

## East Preston & Kingston Bowls Club

### Short Mat Section

#### Rules For competitions

**Challenger** The first named player/pair is the challenger who MUST by the end of the first half of the round, offer their opponent TWO dates, these dates being at any time during the round. Failure to do this will mean the opponent becomes the challenger and MUST then offer TWO dates within the remaining time allotted for the round. The original challenger is still responsible for providing a suitable marker if required. It is hoped players will be considerate when arranging to play members who are working.

**Pairs** All pairs competitions except nominated pairs, partners will be drawn. Mixed Drawn partners will be drawn from separate hats, if there is any imbalance, efforts will be made to find additional players. Should this not be possible a reserve list will be kept for any replacements should the need arise.

**Substitutes** In accordance with County Rules if one of a pair is unable to play they may be replaced with a substitute drawn from players not entered in the pairs competition this must be approved by the Competition Secretary or Short Mat Captain. The substitute will continue in the competition, the original player will not be reinstated to the competition.

**Choice of Rink Mat** Must be decided by a toss of a coin the Winner to choose the rink mat

**Start of play** Will be decided by

a toss of a coin the Winner decides who starts first. In all subsequent ends the winner of the previous end will play first.

**Time Limit Play** Will be for a **maximum of 2 hours**. The last end must be started within the 2-hour period i.e., at least one wood must have been bowled before the 2-hour period is completed, the end may then be completed. Games should start at the beginning of the booked period and any delay time will be forfeited unless the previous game has over run should this happen the time lost may be added to complete the 2-hour period. Players should arrive and be ready to play at least 10 minutes before the start time to avoid any delay which would incur a forfeit. In the event that a match is not played, or scorecard not submitted by the due date both players/pairs will be disqualified.

**No extensions will be granted. The time limit rule will not apply to the finals matches.**

**Singles Matches** To be played to 21 shots or 2-hours maximum, to include trial ends if required. If the scores are level after 2-hours an additional end to be played, a toss of a coin to determine control of the mat. Visits to the head will not normally be permitted unless agreed by the opposing player. The Challenger to appoint a marker (see approved marker list) and notify the opposing player prior to the match date. The marker's name must be recorded on the score card.

**Pairs Matches** To be played to 18 ends or 2-hours maximum, to include trial ends if required. If scores are level, then one more end to be played. Visits to the head are limited to the last wood to be played on the last end for each skip.

**Penalties: -**

- a) Jack off the mat for first & second time - end to be replayed no penalty.
- b) Jack off the mat for third time – 3 shots to the opponents, end to be counted and not replayed.
- c) Bowl or Jack driven over the fender - 3 shots to the opponents, end to be counted and not replayed.

**Tied Ends** No score both bowls touching the jack or deemed to be equal distance from the jack.

The end counts as being played.

**Competitors** May not practice on the day of a competition before the match is played and only one competition to be played in a day.