

# VALE OF YORK PAIRS LEAGUE

## LEAGUE AND MATCH RULES

1. Clubs may enter any number of teams into the League as may be decided upon from time to time by the Committee.
2. The League will be played in one or more divisions as may be decided from time to time by the League Committee. With effect from season 2001/2002 the number of divisions will be two.
3. Where the League is played in more than one division they shall be numbered, Division I, Division II etc. At the end of each season the overall league champions will be the winners of Division I. In other divisions the winner will be regarded as the divisional winner. Between any division and the division immediately below a system of promotion and relegation will operate. The number of teams involved in promotion from any division and the number of teams involved in relegation from any division will be such as may be decided by the League Committee from time to time. With effect from the season 2001/2002 the number will be one.
4. A team shall consist of four pairs.
5. A match shall consist of four games in each of which one pair from one club shall play one pair from another club. Two matches will be played between clubs on a home and away basis. Each match should be played on at least two mats.
6. A game shall be played over 15 ends, with each player having two woods
7. Points will be awarded in each match on the following basis:

Two points in each game for a win; one point per pair in each game in the event of a draw; two points to the team with the aggregate score in all four games
8. All games will be played under E.S.M.B.A. rules unless otherwise stated in these rules.
9. All players must be registered with the E.S.M.B.A.
10. Players should not play for more than one Vale of York team at any one time. Should any player or club contravene this rule the Secretary will call a League Committee meeting at which appropriate action will be decided.
11. Dress will be grey below the waist and either white or club colours above, with smooth flat-soled bowling shoes. Where club colours are worn dress must be uniform throughout the team.

12. The placing of pairs in each match will be decided by the team captains, without either captain having knowledge of the other captain's dispositions.

13. Mats must be in position and their numbers known to the visiting captain before cards are presented to the opposition for numbering.

14. Player's names must be on the scorecards before they are presented to the opposing captain for numbering and may not be changed for any reason after the presentation.

15. Captains may nominate two cards for the first set of games and then two for the second set of games.

16. Two trial ends shall be played at the beginning of each game and the away team shall have possession of the jack at the beginning of the game.

17. Should any fixture be postponed for reasons allowable under RULE 20, and re-arrangement subsequently proves impossible, the League Compiler, once all other games have been completed, will award points as follows:

a) The Home Team will be awarded the average number of points and shots scored in all its other Home games.

b) The Away Team will be awarded the average number of points and shots scored in all its other Away games.

c) If the total of the points awarded in a) and b) are more or less than 10, then they will be adjusted proportionately so that the total equals 10.

Should any fixture be cancelled for reasons not allowable under RULE 20, the offending team will receive zero points and zero shots. The other team will be awarded points and shots as calculated in a) or b) above.

18. A team may play a match with only three pairs. In this case the club with four pairs will be awarded the extra two points for the game not played. Their total shots will be divided by three and the result added to give them their overall shots. No match shall be played with less than three pairs.

19. Should any team play with three pairs, then the opposing captain may select any two of his/her players to stand down. In this case, all three cards shall be presented at the same time, the captains shall agree which session of play will be played with only one game and each captain will nominate one of his cards for that session before the names are made known. The mat for the single session will be chosen on the toss of a coin.

20. Postponement of an agreed fixture is only permissible on the grounds of inclement weather that in the opinion of either Captain makes travel difficult or dangerous.

Other grounds for postponement of fixtures are only possible if both Captains agree. Should either Captain disagree, the fixture must go ahead unless the League Secretary rules that a postponement is justified.

21. The home captain is responsible for notification of the result of a match to the League Table Compiler.

22. Disputes should be settled initially by team captains. Failure to do so will mean a dispute being referred to the League Committee. Should the committee be unable to resolve a dispute then the N.Y.S.M.B.A. will be the final arbiter.

Revised April 2014.