

VILLAGE GREEN BOWLS CLUB HOT SPRINGS VILLAGE, AR

2008 LEAGUE AND TOURNAMENT RULES

General: All Leagues and Tournaments of the Club will be conducted under the Laws of the Game defined by the United States Lawn Bowls Association, as modified by local Rules.

I. LEAGUES

There will be two kinds of Leagues:

- 1 – Standard longer Leagues (7 or 9 weeks) – Spring and Fall
- 2 – Short Leagues (3 weeks plus play-offs) – June, July, and August

A. Sign-up/Registration

1. Only members of the Club may participate in the Leagues.
2. Sign-up may be done:
 - a. Via Sign-Up Sheet at the Green
 - b. Via e-mail to Connie Weidert at hsvboo@suddenlink.net or Earl Mulley at mulley@suddenlink.net.
 - c. Via phone to Connie at 915-0719 or Earl at 922-6079.
3. Deadline for sign-up will be the Friday prior to the start of the Tuesday League. If the League is not fully subscribed by Friday, openings will be assigned on a first-come first-serve basis. After full subscription, bowlers may register as Subs.
4. If a bowler knows he/she will be absent three or more weeks of the League, he/she should sign up to be a Sub. Emergencies will be excepted. Bowlers are expected to be present for all sessions of the short Leagues.
5. Cost - \$5.00 per player for long Leagues and \$3.00 for short Leagues.

B. Teams

1. Each team will have two or three bowlers. Each team will be determined by a random drawing on the first day of the League.
2. Each team will have the opportunity to bowl against every other team in the League. Thus, the length of the League is a function of the number of

teams. Short leagues, composed of divisions of four teams, will last 3 weeks, with a playoff between division leaders on the fourth week.

3. Teams are permitted to change member positions for the second game of a match.

C. Subs

1. Subs will be assigned to teams by the League Director by random drawing on the day of play.

2. Subs will be assigned first to teams with only one member present, then to two person teams in matches with three person teams.

3. Team Captains should contact a League Director if in need of a Sub. The Director will contact Subs to fill these requests.

4. A team member arriving after play has begun may not replace the Sub who has taken his/her place for the Match. That member may bowl the second game of the Match if he/she is the third member of the team that day.

5. Subs may not play the position of Skip on a team (USLBA rule).

D. Play

1. For Matches of 2 three member teams, each bowler will have 3 bowls per end.

2. For uneven Matches (three members vs. two), each member of the three member team will have 2 bowls per end, and each member of the two member team will have 3 bowls per end (6 per team). The match will be comprised of two 12-end games to compensate for less bowls per end.

3. Teams will be awarded one Match Point for each game won and one Match Point for winning total Game Points. Tied games, ½ Match Point each. Tied total Game Points, ½ Match Point each.

4. Each week of play will be two 8-end games for even Matches, two 12-end games for uneven Matches.

5. If a Jack is hit out of bounds (sidelines), the end is declared dead, and replayed.

E. Cancellation of Play

1. Prior to Play. If the League Directors determine that inclement weather makes scheduled play inadvisable, they will contact the team Captains to advise their teams that play has been cancelled. Unless called beforehand, bowlers should assume that play will take place.
2. In the case of cancellation, teams will make up matches on Thursday at regular League time or another time agreed to by the teams, prior to the next week's scheduled play. Teams not making up matches will forfeit, and receive no Match or Game Points for that week of League play.
3. After a 20 minute weather delay during matches, if play is cancelled all scores will stand as they are when the Match is stopped. Matches will be resumed and completed as above. If a Match is not completed, Match Points will be awarded to the team winning the first game (at least 6 ends played) and the second game (at least 6 ends played). No total Match Point awarded unless two complete games are played.

F. Forfeits

1. A team must have two or three players present to compete (one of these may be a Sub). If only one member is present, and a Sub is not available, the team will forfeit three Match Points to the opposing team.
2. If there is a forfeit, three Match Points will be awarded to the team present. In a double forfeit, no Match Points will be awarded.
3. The team receiving the forfeit will be recorded as having won two games by the score of 5 Game Points to 0 Game Points, or 10 Game Points for the Match.

G. Determination of the Winning Team

1. The winning team of the League will be the team with the highest number of Match Points scored during League play.
2. In case of a tie between teams in total Match Points, the team with the higher or highest number of Game Points scored during League play shall be declared the winner.
3. If the two teams tied at the end of League play have, for some reason, not played each other during regular League play, there will be a 12-end playoff game to determine the winning team.

II. TOURNAMENTS

A. General

1. Tournaments will take place on Saturday mornings, and will be single elimination events.
2. Sign-up for Tournaments should be done by the prior Thursday to guarantee play. If openings are available after that time, they will be filled on a first come/first serve basis. The entry fee is \$3.00.
3. Tournaments will have a first round of 10 ends, with succeeding rounds of 8 ends each until the winner is decided.

B. Singles Tournaments

1. There will be three singles Tournaments during the year, the Spring Bowl, the Liberty Bowl, and the Arkansas Open. The Club Champion will be determined on the basis of his/her best two of these three Tournaments.

2. For each Tournament:

First Place – 10 Championship Points
Second Place – 7 Championship Points
Third Place – 5 Championship Points
Fourth Place – 3 Championship Points
All Others – 1 Championship Point

3. The bowler with the most Championship Points for the year will be declared the Club Champion. In case of a tie in Championship Points, the bowler having the most Game Points will be the winner.

B. Team Tournaments

1. Teams will consist of three bowlers and will be selected on a random basis the morning of the Tournament.
2. If registration for the Tournament requires teams of uneven numbers of bowlers (3 vs. 2), games will be played as described in (D. Play) above. The first round match will be 15 ends.
3. There will be two Team Tournaments during the year, the Chili Bowl and the Halloween Bowl.