

Ellesmere Bowls Sub Centre

2024-2025

Champion of Champion Conditions of Play

Start time 9 am.

Entries must be in to the Match Committee by 9pm on the Wednesday before the event.

Singles. [4 Bowls] 21 shots

Pairs. [3 Bowls] 18 ends

Triples. [2 Bowls] 18 ends.

Fours. [2 Bowls] 16 ends.

Teams may play two trial ends before their first game. Trial ends must be finished before the official start time. Teams with byes are able to have practice ends on a rink that they are not playing their other games on if possible. Games have no time limit.

Games are knockout.

Played under the Laws of Bowls.

Championships

Start time 9 am

Entries must be in to the Match Committee by 9pm on the Wednesday before the event.

All team members must be from the same Club except that after entries have closed and there is an uneven number of entries the Match Committee shall try to find a team from a club. If they cannot do this, a team may be made up of players from different clubs so that a bye does not have to happen. Teams may play two trial ends before their first game. Trial ends must be finished before the official start time.

Teams with byes are able to have practice ends on a rink that they are not playing their other qualifying games on.

Played under the Laws of Bowls except that 10 minutes only will be allowed for lateness by a player[s] before a game is forfeited. The at fault team will not get extra time. The not at fault team may get the extra time if requested.

Games start and finish on the bell.

Men`s and Women`s Singles & Pairs and Men`s Triples.

Singles.[4 Bowls] 4 games of 15 ends or 1 ¼ hrs

Scoring: In the first rounds will be *Wins-Draws-Diff-Ends*

Top two to play off. 15 completed ends no time limit

Pairs.[3 Bowls] 4 games of 13 ends or 1 ¼ hrs.

Top two to play off. 13 completed ends no time limit

Triples. [2 Bowls] 4 games of 13 ends or 1 ¼ hrs.

Top two teams to play off.13 completed ends no time limit.

Scoring: In the first 4 rounds will be *Wins – Draws – Ends - Diff*. In the event of a Tie (after the final round has been played) then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round.

Fours. Teams may be made up of all men, all women or mixed.

Fours. [2 Bowls] 4 games of 11 ends or 1 ¼ hrs.

Top two teams play off. 11 completed ends no time limit

Scoring: In the first 4 rounds will be *Wins – Draws – Ends - Diff*. In the event of a Tie (after the final round has been played) then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round.

Mixed Pairs

3 bowls. Four games of 13 ends or 1 ¼ hrs.

Top two teams play off.13 completed ends. No time limit.

Scoring: In the first 4 rounds will be *Wins- Draws- Ends- Diff* In the event of a tie (after the final round has been played) then the Match Committee will arrange a play off. Teams with a bye will be awarded a win on the basis of averages for that round.

Incorrectly delivered Jack to be delivered by the opposing team. If delivered incorrectly again to be placed on the 2 metre line. If the end is killed it is to be replayed.

Teams may have two trial ends before their first game. They must be finished before the official start time.

Players to be from the same club, except that after entries have closed and there is an uneven number of entries, the Match Committee shall try to get a team from a club. If they cannot do that then a team may be made up from different clubs.

5 August 2024

Rooster Competition

Conditions of Play – Season 2024 -2025

Format of Side: Each side will comprise 6 players – all male. A singles player, a pairs team and a triples team. If a player is named in a team they cannot play for any other team. If a player is not named in a team then they may play in any team but once they play for any one team three times then they must stay in that team for the rest of that season. A player who is not named in a team and is used as a substitute may not play singles. If a player who usually plays in the Chatterton plays three games in the Rooster they may not play in the Chatterton again that season.

League Rules: Round Robin. Start time 1.30 pm.

Singles - 25 shots. Pairs – 21 ends. Triples – 21 ends. No time limit.

Bowls: Singles – 4 bowls, Pairs – 3 bowls each, Triples – 2 bowls each.

Scoring: Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round. A team from a club with more than one team cannot gain a win from a default from within that club.

Score Cards: Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after no changes will be allowed. The visiting team skip to return the score card to their club and the host club to retain their score card in case of any dispute.

Score Sheets: A fillable pdf online form can be downloaded from the Ellesmere Web site. It will be the responsibility of the host club to fully fill-in the form and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

The email address of the recorder is:
recorder@ellesmerebowls.com

General: The Tournament Management Software (TM) will be used to display the software on the Ellesmere Web site [here](#) and Tab to Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. Jacks delivered incorrectly must be delivered by the opposing team. Killed ends must be replayed.

If a round is put off it will be rescheduled. If a round is partially completed then those matches will need to be completed prior the next round. Games will start from where they finished prior to the interruption. If unable to do so the Match Committee will decide when it will be played. 16 ends constitutes a game if stopped by inclement weather and will not need to be replayed. All disputes to go to the Match Committee in writing within 48 hours. The names of the Rooster players need to be sent to the Recorder before October 1st.

A screenshot of a 'Rooster Cup Score Sheet' form. It includes fields for 'Home Team' and 'Visiting Team', and a table for recording scores. The table has columns for 'Singles', 'Pairs', and 'Triples', and rows for 'Score', 'Ends', and 'Bowls'. There are also checkboxes for 'Killed' and 'Replay' for each team's results. At the bottom, there are checkboxes for 'Rain' and 'Snow'.

Bert Chatterton Memorial Cup Competition

Conditions of Play – Season 2024 -2025

Format of Side: Each side will comprise 5 players – all male, all female or mixed. A singles player, a pairs team, a triples team and a fours team. Players to be from the same Club with the proviso that the opposing club may lend a player or players [max 2] so that a default can be avoided. Players must be leads or seconds. Clubs with less than 20 members of either sex may join with another club to make up a team.

If a player who usually plays in the Chatterton plays three games in the Rooster they may not play in the Chatterton again that season.

League Rules: Round Robin. Two games. Start time 1.30 pm with singles and fours.

Afternoon tea [\$2 per player] followed by the pairs and triples.

Singles - 21 shots or 1¼ hours, all other games 1¼ hours

Bowls: Singles – 4 bowls, Pairs – 3 bowls each, Triples – 2 bowls each, Fours – 2 bowls

Scoring: Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

Score Cards: Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after no changes will be allowed. The visiting team skip to return the score card to their club and the host club to retain their score card in case of any dispute.

Score Sheets: A fillable pdf online form can be downloaded from the Ellesmere Web site. It will be the responsibility of the host club to fully fill-in the form and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

The email address of the recorder is:

recorder@ellesmerebowls.com

The image shows a screenshot of a 'Chatterton Cup Score Sheet' form. It includes fields for 'Home Team' and 'Visiting Team', and a table for recording scores for different teams (Singles, Pairs, Triples, Fours) across multiple rounds. The form is designed to be filled out by hand or digitally.

General: The Tournament Management Software (TM) will be used to

display the software on the Ellesmere Web site [here](#) and Tab to Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. Jacks delivered incorrectly must be delivered by the opposing team. Killed ends must be replayed even if done so after the bell.

If a round is called off before start of play it will not be replayed. If rained off before completion of the first game then that round needs to be completed before the last round except that if all venues are affected then the round will be cancelled. If rained off during the 2nd game the game is considered complete if 1 hour has been played otherwise it will be considered a draw and points awarded on the basis of averages.

7 October 2024

Conditions of Play – Season 2024 -2025

Clubs with less than 20 members of either sex may join with another club to make up a team.

18 Ends. No time limit.

Scoring: Will be *Wins – Draws – Ends – Diff* . In the event of a Tie (after the finals round has been played) then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

2022 DATES OF OUR TWO (MAY & JUNE)					
	DATE	DAY	PERIOD	DATE	DAY
April 2022	1	Tuesday	12:00 - 1:00		
	2	Wednesday	12:00 - 1:00		
	3	Thursday	12:00 - 1:00		
	4	Friday	12:00 - 1:00		
April 2022	5	Saturday	12:00 - 1:00		
	6	Sunday	12:00 - 1:00		
	7	Monday	12:00 - 1:00		
	8	Tuesday	12:00 - 1:00		
April 2022	9	Wednesday	12:00 - 1:00		
	10	Thursday	12:00 - 1:00		
	11	Friday	12:00 - 1:00		
	12	Saturday	12:00 - 1:00		
April 2022	13	Sunday	12:00 - 1:00		
	14	Monday	12:00 - 1:00		
	15	Tuesday	12:00 - 1:00		
	16	Wednesday	12:00 - 1:00		

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In the event of rain stopping play, unless at least 14 ends have been played the game continues with the score the same as when play stopped. Games must be completed before the last round. 14 ends is considered a completed game.

Fives Competition

Conditions of Play – Season 2024 -2025

Format of Side: Each side will comprise 5 players – all male, all female or mixed. A pairs team and a triples. Players to be from the same Club with the proviso that the opposing club may lend a player or players [max 2] so that a default can be avoided; these player(s) should be a lead or second and play in that position. Clubs with less than 20 members of either sex may join with another club to make up a team.

League Rules: Round Robin. Two games. Start time 1.30 pm with pairs and triples.

Then afternoon tea followed by pairs and triples played against another club.

All games 1¼ hours

Bowls: Pairs – 3 bowls each, Triples – 3 bowls each.

Scoring: Will be **Wins – Draws – Diff – Ends**. In the event of a Tie then the match committee will arrange a playoff. Teams with a bye will be awarded a win on the basis of averages for that round. In the event of a team defaulting the Match Convener and opposing team must be notified as early as possible and the non-defaulting team will be awarded a win on the basis of averages for that round.

Score Cards: Each team skip will be issued with a score card which should be filled in with care and with *no* abbreviations used; please print the names. Both team skips must sign both score cards as correct. There-after ~~no changes~~ will be permitted. The skips will return the score cards to the Host club to enter and send in the Score sheets. Cards to be retained by the Host Club.

Score Sheets: A fillable pdf online form can be downloaded from the Ellesmere Web site. It will be the responsibility of the host club to fully fill-in the form and email it to the recorder as soon as possible. With comments in the body of the email about matches say cut short due to inclement weather etc.

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recorder@ellesmerebowls.com

General: The Tournament Management Software (**TM**) will be used to display the software on the Ellesmere Web site [here](#) and Tab to Results. The Recorder will control the TM software and upload the results weekly.

Teams may have two trial ends before their first game and they must be finished before the official start time. An incorrectly delivered Jack is to be placed by the opposing Skip. A killed end the Jack is to be placed on the two metre mark. If rained off before completion of the first game then that round needs to be completed before the last round except that when all venues are affected then the round will be cancelled.

15 September 2024