



## Playing and Ground Rules

### PLAYING RULES

1. The playing season will not commence before the last Saturday in April and shall normally end on 30th September, unless the Committee extend the season due to favourable weather and green conditions.
2. No player will play with a Wood of less than No. 7 Bias.
3. The Jack, when played, must have traversed at least two thirds of the green and one half of the width of the green; at such points markers will be placed.
4. Under no circumstances will the Jack be moved from where it has been played unless it is:
  - less than 6 feet from the boundary line
  - over the centre line when one green is in use or 4 feet from the centre line when both greens are in use

in which case it will be repositioned to conform to these requirements.

5. Should the Jack overrun the green, or fail to traverse two thirds thereof, or fail to traverse one half of the width of the green the opposing player(s) shall have the option of placing it anew, but not bowling first.
6. A completed game will consist of:
  - a. For Cup and Shield Competitions 21 points
  - b. For all other Competitions, an agreed number of 'Ends' or 'Points as; defined by the Captain, Vice-Captain or Competition Manager prior to the start of a competition
  - c. For non-competitive games as agreed between players before commencement of a match with consideration for those waiting to play.
7. Members and their guests who have completed a game should not continue to play a further game to the exclusion of a member who is waiting.
8. "No End" will be declared under the following conditions:

- a. Jack knocked off the green during play. A Jack rebounding onto the green after having been knocked off shall constitute a "No End"
  - b. Prior to the score being agreed, Jack being moved by any other than a Wood in play.
  - c. Prior to the score being agreed, (Wood(s) being moved by any other means than other Woods or the Jack in play.
  - d. First scoring Wood of the opposite side being equi-distant from the Jack.
  - e. In the event of No End being declared for reasons b or c above having been caused by a player or players (even if accidentally): the opposing player(s) will be awarded the maximum scoring points possible.
9. On the Club's Final's Day, in the event of inclement weather only the players involved in the Final, plus the Captain, should decide whether play should continue. In the event of a disagreement the Captain's decision will be final.
  10. All competition rules for the season should be decided by the Committee prior to the commencement of play. These rules once in place can only be changed by full Committee agreement.
  11. Players should notify other members in advance when they wish to use the green for a competition by fixing a notice to the Board. Only one competition is to be played at any one time, so, provided that competitors agree to it, leaving the unused part of the green free for non-competition bowlers.

## **GROUND RULES**

1. All drinks consumed on Club premises, by members and/or guests, must be purchased from the Sun Inn, this being a condition of our Lease. Failure to abide by this requirement may result in the Committee suspending an offending member's club membership.
2. Mobile phones must not be used whilst any Competition game is in progress.
3. Shirts or t-shirts must be worn at all times whilst in the Club.
4. Children are not allowed on the Green and not allowed to run around the Club.
5. Members must return glasses to the Sun Inn and clear away any litter at the end of each session.
6. When the Club is to host a corporate event or visiting teams are due to play at the Club an advance notice must be posted on the notice board at least two weeks prior to play. Club members must be allowed to take part. Permission for such an event or visit must in all cases have been granted by the Committee, in advance, and payment agreed.

Amended following AGM 2025