Warrington & District Seniors’ Bowls Association

Rules and Constitution 2024

1.0  Constitution, Membership & Management

1.1 The Association will be known as The Warrington & District Seniors’ Bowls Association. Membership will be open to Seniors Bowling teams using greens at Clubs, Public Parks and Recreation Grounds located within a reasonable radius of the centre of Warrington (i.e., The Town Hall). Any such teams desirous of becoming members of the Association must be Proposed, Seconded, and deemed acceptable by the existing teams in membership.

1.2 The Headquarters of the association shall be as determined from time to time by the Management Committee.

1.3 The Objects of the Association shall be to organise League and Competition Matches under B.C.G.B.A. Laws and Byelaws and to foster the spirit of good fellowship among members.

1.4a Membership is open to anyone who attains 60 years of age, and provided that they are registered by their respective teams by the date set by the Management Committee, which is currently the Council Meeting held on the last Tuesday in February they will be eligible to play in any League and Competition matches after their 60th Birthday.  All new player registrations must include Date of Birth to be a valid registration.

1.4b Teams may submit late registrations to cover shortage due to death, serious illness and unavailability of Members originally registered at the initial registration date, with valid reason for application, to the Secretary for consideration by the Management Committee.

1.5 Teams/Club officials are responsible for ensuring that registered players comply with the minimum age requirement (as per rule 1.4) and officials must inform intending members of this rule before registration, Any breach of this rule will result in the deduction of points from the offending team’s current League record and the offending player will be banned from Association Membership.

1.6 New teams wishing to join the Association must be able to fulfil all fixtures, have acceptable playing facilities and adequate playing strength. Application for Membership must be made in writing to the Hon. Secretary before the Annual General Meeting.

 At the A.G.M. Teams already in Membership will be expected to confirm their continuing membership or otherwise for the following season.

Any new teams must have their application voted on at the AGM.

1.7 The Association will be governed by a Council consisting of President, Deputy President, Chairman. Deputy Chairman, Hon. Secretary, Hon. Treasurer, Competition Secretary, Minutes Secretary, and one Delegate from each registered team.

1.8 The day-to-day management of the Association’s affairs will be dealt with by a Management Committee consisting of the President, Deputy President, Chairman. Deputy Chairman, Hon. Secretary, Hon. Treasurer, Competition Secretary, Minutes Secretary, and two Team Delegates elected at the A.G.M. This Management Committee will have the power to deal with all matters referred to it by the Council.

 It will also have the power to co-opt members, form sub-committees and propose amendments, deletions, or additions to Rules if occasion requires so doing before an A.G.M. Teams to receive 14 days’ notice of any proposed change.

1.9 Officers of the Association shall be elected at the AGM, and these shall be.

President, Deputy President, Chairman, Deputy Chairman, Secretary, Treasurer, Competition Secretary, Minutes Secretary, Two Team Delegates, Two Green Managers.

1.10 Should the Management Committee by a majority, decide on grounds of expediency or otherwise to dissolve the Association it shall call a meeting of all member teams giving 21 (twenty-one) days’ notice.

At this meeting if a two thirds majority of those present and eligible to vote decide to dissolve the Association, the Management Committee shall have power to dispose of the assets of the Association after all liabilities and debts have been cleared.

The beneficiaries of such assets shall be the teams, or such charities as decided by a majority of members teams.

The charities chosen must have no religious or political connection.

1.11 The Committee will decide if/when a Life Member is to be elected.

2.0 Finance

2.1 All monies and Accounts to be kept in a proper commercial manner by the Hon. Treasurer and to be audited annually by Auditors appointed at the A.G.M. The Hon. Treasurer will present a Statement of Accounts for the year ending 31st December to members at the A.G.M.

2.2 Withdrawals from the Association’s Banking Account must be signed by 2 (two) from 3 (three) appointed signatories.

2.3 The Hon. Treasurer shall be responsible for the payment of honoraria and meeting expenses for the current year following ratification by the October Council Meeting.

2.4 Each team must supply the Hon. Treasurer with a list of its members to be registered with the appropriate annual registration fee, as decided at the A.G.M.

2.5 The Treasurer will invoice clubs in April when all player registrations have been received.

 The Treasurer will also invoice clubs as soon as all Competition and late registrations have been received.

 All payments/refunds will be by Bank Transfer or cheque. Cash transactions will not be allowed.

No player swaps will be allowed, or refunds given after the first league match has been played.

Any player registrations received after the first match has been played are late registrations and the player registration fee will be charged to the team.

2.6 All individual competition entry fees and late registrations will be invoiced to the individual’s team by the Honorary Treasurer towards the end of the season.

2.7.  Each team shall receive and be charged for 2 (two) tickets for the Associations’ Prize Presentation afternoon.  Additional tickets may be purchased from the General Secretary at a fee to be set annually by the Management Committee.

2.8 No player shall be allowed to take part in any Association promotions if they have failed to pay subscriptions for the previous season to any bowling club, league, Association, or body of which they were a member.  The name of any such player shall be forwarded to the Hon Secretary 7 (seven) clear days before the match in which they are involved takes place.  The Management Committee shall adjudicate on the matter, but the player shall not be permitted to play until a decision has been taken.

2.9

All players must be in possession of a current BCGBA Registration Card.

3.0 Meetings

3.1 A General Meeting will be convened annually to elect Officers for the ensuing year; to receive and accept the Treasurer’s statement of accounts; to consider any motions concerning changes to rules and to conduct any other appropriate business concerning the Association.

3.2 Nominations for Office and Notice of Motions must be in the hands of the Hon. Secretary by 3oth June.

 and these will be advised to delegates by July 31st.

 Any Amendments to Motions must be notified to the Hon. Secretary by the 31st of August and these will be advised to delegates by the Hon Secretary by September 30th.

3.3a To conduct the affairs of the Association, Council Meetings will be held on the following dates.

 Last Tuesday in the month.

 October: Treasurer to produce a forecast of income/expenditure including prize monies and will recommend the amount of Honoraria to be ratified by the delegates.

 Mid-December: Prize presentation.

 January: Annual General Meeting.

 For the following dates no meetings will be held. All communications by email/post.

 February 28th: Player registrations received: Fixtures issued.

 Mar 31st: Final player registrations.

 Teams will be fined for non-attendance of a Delegate or his deputy at an AGM, EGM or Council Meeting unless an acceptable explanation is received. The amount of any such fines will be decided at the AGM.

3.3b An Extra-ordinary General Meeting may be called upon receipt of a requisition signed by the secretaries of at least by 25% (rounded up) teams, all of whom must be represented at the meeting, or on the instruction of the Management Committee.  The Hon Secretary shall give at least 7-day notice in writing to all teams, and only the business stated in the notice shall be transacted.

3.4 At all Meetings a Motion or an Amendment will not be discussed until it has been Proposed and Seconded. Complicated Motions must be submitted in writing. Speakers must direct their speeches only to the matter in hand.

3.5 Voting at an AGM, EGM, or Council Meeting will be restricted to one vote to each registered team. No Management Committee member is allowed to vote for his registered team except the 2 delegates appointed to the Management Committee.

A vote will be declared “carried” on a simple majority basis. The Chairman will not have a casting vote and in the event of a tied vote the Motion will be declared lost.

Nominations and amendments must be proposed and seconded by different teams.

3.6 Teams or individuals / pairs who have won a prize/ trophy to be presented at the annual prize presentation must have a team member in attendance to receive the prize. Failure to comply will result in 50% of any prize money being forfeited. Any forfeited prize money will be added to the next year’s charity payment.

3.7 Nominations for Charity sponsorship shall be voted on at the AGM.

4.0 Members’ Pledge, Trophies, Complaints and Appeals.

4.1 All Association Members pledge themselves to uphold the Constitution of the Association and to accept its final decisions, to endeavour to carry out honourably and efficiently the aims and objectives for which the Association has been constituted.

4.2 All Association property, cups etc. held by winners of competitions must be returned by the October delegates meeting. The Association will be responsible for all engravings and associated costs.

4.3 Any Member or Team lodging a complaint against any other Member or Team, or lodging an appeal, must submit such complaint or appeal in writing to the Hon. Secretary for the Management Committee’s decision.

4.4 Delegates of the Teams concerned must withdraw from the hearing, as must the complainant, appellant and/or their representative after submission and pending a ruling. A final appeal may be made to the Council whose decision will be final. Other teams from the same clubs as the teams concerned do not have to withdraw.

5.0 League Games.

5.1 The number of Sections, relegation and promotion of teams, and the number of players per team will be recommended by the Management Committee for approval by the Council.

5.2 Teams failing to fulfil their fixtures or commitments without acceptable reason will be liable to be expelled from the Association if it is so decided at a Council meeting.

5.3 When two (2) or more teams from the same Club are scheduled to play each other in the same section the Hon. Secretary will endeavour to arrange these games (Home and Away) to be played as early as possible in both halves of the season.

Rules Governing League Games

5.4 All bowling rules of the B.C.G.B.A. will govern all games played under the jurisdiction of the Association except where a Local Bylaw over-ride (e.g., Card Marking, see rule 5.15).

5.5 The Captain of each team shall place his team in the order he desires them to play. 1 to 10 but only need name the first four (four) players in order to commence the match. Players must play in the correct order. Any player who is not present when due to play must be replaced by a reserve. If no reserve is available, then the game must be forfeited (15-0) and the next game commenced. No player in attendance can be substituted except with the consent of the opposing Captain. A member of an original team cannot return once his name has been erased from the team sheet.

Four (4) blocks must be maintained on the green.

5.6 No persons other than players and referees are allowed on the green during play, except Measurers when required.

5.7 No intending player or reserve to practice on the appointed green on the day of the match apart from the official practice time.

5.8 Matches to be played on Mondays to complete the season’s programme. The first match will commence at the latest date possible that will allow sufficient playing dates to complete the season’s programme which must be completed by the end of September.

5.9 Home Team’s Practice – any time until 1.15pm. Away Team’s Practice - from 1.15pm to 1.25pm.

5.10 League Games to commence at 1.30pm prompt.

5.11 Visiting players will lead out the Jack at commencement of play. Standard Jacks must be used and be provided by the Home Club, and these must be officially tested and stamped.

5.12 Any team playing an ineligible player(s) will forfeit the match and be subject to disciplinary action.

Scoring, Score Cards, and Referees

5.13 Games to be 15 up off scratch, team handicaps (where applicable), to be deducted from the team’s total score to determine the match result.

5.14 Any disputes during the game will be resolved by the two captains. If it is not possible to come to an agreement, then advice must be sought from a member of the Management Committee for issues regarding the Association’s constitution or from local qualified referees for issues regarding the laws of the game.

Contact numbers will be available in the handbook and in the webpage.

5.15 a) The result of each end should be clearly signalled to the markers by the winner of the end.

 b) The markers must clearly acknowledge the signal back to the winner of the end.

 c) Score cards must be agreed every 4 ends and the card marked accordingly.

 d). In cases of an irresolvable score card dispute the score will revert to the end which was last agreed by the markers.

5.16 For each league match, points will be credited to teams as follows.

Teams with the higher aggregate score. 2 points if home team, 3 points if away team.

Aggregate score tied, 1 point for home team, 2 points for away team.

Winner of each game 1 point.

5.17 Home teams will be responsible for match results being submitted to the web site on the day the match is played. Result sheets must be fully and accurately completed and signed by both captains. The home captain to retain the result sheet which must be made available in the event of any dispute.

6.0 Postponements

6.1 A match may be postponed in advance of the scheduled fixture only with the agreement
of the Hon Secretary. Such re-arrangements will only be allowed in extreme circumstances.

6.2 Where both captains agree, a match may be postponed due to inclement weather or other
unforeseen circumstances provided no games have been started. If one or more games have
started the match will be treated as suspended and Rules 7.1 to 7.8 below shall apply.

6.3 Team captains shall agree a date, for a postponed fixture within 24 hours of the original
match start time. The agreed date should be as soon as practicable and before the final match
of the season and be notified to the League Secretary.

6.4 The re-arranged date shall be binding on both teams. If one team fails to attend on the
re-arranged date, the team that attends shall be awarded maximum points for the fixture.

If both teams default, neither team shall take any points.

6.5 Where teams cannot agree a date for a postponed fixture, the League Secretary must be
informed and the Management Committee shall decide when the match will be played. If one
team fails to attend on the re-arranged date, the team that attends shall be awarded maximum
points for the fixture. If both teams default, neither team shall take any points.

6.6 Matches postponed at the end of the season must be completed within 5 days of the final
scheduled fixture.

6.7 Where team captains do not agree on a proposed postponement, both captains shall
submit to the League Secretary a statement of all Home and Away players present with the
reason(s) for their disagreement countersigned by the team captains. This will be referred to
the Management for a decision on how the matter shall be resolved.

6.8 If, on the original match date, the draw had been made but no games had been started,
the draw will be declared void and a new draw will be made on the re-arranged date.

6.9 A match cannot be called off prior to the time of 1:30 pm unless there are exceptional circumstances on the day.

7.0 Suspensions

7.1 A match will be treated as suspended where both team captains agree, after one or more

 games have started, that play should cease due to inclement weather,

 or other unforeseen circumstances.

7.2 Team captains shall agree a date, on which a suspended match is to be resumed, within
24 hours of the original match start time. The agreed date should be as soon as practicable
and before the final match of the season and be notified to the League Secretary.

7.3 The re-arranged date shall be binding on both teams. If one team fails to attend on the
re-arranged date, the team that that attends shall be awarded maximum points

 for the fixture. If both teams default, neither team shall take any points.

7.4 Where team captains cannot agree a date on which a suspended match should be resumed,
the League Secretary must be informed, and the Management Committee will decide when the
match will be resumed. If one team fails to attend on the re-arranged date, the team that
attends shall be awarded maximum points for the fixture. If both teams default, neither team
shall take any points.

7.5 Matches suspended at the end of the season must be completed within 5 days of the final
scheduled fixture.
7.6 Where team captains do not agree on a proposed suspension, both captains shall submit
to the League Secretary a statement of all Home and Away players present, the scores of all
games completed and in progress at the time of the disputed suspension and the

reason(s) for their disagreement countersigned by the team captains. This will be referred to the
Management for a decision on how the matter shall be resolved.

7.7 Where a match has been suspended, the original draw shall remain in force on the date on which play is resumed and no players may be substituted or added save as provided for in Rule 7.8 below. The scores of games completed prior to suspension will stand and any part played games will continue from the last recorded score at the time at which the match was
suspended.

7.8 If any of the original players in part played games in a match that has been suspended
are not available to play on the date on which the match is resumed, they may be substituted
by another member of their team with play commencing from the last recorded score in the match concerned, provided that no member of a team may play in more than one game.

8.0 Play-off Rules

8.0 In the event of a tie for section winners the highest total aggregate score over the season will determine the final position. If still tied, the most individual wins will be used to determine the final position. In all instances where teams are tied in positions that carry prize monies, then such monies will be divided equally among the teams involved.

9.0 Handicaps

League Match Handicaps

9..0 All Section Teams will play off scratch. The team winning “A” Section will be penalised 10 points Home and Away for the following season. Should they again become Section winners they will be penalised a further 10 points for the following season with a ceiling of 20 points continuing until the sequence is broken following which their penalty will be reduced by 10 points until they revert to scratch.

9.1a Any B Section team who has become B Section winners inside 2 seasons and has been relegated from A Section will be penalised 10 points Home and Away for the following season.

9.1b Any B Section team who has become B Section runners up inside 2 seasons and has been relegated from A Section will be penalised 5 points Home and Away for the following season.

9.1c Any C Section team who has become C Section winners inside 2 seasons and has been relegated from B Section will be penalised 10 points Home and Away for the following season.

9.1d Any C Section team who has become C Section runners up inside 2 seasons and has been relegated from B Section will be penalised 5 points Home and Away for the following season

Team Competitions and Handicaps

Scoreboards will be used in Challenge Cup, 20 Club Cup and Bowler of the Year Competitions.

Team Competitions Score card markers in finals.

Each finalist is responsible for marking half the cards and operating any associated scoreboard for the duration of any final. The team on the left of the team sheet is responsible for initially marking odd number games 1 and 3 with the team on the right hand of the scoresheet marking the even numbers 2 and 4.

Entrance fees, prize monies and Handicaps will be determined by the Management Committee.

Late registrations to be eligible to play in a cup tie must have played at least two league games prior to the cup tie.

10.0 Challenge Cups & Challenge Cup Rules

All competitions will be played on a Wednesday with finals being played two weeks after the qualifying games.

Challenge Cup 1st round and 20 Club 1st/2nd rounds to be played on a Monday if there are available dates.

No entry Fee. All teams entered automatically.

10.1 An Annual Knock-out competition will be held for each Section with Challenge Cup Trophies being awarded to the winners and runners up.

10.2 Matches up to and including the round prior to the semi-finals may be brought forward by mutual consent provided the selected greens are available.

10.3 In the event of matches being postponed due to adverse weather conditions the teams involved must re-arrange the match at the earliest possible date prior to the next round. Such arrangements must be notified to the Hon. Secretary and the Competition Secretary

10.4 The Management Committee will make the draw for the Competition with matches being played on neutral greens.

10.5 Teams will consist of 10 registered players with all games 15 up off scratch. The total points scored plus a team handicap will be added together to decide the match result.

10.6 The team handicaps will be decided by the Management Committee based upon a team’s final league position in the previous season and taking due consideration of any new registrations.

 New Teams joining the Association will be handed a handicap by the Management Committee. All handicaps must be divisible by 3 (see rule 8.0j) - Drawn Games.

 Winners to receive a handicap of -10 points for the following season.

Should they again become winners the following season/s they will be penalised a further 10 points until the sequence is broken following which their penalty will be reduced by 10 points per season until they revert to scratch. Opponents to receive the penalty on their card,

10.7 All Challenge Cup matches except the FINALS will start at 1.30pm, unless otherwise mutually agreed, with no practice allowed prior to the match.

10.8 In all matches the players of the team drawn out first shall lead the jack in alternative order as follows: -

    1st team jack           ODD                         2nd team jack       EVEN

 In cases of an irresolvable score card dispute the score will revert to the end which was last agreed by the markers.

10.9 Team captains must submit their teams in order of play to the Hon Secretary 3 days before the date of the final.

 In the FINALS all teams must report 30 minutes before start time. 5 (five) players from each team are allowed practice from 1.05pm-1.15pm, the remaining 5 (five) players to practice 1.15-1.25pm. Greens to be cleared for 1.30pm start.

10.0 In the event of a drawn match 4 players from each team will play off to produce a result. The 4 players must be chosen from

the 10 who competed in the drawn match, with this procedure being repeated from the remaining players in the event

of further ties, until a result is achieved. For the 4 additional games a handicap equal to one third of the team handicap will be applied.

10.11 With the exception of the above, the general procedure of playing these matches will be in accordance with rules governing League Matches.

11 .0 20 Club CUP

Entry Fee £10 All teams entered automatically.

11.1 A 5-a-side Team Competition. Teams will consist of 5 players registered in the same team in the Association. Only one entry per registered team in the competition. The match will consist of 3 single handed games and one four handed (pairs) game. All games 15 up off scratch with a team handicap being added to the total points scored to produce the final result.

11.2 General Rules as per Challenge Cups with modifications as follows.

11.3 In the event of a drawn match, the team with the most winners in the singles games is deemed the winner.

11.4 Players may be changed at any time in the competition after the completion of any particular round.

11.5 Each team must have 5 registered players available to play. 3 or 4 playing 5 are not permitted.

11.6 Entry fees must be paid whether a registered team enters a team in the competition or not.

11.7 Handicaps for “A” Section teams will be 1/3rd of their handicap in the Challenge Cup. Handicaps for “B” Section teams to be 1/3rd of their handicap in the Challenge Cup plus 10 points.

Winners to receive a team handicap of -4 points for the following season.

Should they again become competition winners the following season/s they will be penalised a further 4 points until the sequence is broken following which their penalty will be reduced by 4 points per season until they revert to scratch. Opponents to receive the penalty on their card.

12.0 Individual Competitions and Handicaps.

Entry Fees: Singles £3 Pairs £6

12.1 Appeals against handicaps must be made in writing to the Hon. Secretary who will submit the appeal to the Management Committee for a decision. A final appeal may be made to the Council whose decision will be final.

12.2 All competitions start at times set by the Competition Secretary and as notified to delegates, posted on the web site and/or in Warrington Guardian.

12.3 Singles: Winners to be handicapped 1 point for the following season.

Should they again become competition winners the following season/s they will be penalised a further 1 point until the sequence is broken following which their penalty will be reduced by 1 point per season until they revert to scratch. Opponents to receive the penalty on their card.

 Pairs: Winners to be handicapped 1 point per player (2 points per pair) for the following season. Should they again become competition winners the following season/s they will be penalised a further 2 points until the sequence is broken following which their penalty will be reduced by 2 points per season until they revert to scratch. Opponents to receive the penalty on their card.

If the winning players sign up for another pairing, then they carry the handicap with them.

12.2a WALTER KING CUP

 A singles merit competition. 15 up off scratch. Toss up for Jack.

 Final at Monks Sports

12.2b WILF JERAMS TROPHY

 A singles handicap competition.15 up. Toss up for Jack.

 Final to be played on a green to be decide by the Management Committee.

12.2c BIBBY CUP

 A pairs competition.

 Teams of 3; any 2 to play. Toss up for Jack. 15 up (as per rule 10.0).

 (If only 2 players nominated then a 3rd player can be nominated for the qualifying dates on the day but not the final)

 Final at Tetley Club.

12.2d OLD CONTEMPTIBLES CUP

 Teams of 3; any 2 to play. Toss up for Jack. 15 up (as per rule 10.0).

 Final at Orford War Memorial.

12.2 e Pownall Mixed Pairs A pairs competition.

 Teams of 3; any 2 to play. Toss up for Jack. 15 up (as per rule 10.0).

 (If only 2 players nominated then a 3rd player can be nominated for the qualifying dates on the day but not the final)

 Pairs must be one female/one male. If a third player is nominated the gender split must be maintained i.e., the team cannot consist of two males or two females.

 Players may be nominated from different teams.

12.2f Charity “Battle of the Sexes”

Two players – one male, one female will be invited to take on the role of Captains and will be responsible for their teams on the day.

The selection of players for the Charity match will be made from the top players of each registered team with the condition that all teams, if possible, will have their female players available for selection. The purpose being that as many teams as possible are represented at the match.

The players selected will be notified through their delegates and must reply to the Hon. Secretary re: availability to play. Should any player selected be unavailable to play, then the Management Committee is authorised to select any replacement players.

The match will consist of pairs and individual games with the aggregate score determining the winner.

The match will start at 1.30pm, with no practice allowed prior to the match. Captains will toss up to determine who will lead Jacks at the first ends, with the winner having the choice of leading odd Jack 1-3-5-7-9 or even Jack 2-4-6-8-10.

Captains will select their teams and inform the Hon Secretary two weeks before the Final so that match day programmes can be produced. Team shirts must be worn, and colours will be selected by the captains.

12.3 In all other Pairs Competitions clubs may enter teams chosen from either of their teams in different sections or both.

In all competitions a player or team who has a “Bye” and is to play a player or team who has already played, will be allowed a 5-minute practice. The bowls used for this practice must be used in the ensuing game.

12.4 In all individual and pairs competitions, players through to quarter finals to be redrawn on the Finals Day.

12.5 Bowler of the Year and Best Averages.

The Hon Secretary will inform all Delegates, immediately after the last League match, of their team’s playing records for the season.

The Committee will meet prior to the Competition and make the draw by team only.

Players will be informed of the draw upon signing in on the Monday.

Late substitutions up to the 1pm signing in deadline will be allowed.

All players in the competition will play 15 up off scratch except if the previous season’s winner qualifies again, they will receive a handicap of -1. ( 1 point to be added to the opponent’s card.).

Qualifying games on the Monday will be played down to semi-finals: The Finals will take place on the Tuesday.

12.6 For all league games players will be awarded a win if receiving a walkover and win/loss if playing a second game in the match.

To qualify for the Best Average prize a player has to play 2/3rds of the season’s League Matches.

 If this calculation results in a part game, then this will be rounded up to the next whole number.

 Averages are calculated by deducting against” from points “for” and dividing by number of games played.

 When players ae awarded a walkover, their average will include points for and against based on their current averages (not 15-0) or will include the actual score if playing a second game.

12.7 The Hon. Secretary, as soon as possible after the last match of the season, provide to delegates, the names of players with the Most Wins and Best Average together with appropriate details. Players to confirm availability or a substitute allowed.

12.8 Whenever possible players will not be asked to play more than 3 games on the Finals Day of any competition.

12.9 A player or team will be scratched if not present at the green when called upon to play, after the circumstances have been considered by the official in charge and Committee members if present at the green.

12.10 Teams/Clubs in membership of the Association must permit the use of their greens for Competitions, and must provide Jacks, Mats and Measures for games scheduled there. In the event of unforeseen circumstances, teams must provide their own Jacks, Mats, and Measures.

13.0 Players Dress

Dress Code available on the Association’s webpage.

The dress code will be strictly enforced for all Association competition finals and Town Matches. This will include the 20 Club Cup semi-finals and finals day and both days of the Bowler of the Year Competition.