

NORTHERN GATEWAY NIGHT PENNANT

RULES FOR MATCHES (Updated 7Nov2016)

2016/17

1. The competition shall be played as a Triples format. Division 1 and 2 to have four rinks of three players and Division 3 to have two rinks of three players
 2. Games will commence at 7.15 pm. A one end roll-up is permissible prior to the starting time. Pre-game practice is permitted.
 3. Any team not ready to start at 7.30 may forfeit the game.
 4. Each rink plays two games of ten ends. At the half time break the home team changes to the next rink.
In Division 1 & 2, rinks 1 & 2 interchange and rinks 3 & 4 interchange.
 5. Dead ends - the jack is to be re-spotted on the side it goes out, 1.5 metres from the centre line.
 6. In the case of inclement weather, results stand if at 60% of scheduled ends are completed (48 ends in Div 1 & 2; 24 ends in Div 3). No game can commence after 8.15 pm if inclement weather holds up the start of a match. **Cut off time for the completion of games is 10pm.**
 7. Allocation of points
Division 1: 1 point for each game and 10 points for the overall winner.
Division 3: 2 points for each game and 10 points for the overall winner
 8. In the event of a tie, each team receives 5 points
 9. Qualifications for finals
A player must play four matches, during the season, in that side to be eligible for finals, excepting that a club with multiple teams may bring a player to a higher side that has played the qualifying number of games in a lower team. In the last four rounds, no side can include more than three players who have played the majority of their games in the higher side.
Where a club has two teams in the one section, once a player has played six games with one side, he is tied to that team for the rest of the season.
 10. Medley round.
Division 1 and 2:-
Points - 1 point for each of the twelve games and six for the overall winner.
Division 3:-
Points - 2 points for each game and six points for the overall winner.
- Format:-
- Singles - 15 ends of 4 bowls each. The Jack is not centred and play is to where the Jack is rolled.
 - Pairs - 10 ends of 3 bowls each
 - Triples - 10 ends of 2 bowls each.

11. Teams with players short.

Should a team in a non-medley round be a player short in a rink, they play two players against three, with each player playing two bowls.

If a team is unable to field a full side in a medley round, the game reverts to ordinary conditions.

DJ7Nov2016