

## Summer 22 Club Competitions

**Pairs will be drawn after seeding all entrants into two equal groups based on perceived relative ability; with each pair comprising one random player drawn from each group.**

**Triples will be drawn similarly, after seeding entrants into three groups.**

**All seedings and handicaps will be decided by a panel of members (including at least one club coach), as appointed by the Bowling Committee.**

**1. Arranging Games.** All games to be played by the stipulated "play-by-dates".

Singles and pairs to be played on a 'date' (day and time) mutually agreed by both teams. Triples to be played on dates stipulated unless mutually agreed. Contact details will be on Noticeboard.

*For singles & pairs, if a 'date' cannot be mutually agreed, then the challenger (first named on draw sheet) must offer three viable 'dates'. These must be offered at least ten days before the "play by date" and one offered date must then be accepted by the opponent(s) within three days of being offered.*

*Viable 'dates' are other than when their opponent(s) cannot play due to work commitments.*

*If the challenger fails to offer at least three viable 'dates' on time then the tie may be claimed by the opponent(s). If the opponent(s) fails to accept at least one viable 'date' on time then the tie may be claimed by the challenger.*

**2. Rink Booking** Rinks to be booked by the challenger. Your game will already be sitting in your Bowlr Account (see under "My Club Competition Matches") ready for you to book a date and rink.

**3. Substitutes.** Where needed to enable a game to be played by the stipulated "play-by-date", substitutes may be used provided agreed beforehand with any Club Captain.

**4. Playing Rules** All games to be played according to Summer National Rules (2 wood trial ends, cast jacks, re-spots in use, one visit to the head per team per end).

Singles games played as first to 21 or whoever is leading on completion of session. Pairs and Triples games to be played to 18 ends or whoever is leading on completion of session.

In the event of a tie, the game shall be decided by a one-wood shoot out (played by any nominated team member, Jack cast by winner of last end).

**5. Singles Games & Markers** Wherever possible singles games to be played with a marker; arranged by the challenger. They may, however, also be played without a marker (placed-jacks) by mutual consent.

**6. Open Singles Handicap** Played as normal, ie first to 21 or whoever is leading on completion of session, but with each player starting on their handicap score. Eg if the challenger has a handicap of +3 and their opponent a handicap of -3 then that is the score they start on. Allocated Handicaps will be put on the draw sheet within the club.

**7. Scorecards** Completed scorecards (including for any unplayed 'claimed games') to be placed in allocated slot.

**All Queries / Disputes - refer to any member of bowling committee.**