

LLCIBA INTERLEAGUE RULES.

1. Each team consists of 4 rinks of 4 players all rinks must play to constitute a game.
If a club cannot field 4 rinks the match must be rearranged.
2. The game will consist of 18 ends or 3.5 hours, not including trial ends. Last jack in accordance with domestic rules.
Following the trial ends the time the game commenced to be noted on the score card. The end in progress when 3.5 hours is reached is the last end of the game whether or not that end is tied.
A minimum of 15 ends must be played to constitute a game in cases where there have been unforeseen delays before or during the match
3. Team Captains will toss for jack before the game.
4. Players may only represent one club in any given season, however if a player changes their Club during the season they are allowed to play for their new club provided they have not played in the Interleague at their previous Club.
5. In case of Dual Membership, a player must nominate which Club they wish to play interleague for.
6. Dress shall be Club registered trousers/ with club tops footwear as domestic rules.
7. Completed score cards must be signed by both skips and all cards sent by the winning team captain to the League Secretary.
8. There will be a total of 12 points awarded per game as follows: -
4 points for the overall shot match win
2 points per winning rink
1 point each for a drawn rink.
9. In case of a player becoming unable to continue playing during the game the team affected will play two wood triples on the rink with the shortage. The triple lead will play two bowls, there will be no second player (opposition second plays both bowls consecutively), third and skip will each play two bowls. The team affected will not suffer a loss of score on the rink. This rule can also be applied when a player is unable to reach the venue of the game due to circumstances beyond their control.
10. If there is a tied situation at the end of the season shots difference will be used to determine the winner.

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