

Cambridge Park NPL League Rules

A condition of playing is that team members will abide by both the Cambridge Park Bowling and Sports Club Rules and its Health and Safety requirements. The competition aims to be a friendly and fun competition, so participants are reminded that the Cambridge Park rules also include fair play and respectful behaviour when playing. A significant breach of reasonable behaviour could result in a player being suspended for the rest of a match day.

Dress Code: Normally, above the waist white or Club shirt with grey trousers/skirt, OR Smart Casuals, such as shorts, may be worn. Regulation Bowls Shoes must be worn at all times to protect the green.

League Rules 2024 Season

1. The League Secretary for the 2024 Season is David Hale
2. The format of the League is Triples. There will be prizes at the end of the competition, £120 for the winning team, £60 for the runners up. The 'NPL' cup will be awarded to the winners.
3. Each round, the opening remarks and collection of fees will be done by one of the Cambridge Park skips. The charge for playing in the league will be £3.50 per person per match which can either be paid in cash or by a Cambridge Park £3.50 playing voucher
4. Matches will start no later than 1.30pm to help avoid the later rush-hour traffic. Normally, they will be 18 ends (weather permitting), aiming to finish by 4pm. There will be no trial ends, but a team can only score one shot for the first two ends, playing normally thereafter. A match win is worth 2 points, a draw 1 point and, at the end of the season, score difference will be used to resolve any points ties.
5. **Weather issues.** The aim is to get all matches played, if possible, but clearly the weather may intervene. The League Secretary or deputy will normally make an assessment of the forecast mid-morning of the playing day and notify the team captains if it is obvious that play will not take place that day. The team captains would then be responsible for notifying their team members.

If the matches are cancelled, or play does take place but is unable to reach 10 completed ends, then the match is treated as a draw. If a match achieves 10 or more completed ends, then the result and shots for the completed ends at the point that the game was abandoned count towards the league. At the discretion of the League Secretary (if present), or the Cambridge Skip (acting when the League Secretary is not present), the matches on a day can be shortened to 12, 14 or 16 ends to reflect weather conditions. Such a decision will be taken in consultation with the teams present.

6. **Insufficient players.** If a League team fails to turn up or turns up for a match with insufficient players and is more than one player short, then the match cannot be fulfilled. In that situation, the opponents will also be awarded 2 points and a shot difference of 8 shots. However, if the League team with insufficient players has just one missing player, then the match can be played but there will be a penalty:

- I. The 2 players team will play with 4 bowls each. The 3 players team shall play with 3 bowls each. The winners of the previous end will cast the jack but the 3 players team will always cast the first and last bowl. The Pair will also lose 25% of their final score, rounded to the nearest point (halves are rounded up). So, for instance, if they score 22 points, they will lose $5\frac{1}{2}$ shots which is rounded up to 6 shots making an adjusted total of 16 points. If they score 25 shots, they lose $6\frac{1}{4}$ shots which rounds to 6 shots, so their adjusted score is 19 shots. A game commencing with 2 players on any side may be joined by a third player up to and including the 4th end
 - II. If a team is short just because one member turns up late, but that member later turns up before the fifth end jack is cast, then the team plays to the above rules until their player arrives and then match continues normally. So, for example, if when their remaining player turns up their score is 6 then they will suffer a $1\frac{1}{2}$ shot penalty which rounds to 2 shots and then the match continues as normal. So, at the end of the game they will have just have suffered a 2 shots penalty. Please note, if a player is running a few minutes late and they ring to say, or it is known that traffic is bad, then the start of a match can be delayed to wait for them. Skips are asked to exercise their judgement to ensure fair play in the friendly spirit of the competition
5. The Lead players will toss for the Jack. If the Jack is miscast the opposing Skip shall place the Jack at his required length and may also request the placing of the Mat to be changed
 6. **Guest Bowler.** It is recognised that sometimes teams will struggle to fulfil a fixture. In such situations, a guest bowler may be invited to make up a team **BUT** can only play up to 3 times during the season for the same team without being fully registered. The Guest player cannot be a registered member of another team in the League
 7. Any matter which is not covered by these rules will be dealt with by the League Secretary in the first instance. If there is still a dispute, then the matter can be referred to the Cambridge Park Bowls Committee whose decision shall be final.

Cambridge Park Bowls