

# Ellesmere Bowls Sub Centre

## 2021-2022

### Champion of Champion Conditions of Play

Start time 9.am.

Entries must be in to the Match Committee by 9pm on the Wednesday before the event.

Singles. [4 Bowls] 21 Shots.

Pairs. [3 Bowls] 18 ends.

Triples. [2 Bowls] 18 ends.

Fours. [2 Bowls] 16 ends.

Teams may play two trial ends before their first game. Trial ends must be finished before the official start time. Teams with byes are able to have practice ends on a rink that they are not playing their other games on if possible. Games have no time limit.

Played under the Laws of Bowls.

### Championships

Start time 8.30 am

Entries must be in to the Match Committee by 9pm on the Wednesday before the event.

All team members must be from the same Club except that after entries have closed and there is an uneven number of entries the Match Committee shall try to find a team from a club. If they cannot do this, a team may be made up of players from different clubs so that a bye does not have to happen. Teams may play two trial ends before their first game. Trial ends must be finished before the official start time.

Teams with byes are able to have practice ends on a rink that they are not playing their other qualifying games on. No drawn games.

Played under the Laws of Bowls except that 10 minutes only will be allowed for lateness by a player[s] before a game is forfeited. The at fault team will not get extra time. The not at fault team may get the extra time if requested.

### Men`s and Women`s Singles & Pairs and Men`s Triples.

Singles.[4 Bowls] 4 games of 15 ends or 1.1/4 hours. 3 and 4 winners qualify for Post Section. Post Section 15 ends or 1.1/4 hours. Final 15 completed ends, no time limit.

Pairs.[3 Bowls] 4 games of 11 ends or 1.1/4 hours. 3 and 4 winners qualify for Post Section. Post Section 11 ends or 1.1/4 hours. Final 13 completed ends, no time limit.

Triples. [2 Bowls] 4 games of 11 ends or 1.1/4 hours. 3 and 4 winners qualify for Post Section. Post Section 11 ends or 1.1/4 hours. Final 13 completed ends, no time limit.

### Fours. Teams may be made up of all men, all women or mixed.

Fours.[2 Bowls] 4 games of 9 ends or 1.1/4 hours. 3 and 4 winners qualify for Post Section.  
Post Section 9 ends or 1.1/4 hours. Final 13 completed ends, no time limit.

In the event of any team[s] not being able to qualify after playing the third game and the opposing team has already or cannot qualify, mutual agreement on not playing the fourth game will be accepted.

### Mixed Pairs

3 bowls. Four games of 11 ends or 1-1/4 hrs.

Start time 10-00 a.m. Lunch after the second game. Afternoon tea after the last game.

To be run as a Tournament.

Result to be decided by wins and draws. In the event of a tie then ends then differential.

Incorrectly delivered Jack to be delivered by the opposing team. If delivered incorrectly again to be placed on the 2 metre line. If the end is killed it is to be replayed.

Teams may have two trial ends before their first game. They must be finished before the official start time.

Players to be from the same club, except that after entries have closed and there is an uneven number of entries, the Match Committee shall try to get a team from a club. If they cannot do that then a team may be made up from different club.

### Fives

The COP has been updated for this completion, please go to the last page in this document.

# Rooster Competition

**Format of Side:** Each side will comprise 6 players – all male. A singles player, a pairs team and a triples team. If a player is named in a team they cannot play for any other team. If a player is not named in a team then they may play in any team but once they play for any one team three times then they must stay in that team for the rest of that season. If a player who usually plays in the Chatterton plays three games in the Rooster they may not play in the Chatterton again that season.

**League Rules:** Round Robin. Start time 1.30 pm with afternoon tea on the run [\$2 per player].

Singles - 25 shots. Pairs – 21 ends. Triples – 21 ends. No time limit.

**Bowls:** Singles – 4 bowls, Pairs – 3 bowls each, Triples – 2 bowls each.

**Scoring:** Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round. A team from a club with more than one team cannot gain a win from a default from within that club.

**Score Cards:** Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after no changes will be allowed. The visiting team skip to return the score card to their club and the host club to retain their score card in case of any dispute.

**Score Sheets:** An excel spreadsheet will be sent to all of the Ellesmere Clubs as shown in the picture on the right. It will be the responsibility of the host club to fully fill-in the spreadsheet and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

The email address of the recorder is:  
[e.resultsrecorder@lincolnbowlingclub.com](mailto:e.resultsrecorder@lincolnbowlingclub.com)

Rooster Cup Score Sheet			
Round 1			
Home Team		Visiting Team	
Club	Lincoln 1		Leiston
Singles	Score 21		12
	Ends 8		5
Pairs	Score 24		12
	Ends 14		7
Triples	Score 11		28
	Ends 5		16
Player 1	Joe Bloggs	Fred Smith	
Player 2	Bill Wilson	Bill Goodbody	
Player 3	Dave Grey	Tom Smith	
Player 4	R Lancaster	Ken Smith	
Player 5	Rob Jones	Eric Watson	
Player 6	Ben Donald	John Clark	

**General:** The Tournament Management Software (TM) will be used to display the software on the Ellesmere Web site [here](#) and Tab to Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. Jacks delivered incorrectly must be delivered by the opposing team. Killed ends must be replayed even if done so after the bell.

If a round is put off it will be rescheduled. If a round is partially completed then those matches will need to be completed prior the next round. Games will start from where they finished prior to the interruption. If unable to do so the Match Committee will decide when it will be played. 16 ends constitutes a game if stopped by inclement weather and will not need to be replayed. All disputes to go to the Match Committee in writing within 48 hours. The names of the Rooster players need to be sent to the Recorder before October 1<sup>st</sup>.

# Bert Chatterton Memorial Cup Competition

**Format of Side:** Each side will comprise 5 players – all male, all female or mixed. A singles player, a pairs team, a triples team and a fours team. Players to be from the same Club with the proviso that the opposing club may lend a player or players [max 2] so that a default can be avoided.

If a player who usually plays in the Chatterton plays three games in the Rooster they may not play in the Chatterton again that season.

**League Rules:** Round Robin. Two games. Start time 1.30 pm with singles and fours.

Afternoon tea [\$2 per player] followed by the pairs and triples.

Singles - 21 shots or 1¼ hours, all other games 1½ hours

**Bowls:** Singles – 4 bowls, Pairs – 3 bowls each, Triples – 2 bowls each, Fours – 2 bowls

**Scoring:** Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

**Score Cards:** Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after no changes will be allowed. The visiting team skip to return the score card to their club and the host club to retain their score card in case of any dispute.

**Score Sheets:** An excel spreadsheet will be sent to all of the Ellesmere Clubs as shown in the picture on the right. It will be the responsibility of the host club to fully fill-in the spreadsheet and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

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Chatterton Cup Score Sheet			
Round 1			
Home Teams		Visiting Teams	
Club	Tal Tapu 2	Lincoln 4	
Singles	Score 21	12	
Ends	8	5	
Pairs	Score 24	12	
Ends	14	7	
Triples	Score 11	28	
Ends	5	15	
Fours	Score 13	22	
Ends	5	12	
Player 1	Joe Higgins	Mike Chaston	
Player 2	Mark Hu. Iley	Fay Goodbody	
Player 3	Mark Jones	Jack Jones	
Player 4	Cliff Jones	P. Jane Lloyd	
Player 5	Kate Handstone	P. Miller	

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Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. Jacks delivered incorrectly must be delivered by the opposing team. Killed ends must be replayed even if done so after the bell.

If a round is called off before start of play it will not be replayed.

If rained off before completion of the first game then that round needs to be completed before the last round except that if all venues are affected then the round will be cancelled. If rained off during the 2<sup>nd</sup> game the game is considered complete if 1 hour has been played otherwise it will be considered a draw and points awarded on the basis of averages.

# Ellesmere Cup (Womens 4'S) Competition

**Format of Side:** Each side will comprise 4 players – all female, although one male is permitted as a substitute; the male must be graded as a lead and play as lead. The opposing club may be asked if they could provide a player if necessary.

**League Rules:** Round Robin. Start time 1 pm.  
18 Ends. No time limit.

**Bowls:** 2 bowls each.

**Scoring:** Will be **Wins** (no draws). In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

**Score Cards:** Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. The visiting team skip to return the score card to their club and the host club to retain their score card in case of any dispute.

**Score Sheets:** An excel spreadsheet will be sent to all of the Ellesmere Clubs as shown in the picture on the right. It will be the responsibility of the host club to fully fill-in the spreadsheet and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

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	Home	Away	Home	Away
Round 1 5-05-21	Lincoln 1 vs Thetford			
	Lincoln 2 vs Bow			
	Lincoln 3 vs Lincoln 4			
	Lincoln 5 vs Lincoln 6			
	Lincoln 7 vs Lincoln 8			
Round 2 18-05-21	Lincoln 1 vs Bow			
	Lincoln 2 vs Lincoln 3			
	Lincoln 4 vs Lincoln 5			
	Lincoln 6 vs Thetford			
	Lincoln 7 vs Lincoln 8			
Round 3 24-05-21	Thetford vs Lincoln 4			
	Lincoln 1 vs Bow			
	Lincoln 2 vs Lincoln 3			
	Lincoln 4 vs Lincoln 5			
	Lincoln 6 vs Lincoln 7			
Round 4 27-05-21	Lincoln 1 vs Bow			
	Lincoln 2 vs Thetford			
	Lincoln 3 vs Lincoln 4			
	Lincoln 5 vs Lincoln 6			
	Lincoln 7 vs Lincoln 8			

Teams may have two trial ends before their first game and they must be finished before the official start time. Jacks delivered incorrectly must be delivered by the opposing team. Killed ends must be replayed even if done so after the bell.

Any decision to call off a round will be made by the Match Committee by 11am on the day. The Match Committee reserve the right to decide if that round is to be played at a later date.

In the event of rain stopping play, unless at least 14 ends have been played the game continues with the score the same as when play stopped. Games must be completed before the last round. 14 ends is considered a completed game.

17 September 2021

# Fives Competition

## Conditions of Play – Season 2021 -2022

**Format of Side:** Each side will comprise 5 players – all male, all female or mixed. A pairs team and a triples. Players to be from the same Club with the proviso that the opposing club may lend a player or players [max 2] so that a default can be avoided.

**League Rules:** Round Robin. Two games. Start time 1.30 pm with pairs and triples. Afternoon tea [\$2 per player] followed by the pairs and triples played against another club. All other games 1¼ hours

**Bowls:** Pairs – 3 bowls each, Triples – 3 bowls each.

**Scoring:** Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

**Score Cards:** Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after no changes will be permitted and only the Match Convenor being allowed to approve any subsequent changes. The skips will return the score card to their club to enter and send in the Score sheets.

**Score Sheets:** A fillable pdf online form can be downloaded from the Ellesmere Web site. It will be the responsibility of the host club to fully fill-in the form and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

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**General:** The Tournament Management Software (TM) will be used to display the software on the Ellesmere Web site [here](#) and Tab to Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. An incorrectly delivered Jack is to be placed by the opposing Skip. A killed end the Jack is to be placed on the two metre mark. If rained off before completion of the first game then that round needs to be completed before the last round except that when all venues are affected then the round will be cancelled.

28 January 2022