LX LEAGUE RULES REVISED AFTER 2022 AGM for play in 2023

- 1) The LX League will consist of male bowlers who shall be 60 years of age before the next fixture to be played.
- 2) Matches are to consist of 4 triples over 18 ends to be played under Bowls England rules, home one year away the next year. Additional triples may be arranged subject to agreement by both clubs but will not be included in the overall score.
- 3) Starting time for all league matches will be 2 pm. There will be **No** match fee charged to visiting Clubs. Tea and biscuits will be supplied after 9 ends payable by the home club. (By mutual agreement only, games may be played continuously for all 18 ends but refreshments should then be provided.)
- 4) Fixtures should commence in May and finish in mid September before the league AGM.
- **5)** A total of 10 points will be awarded for each match. 2 points for each winning triple, 1 point for a draw and 2 points for an overall win based on total shot difference.
- 6) A match may take place if a club is short of one player. One of the 4 rinks will play the full team of three players with them bowling two woods each and the team with 2 players bowling with three woods each but their total score will be reduced by a third and included in the overall match score of their club. There will be no deduction of points for being a player short. A team cannot play with 10 players but to avoid cancelling matches a minimum of 9 players will be accepted as a three-rink match with the team short of players automatically losing 2 points for not having a 4th rink. Note for players late arriving a 30-minute grace should be allowed before adjusting the Rules of Play to 11 or 9 players as described.
- 7) In the event of bad weather or extreme heat before or during the game the result will be determined as follows:
 - a) If the 2 captains agree before the game commences that the game can not take place each club will receive 5 points. If both Clubs agree the game may re rescheduled if no play commences.
 - b) If both captains agree that the game will commence with 9 ends to be played by all rinks for the score to decide the final game result at the completion of 9 ends but before 9 ends have been played the weather worsens, and both captains agree to stop the game, then both clubs will receive 5 points.
 - c)) If both captains agree that the game will commence and a game is abandoned after 9 ends but before all 18 ends have been played, because both captains have agreed during the game that the weather has made it impossible to play all 18 ends, then the score of all completed ends at that time will be the final score and be used to compute the final points result.
- 8) At the end of the season in the event of two or more clubs sharing the lead on points the best shot difference will be the winner.
- 9) Dress will be greys and whites above the waist or official club shirts {white tailored shorts may be worn providing the home clubs rules allow it}.
- **10)** Skips may visit the head once each end. Standing in the head counts as a visit.
- 11) An affiliation fee of £5.00 per year to be paid to League Secretary who will present an annual financial account of league expenses at the AGM.
- 12) The Linton Rose Bowl will be presented to league winners to be held for one year. {Winners of the Linton Rose Bowl will receive £50 towards the cost of hosting the AGM in the following year}. The Hocknell Cup will be presented to the league runners up.
- 13) The draw for the knockout cup the Ron Ault will also take place at the AGM.
- 14) The 'Ron Ault' trophy is a 2 triple knock out competition and clubs shall only play members who would normally play for the club in the LX league. The home team must offer their opponents three dates at least two of which must be weekdays within the time limit set by the LX Secretary. Prior to the match the two captains must in the event of a tie nominate which of their two triples would play a single knock out end and the choice of which rink to play on. The final is to be played on a neutral ground.