

HEREFORDSHIRE SHORT MAT BOWLING ASSOCIATION



COMPETITION RULES

(Revised June 2023)

1 Introduction

1.1 These rules govern the running of county and other competitions organised by the HSMBA and should be read in conjunction with the latest edition of the ESMBA Laws of the Game. Specific rules applicable to individual competitions are contained within the Appendices.

1.2 Any decision of the umpire, if an umpire is present, relating to matters concerning the ESMBA Laws of the Game will be final. In the absence of an umpire the competition organiser will decide.

1.3 The order of precedence where rules conflict, or appear to conflict, is as follows:

1. Specific competition rules (as contained in the appropriate Appendix to this document)
2. The general HSMBA competition rules (the body of this document)
3. ESMBA Laws of the Game

2 Entries

2.1 Only HSMBA / ESMBA registered players may enter competitions. The LEH (A2.1.2) and Macmillan Charity Fours (A3.1.2) have separate eligibility rules.

2.2 Entries must be submitted on the official entry forms by the published deadline and an entry will not be deemed to be complete until the appropriate entry fees have been paid to the association. Entry forms will be distributed to club secretaries and published on the association website.

2.3 Subsequent communication regarding competitions, including signing-in times and venue arrangements, will be by email to club secretaries and / or nominated team contacts as detailed on the official entry form.

2.4 Entrants who withdraw prior to the competition commencing will not be entitled to reimbursement of entry fees although this may be considered by the HSMBA committee in exceptional circumstances.

2.5 All players must attend at the prescribed signing in time unless prior notice has been received by the competition organiser concerning lateness due to exceptional circumstances. Any player who attends later than ten minutes after the prescribed signing-in time, without having given prior notice, may be deemed to have withdrawn from the competition.

2.6 Any entrants who fail to attend, or who fail to complete all their matches, without having offered an acceptable explanation to the competition organiser, may face disciplinary action which could result in a suspension from some subsequent competitions.

2.7 In exceptional circumstances it may be necessary to change a competition venue to accommodate the number of entries. Entrants will be offered the opportunity to withdraw without penalty should this be the case.

3 Substitutions and Alternates

3.1 Player substitutions may be made prior to the commencement of a competition but the competition organiser must be notified either by the submission of a Substitute Form or, particularly where short notice is involved, by telephone.

3.2 Once a substitution has been advised, the original player may take no further part in the competition.

3.3 The following numbers of substitutes are permitted per discipline:

Singles	No substitute allowed
Pairs	One player
Triples	Two players
Fours	Two players

3.4 In Triples and Fours competitions a team may apply to the Competition Organiser to play with two players alternately filling one position in a team. This is intended to enable more elderly or less physically able members to play in competitions in which they would otherwise feel unable to compete. The Competition Organiser will require a brief explanation of the circumstances of the application and the entry form should specify the players concerned and the player who will play in the first game of the tournament (this must be specified before the draw for the tournament is made). The two players must then play in alternate games for as long as the team remains in the competition. A single entry fee will be payable for the two alternating players.

4 Competition Formats & Playing Arrangements

4.1 The playing format for any individual event will be dependent on the number of entries and the venue mat capacity and will be determined by the competition organiser. Single day competitions will adopt one of the following formats:

Single league format – where there are 9 or fewer entrants in a competition, a league format may be played such that the entrants all play each other, and the final placings are determined by the league placing. A draw will be made at the commencement of the competition to determine the playing order.

Round-robin and knockout – entrants will initially compete in groups of three, four or five players / teams dependant on entry numbers. The winners of groups of three, and the winners and runners-up of larger groups, will progress into the knockout stage in accordance with a pre-determined draw. Progression to the knockout stages may be varied from the above guidelines to produce the correct number of players / teams to play down to a two player / team final, but this will be defined at the commencement of the competition. The competition draw will be undertaken ahead of

the competition by the competition organiser and at least one additional HSMBA committee member.

4.2 Placings in a league or round robin group will be determined by the following criteria, in order:

1. Points (2 points for a win, 1 point for a draw in each group match)
2. Shot difference (Shots scored less shots conceded across all group matches)
3. Ends won (across all group matches)
4. Points, shot difference and ends won, in that order, in group matches between players / teams involved in a tie
5. A play-off end, with a coin toss to decide who chooses the order of play, or, in a timed event, a coin toss.

4.3 A tie in a knockout stages match will be decided by an additional end, with a coin toss to decide who chooses the order of play.

4.4 If a player / team withdraws during a group stage, then the results of any completed matches involving that player / team will be declared void.

4.5 The number of woods to be played by each player will be as follows:

Singles	Four bowls per end
Pairs	Two or three bowls per end dependent on the competition
Triples, Fours & Mixed Fours	Two bowls per end

4.6 The following minimum number of ends will be played:

Singles	Ten ends
Pairs	Nine ends
Triples	Eight ends
Fours & Mixed Fours	Seven ends

4.7 The number of ends to be played in a particular competition will depend on the number of entrants and the venue mat capacity but will be advised at the commencement of the competition.

4.8 Matches may be timed; in which case a new end will not be commenced once the pre-determined time limit has expired. An end is not deemed to have commenced until the first wood has been delivered. The score at the end of the last completed end is deemed to be the result of a match curtailed by the time limit.

4.9 If the jack is killed after the time limit has expired then the end will still be replayed.

4.10 The skip of the team recorded on the left-hand side of the scorecard is responsible for maintaining the scorecard, which should be initialled by the opposing skip on completion of the match.

5 Order of Play

5.1 The order of play will be dependent on the format of the competition and the number of teams, but the most common orders of play are as follows.

5.2 A group of 3 teams played on one mat:

Match 1 Team 1 v Team 2

Match 2 Loser of Match 1 v Team 3

Match 3 Team 3 v Winner of Match 1

Matches 4-6 (where played) Repeat of Matches 1-3

5.3 A group of 4 teams played on one mat:

Match 1 Team 1 v Team 2

Match 2 Team 3 v Team 4

Match 3 Winner Match 1 v Loser Match 2

Match 4 Winner Match 2 v Loser Match 1

Match 5 Loser Match 1 v Loser Match 2

Match 6 Winner Match 1 v Winner Match 2

5.4 A group of 5 teams played on 2 mats:

Match 1a Team 1 v Team 2 on Mat 1

Match 1b Team 3 v Team 4 on Mat 2

Match 2a Team 5 v Team 3 on Mat 1

Match 2b Team 4 v Team 2 on Mat 2

Match 3a Team 1 v Team 4 on Mat 1

Match 3b Team 2 v Team 5 on Mat 2

Match 4a Team 4 v Team 5 on Mat 1

Match 4b Team 3 v Team 1 on Mat 2

Match 5a Team 2 v Team 3 on Mat 1

Match 5b Team 5 v Team 1 on Mat 2

5.5 Trial ends will not be played other than in a group match where a team that has not yet played their first match in the competition faces a team that has already played a match. In this case, the team that has not yet played will be entitled to two trial ends.

6 Dress Code

6.1 The dress code set out in the HSMBA League Rules & Conditions of Play shall apply to HSMBA competitions.

6.2 Where a team includes players from different clubs, the team may wear one club's colours, county colours, or plain white shirts but all players must be dressed the same.

6.3 All members of a team must play with matching stickers (club, county, or other matching stickers).

6.4 Teams from the same club may add further, small distinguishing stickers to woods but these must not be on the running surface of the wood.

7 Other

7.1 The HSMBA and the competition organiser will interpret these rules and / or take such action as is deemed appropriate for the efficient and effective running of a competition and make changes if circumstances dictate.

7.2 No code of laws and rules can govern every situation and the unforeseen can arise. Where an incident occurs that cannot reasonably have been foreseen, it is expected that in the absence of any express rule, good sportsmanship and common sense will prevail.

7.3 In the event of a dispute the competition organiser's decision is final.

Appendix 1 – Bromyard Triples

A1.1 Entries

A1.1.1 The competition is a triples team format open to all HSMBA affiliated clubs. The competition is limited to 16 teams.

A1.1.2 There will be no limit to the number of team entries from clubs, but each club has only one guaranteed place.

A1.1.3 A club's entry form must specify the order of their teams; such order being determined by a qualifying process within the club, or by another means decided by the club. The order specified on the entry form will determine the order of allocation of places in the competition.

A1.1.4 Places will be allocated based on entry numbers and a draw. Places will be allocated as follows:

1. Each club's first team entry is guaranteed a place
2. Additional available places will be allocated to clubs' second team entries with a draw being made if entries exceed available places
3. Clubs' additional team entries will be allocated in the same way until the competition is fully subscribed or all entries have been accommodated

A1.1.5 All team members must be HSMBA / ESMBA registered with the club that they are representing.

A1.1.6 In exceptional circumstances the competition organiser may approve the use of a short notice substitute from a different club if this helps to facilitate the effective running of the competition.

A1.2 Format

A1.2.1 The teams will be drawn into four groups of four teams for the round-robin stage unless the competition is undersubscribed, in which case one or more groups will comprise 3 teams. Should entries fall below 12 teams it may be necessary to adopt a 3-group format.

A1.2.2 The winners and runners-up of each group will progress to the knockout stage according to a pre-determined draw.

A1.2.3 Each game shall comprise 10 ends.

Appendix 2 – LEH Two Counties Team of 10 Competition

A2.1 Entries

A2.1.1 This is a multi-discipline competition open to clubs registered with the Herefordshire or Gloucestershire short mat bowling associations.

A2.1.2 All players must be HSMBA / GSMBA / ESMBA registered players with the club they are representing.

A2.1.3 Two clubs, each with a registered membership of 12 or fewer players, may combine to form a joint entry to the competition. A team for any match should comprise no fewer than 4 players from each separate club.

A2.2 Draw and Fixtures

A2.2.1 The draw for the competition will be made by the competition organiser in the presence of at least one additional member of the HSMBA committee.

A2.2.2 The initial draw will determine the fixtures through to the final and may include byes in the first round to give an appropriate number of teams for the second round onwards. The draw will be issued to all participating teams and published on the HSMBA website.

A2.2.3 The 'home' team for each fixture will play the first match of the fixture at home with the 'away' team hosting the second match.

A2.2.4 Each round will be allocated an end date, by which time both matches must have been completed. The competition organiser will update participants on the results immediately following the closing date for each round.

A2.2.5 Each team must offer their opponents 3 alternative dates for their home match, at least one of which must not be a Sunday. The 'home' team for the fixture should offer dates in the first half of the allocated time slot for the round, with the 'away' team offering dates in the second half of that period. Team captains must respond to date offers in a timely manner. Any disputes in respect of fixture dates should be immediately referred to the competition organiser whose decision will be final.

A2.2.6 The date of the final will be fixed at the commencement of the competition and will not be moved under any circumstances under the control of the association.

A2.3 Format

A2.3.1 A team will consist of 10 players.

A2.3.2 Each fixture will consist of reverse ('home' and 'away') matches (apart from the final which will be played as a single match at a neutral venue), each of which comprises 4 games of 10 ends:

A Singles game with 4 woods per player

A Pairs game with 3 woods per player

A Triples game with 2 woods per player

A Fours game with 2 woods per player

A2.3.3 Each match will comprise two sessions of play on 2 mats. The home team in each match decides the order in which games are played and the allocation of games to mats.

A2.3.4 No player may play in more than one discipline in any match, but teams may be altered between the two matches of a fixture.

A2.3.5 All matches will be played under the ESMBA Laws of the Game.

A2.3.6 Scoring must be performed by a player 'on the mat' except for the Singles where another nominated person (including the marker) may maintain a player's scorecard.

A2.3.7 The marker for the Singles game will be provided by the home team.

A2.3.8 The visiting side in each match shall have the choice of whether to bowl first for the first end of each game, such decisions to be made separately for each game.

A2.3.9 The winning team shall be the team scoring most shots across the two matches. In the event of a tie, the fixture will be decided by an extra end played by the Fours. A coin toss will decide who chooses the order of play in that extra end.

A2.3.10 The 'home' team captain will be responsible for completing the official score sheet for the match, which should be signed by the losing captain and returned to the competition organiser by post or email within 3 days of the conclusion of the match.

A2.3.11 Individual score cards should be retained until completion of the competition.

Appendix 3 – Macmillan Charity Fours

A3.1 Entries

A3.1.1 This competition is a charity fund-raising tournament open to teams from Herefordshire and surrounding counties and we attempt to accommodate as many teams as wish to enter, subject only to the practical venue capacity.

A3.1.2 There is *no* requirement for players to be registered to a county or national association

A3.2 Format

A3.2.1 Each team of 4 players (playing 2 woods each) plays four matches across the day on a one-match-on, one-match-off rotation. Teams will be advised in advance of their sign-in time and playing schedules will be provided at sign-in.

A3.2.2 Each match is of 8 ends timed to a maximum of 40 minutes. A new end is deemed to have commenced once the first wood has been delivered.

A3.2.3 Scoring is 2 points for a win, 1 point for a draw

A3.2.4 Completed score cards must be promptly returned to the tournament organiser

A3.2.5 The winners and runners-up will be decided by ranking all teams according to the following criteria, in order:

- 1 Points scored
- 2 Shot difference
- 3 Ends won

A3.3 Playing Rules

A3.3.1 ESMBA rules of play will apply with the following exceptions:

- 1 No 'threes-up'. Only the Skips will be at the head end whilst the first 3 players bowl
- 2 Both skips shall change ends after 12 woods have been played
- 3 Skips will not re-visit the head
- 4 A jack off the mat incurs a 2 shot penalty and the end is counted

A3.3.2 The decision of the umpire (if present) will be final in respect of playing rules

A3.3.3 The decision of the tournament organiser will be final in respect of any other matters, including playing rules in the absence of an umpire

A3.4 Dress Code

A3.4.1 Co-ordinated team colours above the waist are encouraged but are not required. No other dress code applies other than that regulation bowling shoes must be worn, and these must be removed if leaving the venue. Matching team stickers are encouraged, and are helpful during play, but are not mandatory.