

THE VETERANS LEAGUE

RULES OF PLAY as approved by the club delegates to the league – March 2026

1. PLAY

- a) Clubs will play each other home or away on alternate years
- b) Teams will comprise three triples and will play 18 ends.
- c) Matches will be played mid- week at 2pm or at a mutually agreed time from Monday to Friday as agreed between the clubs.
- d) Rinks will be drawn by the captain of the visiting team.
- e) All matches to be played in accordance with World Bowls rules.
- f) Skips may visit the head once per end, but only up to a maximum of 4 ends per match. In the case of an extra end, the skips may visit the head on that end.

2. SCORING

A total of 8 points to be divided as follows:-

- a) 2 points awarded for an overall aggregate win.
- b) 1 point for a tie.
- c) 2 points for each winning triple.
- d) 1 point for each drawn triple.

3. ABANDONED GAMES

Where a total of thirteen (13) ends have been completed on all rinks, the score will be taken for each rink at that number of ends completed by the rink having the fewest number of completed ends.

Where a minimum of thirteen ends have not been completed on all rinks, the clubs must agree to re-play the fixture at a date agreed by the Captains at the time. If this is impossible near the seasons end, the points will be shared under advice to the Match Secretary.

4. PLAYER(S) SHORT

On the day of the match, a club may be allowed a maximum of 30 minutes to find sufficient players to fill their teams. Provided two triples can be played, the match must proceed and the club comprising three triples shall be awarded two points and 10 shots.

If a club is unable to fulfil their fixture, the non-offending club shall be awarded 8 points and 15 shots.

Should a club be unable to fill the team from its own members it may recruit from another club, not being a member of the Veterans League, up to a maximum of 3 players for any one match.

The names of such recruited players must be given to the Match (Hon.) Secretary before the match if possible or, if not, within 2 days of the completion of the match. Recruited players under this ruling may not play in preference to club members, and cannot skip.

5. INELIGIBLE PLAYER(S)

Any club playing an ineligible player will forfeit the match.

6. MATCH COMPLETION

All matches should be completed by 31 August, or by the following Friday. If a game cannot be played by the completion date, the points will be shared – 4 points and 8 shots to each club.

7. RESULT CARDS

Properly completed result cards shall be returned to the Hon. League Secretary by both (the) Home and Away captains immediately after each League Match, by email (preferably) or post.

8. TROPHIES

Trophies awarded to the League winner, the runner-up and the third place club shall be held for one year.

When two or more clubs share the same number of points, their placing in the League shall be in accordance with the number of shots scored; the club with the highest difference between the total shots scored “for” and the shots “against” taking the highest position and so on in order.

9. DISPUTE

Any dispute shall be referred to the Disputes Committee whose decision shall be final.