

4. ABC TRIPLES LEAGUE

A team's position in the league table will be determined by the number of points scored in accordance with the rules listed below.

If two or more teams have scored the same number of points, the team with the better difference between shots "for" and shots "against" will be placed highest in the table. If still equal, the number of games won will determine the placing.

RULES

1. Games will commence at 4.00 pm on Fridays.

Each game shall consist of 18 ends; each player shall have **two** bowls, toss for the jack, **No trial ends.**

Team members to decide in which position each will play. One score card only will be used for each game and before start of play, the names of the playing members must be entered onto the card. The "home" team shall keep the score card and use club stickers.

On completion of the game the card, signed by both Skips, should be returned to the box provided, which is kept in the rink side hut.

2. Points will be awarded as follows:-

A win	= 3 points to winning team.
A draw	= 2 points to each team.
Losing by 5 shots or less	= 1 bonus point.
Winning by 11 shots or more	= 1 bonus point.

3. Each weekly triple must be made up from members of the published league team.

No substitutes to be allowed and incomplete teams will forfeit the game.

In this event the Skip of the full team must complete the score card with the names of the players of both teams selected to play and sign it before returning it to the box provided.

The named players shall be recorded as having played the game.

A team unable to field 3 players and forfeiting the game shall have 5 shots recorded **against** them. Their opponents shall have 5 shots recorded **for** them.

4. The Captain of each league team shall endeavour to ensure that each player of his team shall play the same number of games.

If this is not possible the following restrictions apply:

For league teams of 8 members --- 9 maximum and 6 minimum.

For league teams of 7 members --- 10 maximum and 7 minimum.

For league teams of 6 members --- 12 maximum and 8 minimum.

Any team not conforming to this requirement will forfeit 2 points from their total in respect of each player at fault, subject to adjustment for illness or any other just cause.

5. A game unable to be completed due to weather conditions and suspended **before** the twelfth end is completed shall be arranged by mutual agreement at a later date, and play resumed at the scores which applied at the point when the game was suspended.

The same players shall be used but if this is not possible, the replacement player(s) must conform to minimum/maximum restrictions in Rule 4 above.

6. If a game is **abandoned** after the twelfth end has been completed, the game will not be continued in another game but the points and scores will be taken as if the match had been completed at the time of the abandonment.
7. Un-commenced games cancelled due to weather or green condition must be rearranged in line with Rule 5 (above).
8. Apart from the above rules, the normal rules of bowls will apply.

Updated – 31 Jan 2013