

#	Rule	Triples	Aussie Pairs	Q-F Singles
1	Size of Teams (All drawn with independent seeding if necessary)	5-6 members. 3 members to play at any one time.	2 members. Same members to play each time.	1 Member to play each time
2	Team Structure	A Coordinator will be appointed for each team in the draw (Part of the seeding process). By mutual consent the Coordinator may delegate organisation to another team member. If that happens then you must inform the Competition organiser who the nominated Coordinator is.	The First-named is deemed to be the Coordinator, responsible for informing the Competition Organiser of results.	You are responsible.
2.1	Reporting	The Team Coordinator of the first-named team in a fixture is responsible for reporting results.	The Coordinator of the first-named Pair is responsible for informing the Competition Organiser of results.	The first named player in a match is responsible for informing the Competition Organiser of results. Since 2 games are scheduled for each day you may be responsible for one, none or both on any given day.
3	Composition of Teams	By mutual agreement within each team of 5 (or 6).The competition is set up to allow each member to play 9 games (less if 6 in a team)	As drawn, unless there are long-term injuries or absence. (3.2 below)	The buck stops here.
3.1	Ethos	The essence of Internal Competitions is participation, learning and mixing with other members. Rotation of players within teams should reflect this.	Plus enjoyment	← What they said.

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3.2	Illness or Absence substitutions	Should a team be continuously struggling to put out a full team, through long-term illness for example, the Competition organiser may find a further member for that team. That further member will play for that team only during the season. That further member may be removed from another team.	As Triples, except any substitute will be taken from reserves in the first instance or the goodwill of another club member if no reserves.	You need a note from your Mum. If no substitute can be found your place will be marked as a BYE for future rounds and any previous results cancelled.
4	Format of play	15 ends or 2h 30m(2h 15m during Covid restrictions)	15 ends or 2 hours	2 games of 10 ends played one after the other. 2 hours to complete BOTH games NO Marker Jack set by hand rather than 'Delivered'. Joker – for double points – to be played on the end of your choice. If you lose that end you DON'T get double negative points.
5	Starting play	Teams will toss for the choice of mat at the start of the game and the mat may be passed to the opponent if desired. There will be no trial ends.	Pairs will toss for the choice of mat at the start of the game and the mat may be passed to the opponent if desired. There will be no trial ends.	Players will toss for the choice of mat at the start of the game and the mat may be passed to the opponent if desired. There will be no trial ends.
6	During play	If the jack goes dead (law 19), the end is dead (law 20) and is replayed before the end of the match.	If the jack goes dead (law 19), the end is dead (law 20) and is replayed before the end of the match. Subject to 4 above.	If the jack goes dead (law 19), the end is dead (law 20) and is replayed before the end of the match. Subject to 4 above.

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6.1	During Play: Skips	Skips may visit the head at any time during play. This is to be encouraged as it is part of the game not practised enough during league matches.	Because this is Aussie Pairs, no visits will be allowed for the final 2 woods to be bowled.	Players may visit the head at any time. But be aware of the Time factor (4 above). For incomplete games 12.3 below would apply.
7	Scoring	Three points will be awarded for a win and 1 for a draw. This will normally be after 15 ends or 9 ends under 12.3 below.	← Same	Three points will be awarded for a win and 1 for a draw. This will normally be after 10 ends or 6 ends under 12.3 below.
7.1	League/Pool position	Ranked, in descending order of importance by :- League points then Points Difference then Points For then Head to head results	← Same	← Same
8	Inability to play a singles match or field a team on the day scheduled	The team in default will concede the match, receiving no points and be deducted 10 shots against, whilst the opposing team will receive the normal 3 points for a win, plus 10 shots for and nil against..	If a match cannot be played on the original Scheduled date. It may, with the agreement of BOTH teams be rescheduled to a different date. The pair in default is responsible for rebooking and also for notifying the Competition Secretary of the booking that is no longer required. Should it not be possible to rearrange the match the team in default will concede the match and be deducted 10 points against whilst the opposing team will receive the normal 3 points for a win, plus 10 shots for and nil against..	← Same but per player Should it not be possible to rearrange the match the team in default will concede the match and be deducted 7 points against whilst the opposing team will receive the normal 3 points for a win, plus 7 shots for and nil against.
8.1	Rescheduling leeway	The match will not be rescheduled	Can be rescheduled on any mutually agreed day BEFORE the end of the	← Same but per player

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			<p>round of pool matches. For clarification, there will not be a deadline of 'the following Sunday' as there was in 2020, unless, of course, they are in the final week of the pool matches.</p> <p>You may bring matches FORWARD if that assists in getting them played. The objective is to provide opportunity for play.</p>	
8.2	Rescheduling responsibility	n/a	Whichever team cannot make the original date.	← Same but per player
9	Match days	Fridays only	Scheduled on Mondays (see also sections 8 - 8.2 above)	Scheduled on Mondays (see also sections 8 - 8.2 above)
9.1	Start Times	<p>10:00 Unless by agreement with BOTH Teams. 15 minutes grace will be allowed. However the end time will not change.</p>	<p>Earliest is 10:00. Matches will run sequentially after that across the various Pools. A mixture of start times will be scheduled for your pair over the 5 match days.</p> <p>Even during Covid restrictions 5 rinks will be scheduled to be 'in play'. 15 minutes grace period will be allowed. However the end time will not change</p>	<p>Earliest is 10:00. Matches will run sequentially after that across the various Pools. A mixture of start times will be scheduled for you over the 5 match days.</p> <p>Even during Covid restrictions 5 rinks will be scheduled to be 'in play'. 15 minutes grace period will be allowed. However the end time will not change.</p>
9.2	Start Times: Members of the Working population	<p>The match will be played on a Friday. Negotiations to schedule later in the day MUST be commenced as soon as teams allocate someone who cannot make a 10:00 start for work reasons.</p>	<p>Where possible the Competition Organiser will schedule matches after 16:00 or 18:00. 16:00 if at all possible, otherwise Club Night will be affected (when it recommences)</p>	<p>Where possible the Competition Organiser will schedule matches after 16:00 or 18:00. 16:00 if at all possible, otherwise Club Night will be affected (when it recommences)</p>

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		If agreement cannot be reached you can choose to default the match or remove the player requiring a later start.		
10	Dress Code	'Informal' as per club rules. Bowls shoes, shirts with collars. No jeans or t-shirts.	Informal	Informal
11	Less than a full team	Any team short of a member at 10.15am may start with 2 members playing 4 woods each, thus 8 bowls. The opponents will play with 3 woods each as usual. Possession/positioning of the mat and jack at each end will be determined by usual rules, but to avoid the complete team having two woods to bowl in succession at the end, they will always bowl first. There will be no penalty imposed on the score of the deficient team.	Forfeit the match – see 5 above	Forfeit the match – see 5 above
12	Bad weather	In the event of bad weather the decision on play will be with the greenkeeper. This decision will be communicated to the Competition Organiser and an email sent out to Team to all participants, whether selected to play or not.	←Same	←Same
12.1	Bad weather: Green closed at start of day	The fixture on that day will show no result. There will be no replay matches.	The fixture on that day will show no result. There will be no replay matches.	The fixture on that day will show no result. There will be no replay matches.

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12.2	Bad weather: Green reopens later in the day	n/a	'Friendly' matches – per the schedule - could be played but, for consistency, they would receive no result.	'Friendly' matches – per the schedule - could be played but, for consistency, they would receive no result.
12.3	Bad weather: Intervenes	If play starts, but bad weather intervenes, 9 ends will constitute a match and the score at 9 ends will stand, even if more than 9 ends have been played.	←Same	←Same but 5 ends will constitute a match and the score at 5 ends will stand, even if more than 5 ends have been played.
13	Friendship and enjoyment are the main aims of this competition – light-hearted banter and laughter are to be encouraged			

Dated: Friday, 16 April 2021