

ANGUS BOWLING ASSOCIATION

ANGUS LEAGUE RULES (REVISED FEBRUARY 2004)

1. The Angus League Competition is played between three rinks from each Club, hereafter being called a team.
2. Rinks must be drawn in the presence of the visiting team.
3. The competition will be played on a League principle with promotion and relegation.
4. Games will be of seventeen ends. The team with the highest number of shots will be awarded two points. In the event of each team having the same number of shots, one point will be awarded to each team.
5. The top two clubs in each Division will be promoted and the bottom two will be relegated,
6. The number of points obtained will determine the position of a club in their Division. Should two or more teams finish with equal points, the team with the highest number of shots up will be given the higher position in that Division. In the event of teams finishing equal on points and shots up, the higher position in that Division will be given to the team who won the League Match between the two concerned teams. If the above does not resolve the situation a Play Off at a neutral venue will be required.
7. If, owing to any reason, a game should be postponed, the game shall be played before the following Friday. Failing agreement by both Clubs, the Secretary of the Association shall arrange a date, which shall be conclusive.
8. If the game is stopped by mutual agreement or by the official umpire, it shall be resumed with the scores, as they were when the game was stopped. However, if eleven ends or more have been played, the results of the game will be decided on the scores at the eleventh or subsequent ends. All rinks must complete the same number of ends.
9. In deciding the result of a game where a player or players have failed to appear, Law 54(b) will be used in calculating the score of the defaulting side.
10. Games commence at 6.30pm with fifteen minutes waiting time being allowed.
11. Scores should be telephoned to the Secretary immediately and scorecards forwarded as soon as possible thereafter.