

MIXED FOURS LEAGUE RULES OF PLAY

1. Leagues will operate on a regional basis where possible and according to the number of teams entered. Where there are two or more leagues in an area, teams shall be drawn each year to decide in which league they shall play. ALL players must be affiliated to Suffolk Bowls (BE)
2. Matches will be played on Friday evenings. Play to start by 6.30pm unless otherwise agreed between the teams and with the consent of the League Secretary.
3. Teams to consist of three rinks of four players, two bowls each player. If the three rinks cannot consist of mixed players, then a minimum of two of either gender to play in separate rinks to make this a legitimate match. If you don't have at least 2 of each gender you cannot play the match.
4. In the event of a club not being able to field 12 players, then a minimum of ten players, at least two of whom must be of each gender must play. With a maximum of two rinks of three players against rinks of four players. The order of play shall be as follows: The rink(s) with four players shall be known as TEAM A, and the rink(s) with three players shall be known as TEAM B.

When team A has the jack the order of play shall be Lead A, Lead B

Team A have jack. Bowl in turn, 'A then B' (in the B team, lead & second have 3 bowls each)

Lead A	Lead A	Second A	Second A	Third A	Third A	Skip A	Skip A
Lead B	Lead B	Second B	Second B	Third B	Third B	Skip B	Skip B

Team B have jack. Bowl in turn, 'B then A' (in the B team, lead & second have 3 bowls each)

Lead B	Lead B	Second B	Second B	Third B	Third B	Skip B	Skip B
Lead A	Lead A	Second A	Second A	Third A	Third A	Skip A	Skip A

A penalty of 25% of team B score being deducted at the end of the game and decimal points do count.

In such circumstances the match result sheet must show the score PRIOR to any deduction with the 25% deduction clearly shown and the resulting reduced score also clearly shown. i.e. TOTAL SHOTS = 24 minus 25% 6 - ADJUSTED SHOTS = 18

5. A game shall consist of 18 ends. If a game is abandoned for any reason and provided 14 ends have been completed by each rink the score at this stage shall count as a result of the game, otherwise unfinished or postponed games are to be re-arranged within seven days (Law 32. Game stoppages 32.1 – 32.4 applies). The Mixed League Secretary to be advised as soon as possible of all re-arranged games.
6. All games that are required to be postponed or cannot be played on the evening must be notified by the home captain to the League Secretary immediately this is known.
7. No trial ends. All shots to count. Trial ends are permitted in the Semi-Finals and Final.
8. One point will be awarded to each winning rink plus two points for an overall win. Points to be halved for drawn rinks and for game result.
9. The completed result sheet, to be countersigned by the away club, to be sent to the Mixed League Secretary within TWO days.
10. League winners to be decided by the team having most points. In the event of there being a tie for first place the winner shall be the team with the best shots average. Section winners will play the runner-up

from the other section to decide the finalists: or if three leagues the winners plus the best runner up overall, and a draw will take place on the day to decide opponents. The Semi-Finals and Final to be played in whites on nominated dates and greens selected by the Executive. The Semi Finals and Final will be played on a shots difference basis. In the event of a tie all rinks will play an extra end(s) until a decision is reached. If a team is unable to play on the nominated date, then the best overall runner-up will be given the opportunity to take their place and the offending team will be fined £20.00. The nominated start time for the semi finals will be such as to allow both matches to be played concurrently (subject to the venue being able to accommodate this.)

11. Every effort must be made to play games according to the fixed programme and clubs must register sufficient players to prevent games being called off through shortage of players.
12. A team not fulfilling its fixtures by the completion date will have four points deducted from their overall total and fined £20.00 for each game not played. Should a game not be played the team prevented from playing shall have the 5 points and 20 shots awarded.

The only acceptable reasons for a match not being played are:

- a) Inclement Weather or other unforeseen circumstances

Matches not being played due to players being on a tour/holiday or other personal commitment is unacceptable. In such circumstance the match will not be re-arranged and the above penalty immediately applied against the offending team.

13. Any dispute to be made via the Secretary to the Executive comprising the Chairman, co-opted members and the Secretary; the Executive decision shall be final.
14. Light refreshments optional.
15. If a club enters two teams, players may play for one team only during the season.
16. Players must have played at least Two games to be able to play in the Semi-Finals/Final.