

Neither the Kitchen nor bar will be open, so if you bring your own drink in, please take home any rubbish or empty containers.

We will have a contactless payment system in place, and ask that ONE person only makes payment on behalf of their team, so you will have to sort out as a team how you do this. If nobody has a debit/credit card, you will be expected to pay with one £10 note, NO change will be given.

Entry & Exit will be by separate doors, so please follow the signs. When your game is over, please leave as quickly as possible, no session after yours will be allowed in until you do.

Covid rules may change, subject to guideline changes, or how members behave.

COVID 19 PLAYING RULES.

The following rules may differ from our normal rules. If there is any conflict with existing rules, the Covid rules will take precedent.

All matches will be Triples

- 1 The front of the mat is to be placed at least 4 metres from the rear ditch and at least 25 metres from the front ditch. This to allow space behind the mat to socially distance.
- 2 The lead & Skip from the team winning the toss, are the ONLY 2 players permitted to handle the mat and jack.
- 3 The mat is to be wiped after each end by the skip who won the toss. (wipes will be provided at each end)
- 4 The jack will not be rolled, but placed by the skip winning the toss, or at the direction of the skip winning the last end. The lead only of the side winning the toss is to place the mat at his skips direction, or by the direction of the side winning the last end. Also to pick up & wipe the jack at the conclusion of an end. One jack will be kept each end of the rink.
- 5 The electronic score board can only be used by 1 volunteer player, and wiped down after use with the wipes provided.

COVID 19 PLAYING RULES. Continued.

- 6 The bell will sound 5 minutes before the start of the game, and play to commence no later than 15 minutes after the bell. Any match not starting then, will result in the offending team forfeiting the game. See rule 10 for forfeit penalty. (note the doors will be locked 15 minutes after the bell sounds to start play, so late players cannot gain access).
- 7 If a team is short of a player, you may play 2 versus 3 with the triple playing 2 woods each, and the pair playing 3 woods each. In this event the pair will loose 25% of their score. If both teams have 2 players they will have 3 woods each and not loose any of their score.
- 8 Dead Ends will NOT be respoted. The dead end will count as an end played but no score awarded to either team.
- 9 Players 1 & 2 when changing ends are to walk in single file on the left hand side of the rink, and the skips to walk single file also on the left hand side of the rink, but may step to the rink centre if players from the next rink are walking towards them.
- 10 The score card to be kept by the skip loosing the toss, and will be the only one to touch the card. Pens will not be supplied, please bring your own.
- 11 When the bell sounds to mark the end of a game, the match will stop whatever the state of play and no shots awarded. Socially distanced, make your way off the rink.
- 12 Only in leagues with program breaks will teams be allowed to rearrange a game. Otherwise cancelled/forfeited games will not be replayed, and 2 points and a 7-0 win will be awarded to the non cancelling/defaulting team. There will be no other penalty for a team cancelling provided at least 2 days notice is given. If insufficient notice is given, the offending team will pay the match fees. (In exceptional circumstances the committee may review this. Example - imposed self isolation, illness etc...).

S.O.I.B.C. - LIFE MEMBERS

CLIFF WARREN, KEN POFFLEY, MAURICE STOW,
KEITH TUCKER, DAVE GOUGH, JIM HILL, WILL GRESHAM,
KEN ROE, MIKE SILVESTER.

CLUB PLAYING RULES

1. RESPONSIBILITIES for ALL PLAYERS.

- 1a Every player must be a paid up, registered member of Swindon Manor Indoor Bowls Club and must agree to abide by these rules.
- 1b All renewal subscriptions should be paid in advance (for the subsequent season) by the 1st April.
- 1c A player can only play for one league team in each section and cannot transfer to another team in the same section during the current season.
- 1d All players, whether playing in league or casual games must conduct themselves in a manner that does not cause concern, upset or interference with other players or spectators. Any occurrence of this nature will be reviewed in committee.
- 1e Firing is a legitimate shot in bowls but it can be dangerous. If a player intends to play a firing shot he/she should warn members of his/her team and the opposing team. He/she should also warn players on adjacent rinks and nearby spectators. Failure to do so resulting in injury, will be reviewed by committee.

2. ADDITIONAL RESPONSIBILITIES for LEAGUE SKIPS.

- 2a Teams to arrange Contactless Payment please. We suggest you organise a rota system of payment. If you are unable to pay by card, a £10 note only will be accepted - No change will be given.
- 2b Skips must not remain at, or visit the head.
- 2c Only the Skips are to be at the head until it is their turn to bowl.
- 2d The home skip is responsible for correctly filling in the scorecard, ensuring that it is signed by both skips at the end of the game, and placed in the scorecard box on the day the game is played.

- 2e The full name of team members must be included on the card before it is signed by the skips. If a team fails to record the names on the scorecard then that team will be advised and, if this occurs on any subsequent occasion, then 1 point will be deducted.

3 LEAGUE TEAM COMPOSITION AND SCORING.

- 3a **SINGLE RINK LEAGUE** Two points for a win, one to each team for a draw. Teams must register a minimum of 5 players.
- 3b **TRIPLES LEAGUE** Two points for a win, one to each team for a draw. Teams must register a minimum of 4 players.
- 3c **MIXED RINK LEAGUE** Two points for a win, one to each team for a draw. Teams must register a minimum of 2 men and 3 ladies, but a team may play any combination provided it's mixed.
- 3c **TRIPLES OPEN LEAGUE** Two points for a win, one to each team for a draw. Teams must register a minimum of 4 players, and may play teams of all men, all women or any mixed combination.

4 DRESS CODE.

- 4a In league and representative matches:- Ladies must wear grey skirts or trousers and white tops or SMIBC tops and if required plain green waistcoats. Tights are optional.
Men must wear grey trousers, white tops or SMIBC tops, and if required white pullover or cardigan. Footwear for LADIES and MEN to be approved bowling shoes. Failure to conform in either case will result in suspension after due warning
- 4b In league & representative matches wearing any white top with another clubs badge is prohibited. Only the SMIBC Club badge is to appear on tops. Small detail piping on white tops, a members name & a small shirt manufacturer's logo is allowed. Coloured panels are prohibited.
- 4c In casual games players must wear approved bowling shoes or flat-bottomed shoes with additional elasticated shoe covers. Covers are available at SMIBC. Bowling without wearing shoes is not allowed.

5 PLAYING RULES. *Rules 5a,5b,5d,5e & 5f Covid superseded.*

- 5a Games are to consist of 18 ends for Rinks, 16 ends for Triples or 2 hours maximum and are to finish on the end in play when the bell rings. The end shall be deemed to have started when the jack has been rolled and centred. NO trial ends allowed.

5 PLAYING RULES.*continued:-*

- 5b The front of the mat is to be placed at least 2 metres from the rear ditch and at least 25 metres from the front ditch and the jack is to be rolled and centred.
- 5c If the delivered jack does not travel 23 metres, goes into the ditch or out of bounds of the rink, then the jack is to be placed by the opposing skip. The mat may be moved at the discretion of the opposing skip.
- 5d Any team causing a "dead end", will have the jack re-spotted on the 2 metre tee, or if the tee is occupied, on the rink centre line as close to the tee as possible between the tee (in direction of play) and the ditch.
- 5e All matches to start within 10 minutes after the hour without any penalty being incurred. A match starting 10-15 minutes after the hour will cause the offending team to lose 4 shots. If more than 15 minutes have elapsed the game is to be rearranged. Should a player be delayed en route, and with the agreement of the opposing skip, the start may be delayed further.
- 5f Should only 3 players of a rink team be present, then the numbers 1 & 2 will play 3 woods each, and the team forfeit 25% of the total score. On a second occasion 25% of the score will be forfeited and 1 point deducted in the event of a win. On subsequent occasions 25% will be deducted and NO points awarded.
- 5g In the event of a match being stopped for any unforeseen reason and 8 or more ends have been played then the result will stand. If 8 ends have not been played then the match will be rearranged as if it were a cancelled game (see rule 6a) and no additional rink fees will be payable.
- 5h If a player must leave the rink in the course of the game due to illness or other reasonable cause, and they cannot return within 10 minutes a substitute may be introduced provided both skips deem it necessary. The substitute may play in any position other than skip, and other team members may rearrange positions as necessary.
- 5i Other than in exceptional circumstances all games should be played on the day, and at the time and on the rink specified.
- 5j Breaking of league playing rules could mean the loss of points or other sanctions at the discretion of the committee.

6 Cancellation and Rearrangement of games.

- 6a A game is formally cancelled by completing the appropriate notification slip and depositing it in the specially provided box (adjacent to the league tables board) prior to the event. A further notification slip to be put in the box when the rearranged date is confirmed. The skip/team responsible for the proposed change is responsible for completing the slip and obtaining opponents prior agreement. Confirmation of cancelled/replay dates will be displayed on the league tables notice board. - Skip/Team contacts in handbook.
- 6b Rearranged games to be played as soon as practicable.
- 6c Any team not fulfilling a fixture due to insufficient players attending will have a 4 shot penalty applied at the start of the rearranged game.
- 6d Any team not arriving on the day and time of their match will default the game and be liable for ALL rink fees. Opponents of a defaulting team will be awarded 2 points and a 7-0 shots win provided a score card is submitted to that effect.
- 6e Should a defaulting team fail to pay any outstanding rink fees, or default on a second occasion in a season, their league status will be reviewed by committee. A defaulting team may lose their league place.
- 6f Any team cancelling 3 or more fixtures will be subject to review by the committee. If a satisfactory explanation can be provided then no action will be taken. If the explanation is considered unsatisfactory then the offending team could be subject to sanction.

7 DISPUTES and DISCIPLINE.

- 7a All league match complaints or disputes must be reported to the Secretary in writing within 7 days of the relevant match. Once the score card has been signed by both skips then, at the discretion of the committee, the signed for result will stand.
- 7b Any other complaint or dispute referred to the committee, either verbal or written will be given due consideration. A verbal report will be given a verbal response and a written report will be given a written response.
- 7c Matters relating to complaints, disputes and discipline will be dealt with by application EIBA discipline procedure. A copy of this document will be posted on the SMIBC notice board at the start of the season.
- 7d For interpretation of, or any issue not covered by, the existing club rules, enquiries should be addressed in writing to the club secretary. After consideration by the committee the decision made will be final subject to any appropriate appeal.

8 Alteration of Rules.

Alteration or addition to any of the foregoing rules shall be made only at the Annual General Meeting or Special Meeting convened for that purpose, and 1 month's notice of the terms of such alteration or addition must be given to the Secretary .