

**HALLS HEAD BOWLING & RECREATION CLUB (INC)**

**MIXED SCROUNGERS RULES.**

**THE GAME OF SCROUNGERS IS INTENDED TO BE PLAYED AS A DRAW BOWLS GAME. DRIVING OR HEAVILY WEIGHTED SHOTS ARE UNACCEPTABLE & PENALTIES APPLY.**

1. Players must be financial capitated bowling members of a recognized Bowling Club.
2. The Mixed Scroungers year will commence the week following the Annual Pink Spot Final.
3. All players will commence the year with a zero handicap.
4. Dress must be neat casual attire. Name badges should be worn at all times.
5. Entries MUST be received no later than 1.15p.m., or at a time set by the Scroungers Committee. Winter season is a 1.00 p.m close. Late entries are at the sole discretion of the Committee in charge on the day.
6. To constitute a qualifying competition & to provide a winner for the day, there must be at least 24 players. If a lesser number play, there will be no pink spot (handicap) allotted.
7. 3 bowls per person will be used & the number of players per rink will be at the discretion of the Committee of the day.
8. The qualifying round will consist of sixteen (16) ends, or when necessary, at the discretion of the Scroungers Committee of the day. Consolation, Semi Finals & Finals shall normally consist of six (6) ends.
9. The winner of the Final will receive a six (6) handicap, termed a "Pink Spot". Handicaps will accumulate over the Scroungers year for any player winning more than once (i.e. 6-12-18 etc.). The Runner Up in the Final will receive a handicap of 2, which will accumulate during the season, if the player is "Runner Up" again. If a player accumulates 6 points by being "Runner Up" three times, it does not qualify them for the "Pink Spot" Final.
10. Full handicap (6/2 etc.) applies to the qualifying round. Half applicable handicap (i.e. 3/1 etc.) applies to Consolation, Semi Finals & Finals.
11. All visitors will receive a handicap of six (6) for the qualifying round & three (3) for qualifying & finals.
12. The order of play will be determined by a "Pop Stick Draw". The player receiving the "Lead" pop stick will mark the card, & roll the jack on the first end, with the Third/Skip centering the jack. For 16 ends the score should total 96, before deducting handicaps or penalties. All players are expected to be able to keep a

- scorecard, but if any personal problem prohibits this the card may be passed to another player. Please mark clearly the winners name on the foot of the card.
13. Should the Jack be rolled into the ditch, out of bounds, or too short, a one (1) point penalty applies. The offender shall re-roll twice, if necessary, incurring further penalty, after which the Jack shall be set two metres from the ditch, on the centre line.
  14. Should any player dispute the minimum length, & upon subsequent measuring it is proved to be over the minimum required, then the disputing player will receive the penalty as specified in 13. (i.e. 1 point).
  15. If the Jack is forced into the ditch or out of bounds during play, the offender will incur a six (6) point penalty & cannot play the replayed end. The end will be replayed by the other players.
  16. If a player's bowl, from delivery, finishes in the ditch or out of bounds, the offender shall incur a one (1) point penalty.
  17. NO PLAYER is permitted to leave the confines of the playing end of the rink (except to retire to the bank), approach or inspect the "head" or seek information from the marker. Offenders shall forfeit any further bowls & any score for that end.
  18. In the event of a tie, the tied players will play one extra bowl each. The player with the closest bowl to the jack will win the playoff. If during a playoff, the jack is rolled into the ditch, or out of bounds, or short of required length, the offender will be disqualified from the playoff & the result will be determined by the remaining player/s. Players in a playoff shall toss for the privilege of rolling the jack & playing first, the player winning the toss may give the mat away to opponent.
  19. Winner of each end will have the control of the mat for the next end, in all games.
  20. Only players who win their qualifying round are eligible to play in the Semi Final. All others are eligible for the Consolation round.
  21. A marker will be appointed for the FINAL ROUND only. The markers sole duty shall be to score & centre the jack.

**SHOW "GOOD SPORTSMANSHIP" AT ALL TIMES & ENJOY YOUR GAME.**

These rules adopted 22.4.16.

