



### AGGREGATE LEAGUE COMPETITION RULES

1. Players can wear the current club approved blue and yellow shirts or any collared shirt with grey or club colour trousers/shorts.
2. All players must register before 5.45pm on the day of the game. Games will start at 6.00pm following the agreed schedule subject to weather conditions.
3. Team selection will be made by the drawing of numbers prior to commencement of play. Skips will be agreed by the rinks, triples or pairs concerned.
4. The composition of teams will depend on the number of Members available and will be decided prior to play according to the schedule attached to these rules. Pairs, Triples and Rinks matches will be a maximum of 18 ends. Rinks players will bowl 2 woods; Triples players 3 woods (skips will only bowl 2); Pairs players will bowl 4 woods. A total of 288 bowls will be bowled in these matches. Scorecards detailing all players must be kept and agreed. Odd numbers of players will mean that a 3 a-side singles match will have to be played. In these circumstances, the player finishing furthest from the jack will be assigned the duty of centring the jack before returning to the playing end to bowl his woods. Each player will have 4 woods per end in a 21-end match  $3 \times 4 \times 21 = 252$  woods in total. Although not quite equal to the other formats it is as close as is feasible. (use 2 score cards for these games). Trial ends will not be played.
5. If the weather conditions deteriorate during a game and the member appointed to officiate decides to terminate a match, the score then standing will count as the official result, subject to a minimum of 9 ends in any of the formats having been completed.
6. Members will accumulate shots and add them to their aggregate over the course of the league. Members will be allowed to discard their lowest scores providing they have entered 5 scores for their final total. The member with the highest number of shots shall head the league table. If members have the same number of shots, their placing will be decided by considering the discarded totals.
7. Player handicap will not apply.
8. Should a dispute arise; this will be settled by the Organiser of the day. If it cannot be resolved satisfactorily, the matter will be referred to the Competition & Handicap Committee.

# TARRING PRIORY BOWLS CLUB

## AGGREGATE LEAGUE GAMES



R = Rink 4 v 4; T = Triples 3 v 3; P = Pairs 2 v 2; S = Singles 1 v 1 v 1

### FORMATS for AGGREGATE LEAGUE 1-20 players

No. of Players	Format	No. of Players	Format
1	No Match	11	2P, 1S
2	No Match	12	2T
3	1S	13	1T, 1P, 1S
4	1P	14	2P, 1T
5	No Match	15	2T, 1S
6	1T	16	4P
7	1P, 1S	17	2P, 1T, 1S
8	2P	18	3T
9	1T, 1S	19	2P, 1S
10	1T, 1P	20	2P, 2T

### FORMATS for AGGREGATE LEAGUE 21-40 players

No. of Players	Format	No. of Players	Format
21	3T, 1S	31	2R, 2T, 1S
22	4P, 1T	32	4R
23	1R, 2T, 1S	33	3R, 1T, 1S
24	4T	34	2R, 3T
25	2R, 1T, 1S	35	4R, 1S
26	1R, 3T	36	4R, 1P
27	3R, 1S	37	2R, 3T, 1S
28	3R, 1P	38	4R, 1T
29	1R, 3T, 1S	39	4R, 1P, 1S
30	3R, 1T	40	5R