

Rules relating to Bedfordshire County C.B.A League Matches

1. Registration

In any one season a player can only represent one club at all BCCBA matches for the season commencing on 1st Sept, and play in only one team if that club field an A and B team.

2. Playing Rules

All matches are played to English Carpet Bowls Association Rules (except 1.4) to the calendar issued by the BCCBA League Secretary.

3. Players Names

Prior to the game commencing, the team captains will fill in the scorecards with the player's names.

4. Substitutes

4.1 No substitutes are permitted

4.2 Should a player be unable to continue to play due to Injury/illness then game will be completed by remaining 2 players (each playing 3 woods).

5. If a team is short

5.1 In the event 6 players are not available, or a team is unable to attend on the date arranged that match must be rearranged on a date convenient for both clubs, with no penalties.

5.2 Matches may be played in the afternoon if both teams agree, but must be played in the evening if the away team cannot play in the afternoon.

5.3 The format is 2 triples (6 players), with 4 games per match. The Home triples cannot play on the same carpet twice (so must change). All games are 9 ends.

6. Measuring

Home club to provide a competent person to measure

7. Completion of Games – Score Cards

At completion of the game the Skips are to ensure that the scorecard is correct before signing it. Once completed/signed it is passed to Club Captain, after which no amendment can be made.

8. League Match Result Sheets

The host club Team Captain/Fixture Secretary is to forward the result to the League secretary as soon as possible by email or post (scanned copies of the scorecard are acceptable).

9. League Match Postponement

Where a match is cancelled due to unforeseen circumstances a re-match must be arranged at a date convenient to both parties. If the home venue is not available, the away team's may be used. The League Secretary must be notified of the venue change when submitting the scorecards.

10. Dress Code

Tops – club colours as specified by your club, where possible.

11. Mobile Phones

To be switched off, or on silent when in the playing area.