

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 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 Skips will collect the rink fees and place the money in the wallet provided for their team and take it to the Duty Officers desk 5 minutes before commencement of play.
- 2b Skips must not remain at, or visit the head, after the threes have bowled.
- 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 Before play commences both skips to ensure that the following details are recorded on the score card :- Section, Date and Rink Number.
In addition each skip must ensure that their Team name, initials and surname of team members are recorded on the card.
If either or both skips fail to ensure that the required details are recorded then their team will be advised and, if this occurs on any subsequent occasion, 1 point will be deducted.
- 2f Playing a non-member in a team will result in one of the following. If the offending team wins then the match will be awarded to their opponents 7..0. If the offending team loses then one point will be deducted.
If the game is drawn the match will be awarded to the opposing team 7-0 plus points.

3 LEAGUE TEAM COMPOSITION AND SCORING.

- 3a SINGLE RINK LEAGUE Two points for a win, one to each team or 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.
- 3d 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.
- 3e TEAM REGISTRATIONS FORMS must include a contact email address for the team. This to be the team leader or other nominated person.
If no member of the team has email then a mobile phone number will be required to allow contact by text message.
All contact with the team will be by email/text. It will be the responsibility of the team to notify any change of the contact and/or change of email/mobile phone number to smibc@btconnect.com.

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 club's badge is prohibited. Only the SMIBC Club badge is to appear on tops. Small detail piping on white tops, a member's name & a small shirt manufacturer's logo is allowed. Coloured panels are prohibited.
- 4c In casual games players must wear approved bowling shoes or flatbottomed shoes with additional elasticated shoe covers. Covers are available at SMIBC.
Bowling without wearing shoes is not allowed.

5 PLAYING RULES.

- 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.

- 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. Can be played at any session.

- 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 & 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 to a verbal response and a written report will be given to 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 the 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 one month's notice of the terms of such alteration or addition must be given to the Secretary.

9 TEAM REPRESENTATIVES AT AGM

EACH team taking part in the league must send at least one representative to the AGM, this member can also represent more than one team if playing in other leagues. This will allow your team to participate the following season without

penalty. Failing to do this will result in a 2 points deduction from each team not represented at the AGM.

10 GDPR - DATA PROTECTION

The full Club policy on how we handle the information we hold about you can be found on the Club website as well as the main notice board. Basically, by providing us with your information, you agree to how we process that information in accordance with the Club policy we've set out. Be assured we will always deal with your personal information fairly, and in accordance with your instructions. Your information will not be disclosed to anyone without your full authority.

11 RE-ARRANGED GAMES

If there are programmed breaks then use these. If there are spare rinks on other sections then these can be used. Please ensure that you notify the Fixtures Co-Ordinator of all re-arranged games.

12 GENERAL NOTES

PARKING - Please park considerately as space is limited. In the event the car park is full, members may use the BSS House as an overflow car park but only after 6.00pm, note cars may be clamped if inappropriately parked. Important : Cars are parked at owners risk.

RUBBISH - we would ask that any rubbish is put in the bins provided, or ideally taken home.

SAFETY - Important, please observe all safety notices or time, provided a rink is free & a Duty Officer available

Etiquette :-

Please respect bowlers on the mat by not walking in their line of vision when they are about to bowl. This applies not only when going to and from the changing room by rink 1, but also at each end of the rinks. At a change over of sessions, please wait behind the wall until the bowling has finished on the rink you are about to use

A NO SMOKING POLICY OPERATES THROUGHOUT THE BUILDING.

Please do not smoke by the main entrance, use the smoking area provided, thank you.

HEALTH & SAFETY

IF FIRST AID ASSISTANCE IS REQUIRED THEN PLEASE
TELEPHONE 999 or 112 AS APPROPRIATE.
ANY ACCIDENTS or INCIDENTS SHOULD BE REPORTED
TO A COMMITTEE MEMBER or DUTY OFFICER AND
RECORDED IN THE ACCIDENT / INCIDENT BOOK KEPT
AT THE RECEPTION DESK.

NOTE:- We have a defibrillator situated by the fire
escape doors next to the bar at the end of rink 1.

(Note:-No training is required in its use, but instruction can be given if asked for)

CCTV

CCTV - Note that CCTV cameras are in operation for security purposes. Cameras are positioned inside and outside of the Club. These can be viewed and recorded remotely. Video footage is kept 1 month before deletion.

SAFEGUARDING OFFICER

If any member has any concerns over child or vulnerable adult welfare or protection, then he/she should immediately contact the Safeguarding Officer (SO),
Graham Titheradge (01793) 706392.

If the SO is not available the concerns should be reported to any committee member or Duty Officer. **DO NOT DELAY** in reporting your concerns. All concerns must be recorded.

IMPORTANT INFORMATION PLEASE READ

LEAGUE PROGRAMME

Good Friday is 9th April 2023 so it will not be possible to programme matches into April.

All matches will have to finish by the end of March, in some Sections there will be fewer games than in previous years.

Unfortunately, due to the number of teams, both Sections 1a (Monday 10am) and 3 (Tuesday 6pm) will finish by the end of February. If enough teams are interested then a mini handicap knockout tournament can be arranged for March

If you need to re-arrange any games this can be done on any day where there are spare rinks. Please contact the League Co-ordinator, Stuart Murray to arrange.

TEAM MEMBERS

Please make sure that your team players have paid their membership fees before playing.

Every player must be a paid up, registered member of Swindon Manor Indoor Bowls Club and must agree to abide by the rules (Sec 1a).

There is a list of paid up members on the Duty Officers desk. This is updated weekly. Playing non-members means points deduction.

DRESS CODE

Please see Section 4 of the Club Playing Rules and ensure that your team complies.

There have been instances in the past when a Duty Officer has pointed this out they have been met with some aggression. This is not acceptable.

Swindon Manor IBC has its own rules as do most indoor and outdoor clubs. Being a member of this Club means that you have to abide by its rules.