represent his/her new club in the League, but only once he/she has ceased to represent his/her old club in the League. Should any player contravene this rule, the Secretary will convene a Committee meeting at which an appropriate penalty will be determined.
8. Each team will play two League fixture matches against each of the other teams in their division – one at home and one away. The dates and times of these fixtures are to be arranged and agreed between clubs prior to the commencement of each season in accordance with a fixture schedule published by the Secretary. These agreed dates and times must then be **confirmed by the away team captain** with the home team captain sometime in the week prior to the match being played.
9. The only permitted reason for the cancellation of a game shall be severely inclement weather making travelling conditions unsafe. This must be agreed by both captains. As long as there is one mat available and both teams have between 4 and 6 players the match must be played. In the event of an unavoidable postponement, 2 weeks shall be allowed for the match to be re-arranged (this would allow time to arrange a neutral venue should that be necessary due to mat availability at the home club). If either team should default on

completing the fixture for any reason they should forfeit the points. The **League Table Compiler should be informed of any change or failure to complete the fixture.** The rearranged date must not be later than the final scheduled fixture date in season.

10. Each League fixture match will comprise two games only. The two triples in one team will each play 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 extra ends will not be played.
11. Prior to the commencement of each fixture, the captains of both teams should match their triples against their opponent's triples on a purely random basis without any foreknowledge of their opponent's triple composition. Home teams need only provide a single mat to play League fixture matches although optionally they may choose to provide two mats. The positioning of the mats rests entirely with the home team. Should two mats be used, the matching teams with mats must likewise be decided on a purely random basis. In order that this random allocation can be achieved, where more than one mat is to be laid the home captain must ensure that mats are numbered and laid before the rink allocations are made.
12. Two trial ends will be allowed, using two woods only, should either captain request it and the away 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 League fixture match each winning triple will be awarded two points. If a game is tied each triple will then be awarded one point. The team with the highest aggregate shots will be awarded two additional points. Where the aggregate shots are equal each team will be awarded one point each. The maximum points awarded per match will thus be six.
15. If either team is unable to field two full triples for any fixture, then it should be completed by fielding either one or two triples of reduced numbers (as allowed under ESMBA Rules). If this is not possible, the opposing captain can claim the full six points by default. In the event that a team is only able to field **one** triple then the match shall consist of a **single game** only. The team that is able to field the full side will automatically be awarded two points for a walkover and two points for the aggregate regardless of the result of this single game.
16. After each League fixture the home team captain must ensure that a League results card is completed **in full** and sent to the League Table Compiler without delay.
17. If by the end of the season, once all matches have been completed it has proved impossible to re-arrange a match the League Results Compiler after consultation with the Secretary will award points as follows:  
The home team will be awarded the average number of points and shots gained in their completed home games. The away team will be awarded the average number of points and shots gained in their completed away games. If the average number of points awarded to each team exceeds six points in total then each side will be awarded a number of points in proportion to the average number of points accrued to ensure the number of points for the match does not exceed six.
18. Once all League fixture matches have been completed the team in each division with the highest total of points will be the Divisional winner. In the event of a tie on points, shots

difference will be used to determine the winner. The team winning Division 1 will be the League Champions except where divisions are based on a geographical split. In this case the League Champions will be determined by applying Rules 18-20.

**NB: Rules 19, 20, 21 only apply where divisions are based on a geographical split.**

19. Where there are two divisions based on location rather than merit, the two divisional winners will play one additional match against each other to determine the League Champion and second position. The two teams who are Divisional runners up will also play an additional match against each other to determine the third and fourth positions in the League.
20. Where there are more than two divisions, the Divisional winners will play one additional match against each other to determine the League Champions and minor places.
21. The additional matches necessary under Rules 18 and 19 will be played at a neutral venue to a format agreed by the League Committee. If any of these additional matches should be tied after the stipulated number of ends have been played then both triples will play as many additional ends as are required to determine a result.