CCSMBA INFORMATION PACK SECTION 8
APPENDIX 1
RULES AND CONDITIONS OF PLAY – AREA WINTER LEAGUE

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1 ENTRY REQUIREMENTS

1.1 The Area Winter League is a County competition played between club teams in each of the 4 County areas – Central, East, North and West – subject to full CCSMBA Rules and dress code. (If the colour grey is worn, this must conform to the swatches supplied to all clubs.)

1.2 Only clubs registered with the CCSMBA may enter 1 or more teams in their own area.

1.3 A new club must have 10 affiliated members before being allowed to enter a team into the league.

1.4 Only players affiliated to the CCSMBA with the relevant club may play for that club.

1.5 All rules concerning registration of clubs; affiliation and movement of members; and payment of fees; are laid down in the CCSMBA Constitution (see Section 3 of this Information Pack). League fees are payable by the preceding 31 May to the appropriate Area Representative, who is responsible for checking registrations and formulating the programme for his area.

1.6 Matching stickers must be used by all players in a team.

2 FORMAT

2.1 Each Area League may be split into 2 or more divisions if the number of entries makes it impracticable for every team in an Area to play every other. These divisions are entitled Premier Division, Division 1, Division 2 etc: each division having the same number of teams if possible. If the teams cannot be split evenly between divisions, the number of teams in divisions will be scaled down starting with the Premier Division.

2.2 In the East Area, one match against another team will normally consist of 2 fours playing 10 ends consecutively on the same mat on the same night at home. The process is repeated away for the return match. However, the 2 fours may play at the same time on separate mats with the agreement of both team captains on the fixture night. If one team objects to this, then the match will continue without prejudice with both teams playing consecutively on the same mat.

2.3 In the Central and West Areas, one match against another team will normally consist of 2 fours playing 12 ends consecutively on the same mat on the same night at home. The process is repeated away for the return match. However, the 2 fours may play at the same time on separate mats with the agreement of both team captains on the fixture night. If one team objects to this, then the match will continue without prejudice with both teams playing consecutively on the same mat.

2.4 A North Area match consists of one three wood triple playing 15 ends at home and a different three wood triple playing 15 ends away. No player is allowed to play both home and away. The 2 games are normally played within the same week.

2.5 2 trial ends are allowed in the East Area. In the North, Central and West Areas, where no trial ends are allowed, a score of one shot is awarded for the first two ends irrespective of how the head is lying.

2.6 Playing “Three’s Up” is not allowed in any Area League.

2.7 Each team comprises of 8 players (6 in North Area) although if necessary a team may play with a maximum of two players short over a match as defined above as per ESMBA rules (i.e each rink may play with one player short).

2.8 A maximum of 5 matches in a season may be played with a player short. If a team exceeds this rule, a 4-point penalty will be applied to the 6th and any subsequent match.

2.9 A club entering only 1 team does not have to nominate specific players for that team. A club entering more than 1 team must comply with the registration rules detailed at Para 3 below.

2.10 In extreme circumstances such as a power cut meaning no further play is possible then the following will apply:

a) any game completed up to the point of abandonment will stand and points from that game will be awarded as per Section 4.1.
b) any game that has been 75% played will be deemed to have been completed and points will be awarded as per Section 4.1.
c) if the calculation of 75% of the number of ends due to be played does not result in a whole number then this will be rounded down to the nearest whole number (e.g 75% of a 10 end game is 7.5, therefore this will be rounded down to 7 ends).
d) any game that has not been 75% played will be deemed to be incomplete. The remaining ends will be required to be completed at a later date starting from the last complete end. This must be with the same teams and if played at the home venue then this must be on the same mat, in the same position. Two non-scoring trial ends will be allowed and the game will then continue as normal. The home team must supply 3 dates within 7 days of the abandoned game which must be within 14 days of the abandonment. Once completed, the points will be awarded as per Section 4.1.
e) if the venue is unavailable, the home team may elect to play at an alternative venue within their area. Two non-scoring trial ends will be allowed and the game will then continue as normal.
f) if both team captains agree, point 2.9d) above can be discounted and the score at the last completed end will be declared the result and points will be awarded as per Section 4.1.
g) the rescheduled fixture must be re-arranged and played within 14 days unless special circumstances apply (Section 8.1) and are agreed by the Area Representative. If special circumstances are deemed by him not to apply and the fixture cannot be played within 14 days, the team that are unable to agree to a date will forfeit the game. The game points and the 2 bonus points will be awarded to the opposition. No penalty will be applied to either team.

2.9 Should a team withdraw from the league part way through a season then all of their results will be deleted as if the matches had not been played.

3 TEAM PLAYER REGISTRATION

3.1 Before any matches are played, a club with more than 1 team must register the names of a minimum of 8 players (6 in the North Area) per team in writing with the Area Representative. These players become the Named Players and cannot then play in any other team within the same division or below. Named Players are expected to play the majority of fixtures with reserves only being used when needed.

3.2 Remaining players are deemed to be reserves for the club, not attached to any team.

3.3 Clubs may register or de-register players during the season provided there are 5 or more matches (or games in the case of North Area) still to be played and the Area Representative is informed in writing. The change is not legal until his written

permission is granted. Each team must have 8 players (6 in the North Area) registered at any one time.

3.4 A player may be de-registered from a team providing an eligible player is registered in their place.

3.5 A de-registered player may join the pool of reserves for the club following a period of 28 days. Once a reserve player has played six games for a team they will then be added to the list of registered players for that team and will be ineligible for any other team.

3.6 A reserve player may play for any team attached to the club holding the player's affiliation five times without restriction. On the sixth occasion the player will be added to the list of registered players for that team and will be ineligible for any other team.

3.7 A registered player from a lower division may substitute for an absent player in each team from the same club but in a higher division no more than 5 times in any one season (ie a First Division bowler may play in the same club's Premier Division team 5 times only).

3.8 The penalties for playing an illegal player, are:

a. the offending team will forfeit the match (or game in the case of North Area) and 4 points (2 points for each unplayed game in the case of North Area) will be deducted from their overall league points.

b. Central, East & West Areas – The non-offending team will be awarded the 6 match points, with no shots scored for or against.
North Area – The non-offending team will be awarded 2 points for each game forfeited by the offending team and the 2 bonus points (maximum 6 points), with no shots scored for or against. If this rule is being applied only to one game the second game's result will be treated as normal, however no bonus points will be available, only the 2 match points.
The non-offending team will also be awarded both 'game wins' for the match (1 'game win' in the North).

4 SCORING SYSTEM

4.1 6 points are available for each match. 2 points will be awarded for each game won and 1 point for each game drawn. 2 points will be awarded for each match won on shot aggregate and 1 point for each match drawn on shot aggregate.

4.2 League table positions will be determined by
a) match points for matches won or drawn – if equal, then
b) games won – if equal, then
c) games drawn – if equal, then
d) shot difference ie between shots for and against overall – if equal, then
e) shot average.

5 NOTIFICATION OF RESULTS

5.1 The result sheet, checked and signed by both captains, must be sent by the home club to the Area Representative immediately after each game, using first class post, email or personal handover. Where results are submitted electronically, score cards should be kept for the remainder of the season in case there are queries. The Area

Representative will send updated league tables to clubs at regular intervals and notify the press.

5.2 The Area Representative is responsible for informing the Competition Secretary of the eventual Premier League and Division One winners immediately after the result is known, for the purpose of playing the Bebbington Cup and League Plate Competition.

6 PROMOTION AND RELEGATION

6.1 The winners and runners-up of Divisions 1, 2 and any lower divisions will be promoted into the division above them. The bottom 2 teams of every division except the lowest will be relegated to the division below them.

6.2 Any club (including a new club) may enter a new team at the beginning of the season. That new team must play in the lowest division and thus seek promotion.

7 PROGRAMME

7.1 For all areas except the North, the first half of the League Programme will commence in the first week of October and end by 20th December. The second half will commence after the 2nd January and finish 1 week prior to the date of the Bebbington Cup and League Plate Competition as given in the County fixture list. The North Area League Programme is not split into 2 parts but will commence and finish overall to the same timetable.

7.2 When registering teams for the season clubs must notify their Area Representatives of
a) the days they wish to play their home games
b) default start time for commencement of play which must not be before 7pm. (See rule 9.1 for circumstances where this can be modified).
c) any specific date(s) on which they cannot play home or away games
d) possibility of hosting 2 fixtures on the same day, ie 2 teams playing simultaneously at 1 venue using 2 mats.

7.3 The Area Representative will prepare and send out to clubs the League Programme showing the fixtures for every team, taking into consideration information from 7.2 above plus County, National and International fixtures, County Competition dates and Bank Holidays wherever possible.

7.4 Fixtures in the League Programme may be re-scheduled with the agreement of both team captains without restriction or penalty up to the 15th September. Once the programme has been agreed between clubs and the Area Representative, a confirmed fixture list will be circulated and all teams must adhere to their fixture dates. Section 8 will then apply.

8 RESCHEDULING OF FIXTURES AFTER 15TH SEPTEMBER

8.1 Rescheduling must be agreed by the Area Representative and will only be allowed in special circumstances, defined as:
a) the home team having to surrender its hall
b) bereavement in the club
c) extreme weather conditions
d) 3 or more team members (2 or more in the case of North Area) playing in an inter-County match.

e) 1 or more team members playing in an England Squad fixture that day or travelling out of the County for an England Squad fixture.
f) Exceptional circumstances agreed by the CCSMBA Management Committee in advance.

NB Rescheduling owing to holidays or sickness is not acceptable – the team must either find a substitute within the League rules or concede the match (or game in the case of North Area).

8.2 A rescheduled fixture must be re-arranged and played within 14 days unless special circumstances again apply and are agreed by the Area Representative. If special circumstances are deemed by him not to apply and the fixture cannot be played within 14 days, the original offending team must concede the match (or game in the case of North Area).

8.3 In the case of Central, East and West Areas, all fixtures due to be played during the first half of their League Programme must take place before the second half commences. If this does not happen the offending team must concede the match.

8.4 Should any match (or game in the case of North Area) be conceded by a team for whatever reason, the following will be applied;
Central, East & West Areas – The conceding team will be penalised by 4 points and the opposing team will be awarded the 6 match points, with no shots scored for or against.
North Area – The conceding team will be penalised by 2 points for each unplayed game and the opposing team will be awarded 2 points for each unplayed game and the 2 bonus points (maximum 6 points), with no shots scored for or against. If only one game has been conceded the second game may still be played but no bonus points will be available, only the 2 match points.
The opposing team will also be awarded both ‘game wins’ for the match (1 ‘game win’ in the North).

9 START TIMES

9.1 All fixtures should start at the default scheduled time (which is no earlier than 7pm). However, a fixture may be played at an earlier start time (e.g 2pm in the afternoon) on the same date with the prior agreement of both team captains (Captains should ensure that their own members agree with the change). If one team objects to this then the match will continue without prejudice at the default start time.

9.2 However, in the case of Central, East and West Area, if a player due to play in the first four is late, a player from the second four may take his place and the late player may be slotted into the second four if he arrives in time. If he does not arrive in time to play in the second four, the team must play with 3 members.

9.3 An exception also applies for Central, East and West games if the Away Captain on arrival informs the Home Captain that the second four will be late but will arrive within a reasonable time (normally one hour). The second four will thus be deemed to be excused from the 10-minute wait time rule by mutual agreement.

9.4 Any disputes must be presented in writing to the Area Representative, who will ask the CCSMBA Management Committee for a ruling.