

Oxfordshire County Short Mat Bowling Association

www.osmba.org.uk

League Rules

Amended at 2023 AGM



1. Registration

- a) Only registered players with the OCSMBA are eligible to play in the Leagues organised by or in association with the OCSMBA.
- b) Players must be registered as per Constitution Rule "6. Subscriptions & Registration" and assigned to a team from that club at least 7 days [from when the Registration Secretary receives notification & payment] prior to playing in any league match for that team. Bowlers can only be assigned to one team, which is bowling in leagues organised by or in association with the OCSMBA, at a time. Cross substitutions between teams are not allowed under any circumstances. Players who wish to change teams must apply for a transfer and pay the relevant fee..
- c) A player registered to a Club but not assigned to a team, can be assigned immediately to a team from that club, by informing the Registration Secretary. Unassigned players, can not be assigned to a team from a different club unless via a transfer application.
- d) Each League team must be registered with the minimum number players defined by the relevant league rules.
- e) Team entry fee for the Winter League must be paid before 31st July.
- f) Failure to observe these rules could mean forfeiture of all relevant matches until the fees are paid.

2. Transfers

- a) Any application for a transfer shall be submitted to the Registration Secretary, by the person requesting a transfer, on a fully completed Transfer Form, together with the fee of £3.
- b) The applicant shall submit the Transfer Form to the Team Captain or Club Correspondent, of both teams involved for them to sign as approving the transfer. Any objection to the proposed transfer, by the representative of either Club, must be submitted to the Registration Secretary in writing, within three

days of receipt of the form from the person requesting the transfer, giving a full explanation as to the nature of the objection. No transfer request shall be unreasonably withheld.

c) A transfer will become effective immediately the approved form reaches the Registration Secretary.

d) No transfer will be permitted after the mid-point of the relevant league in any season. In exceptional circumstances, special permission may be granted by the County Committee.

3. Disputes & Complaints

Prior notice of a dispute or complaint must be submitted to the League Secretary within three days of the occurrence. The Secretary of the team or club concerned must also be notified. The matter will then be considered by the Committee whose decision will be final.

4. Penalties

a) For any infringement of either the ESMBA or Oxfordshire CSMBA Rules, the Committee shall have the full power to implement any of the following penalties.

i) Forfeiture or deduction of League points.

ii) The cancellation of any particular result, with or without the instruction to replay.

iii) A temporary or permanent suspension from the League or Association.

The above penalties may be applied to any player, team or Club and may be implemented or enforced in any combination.

5. Matters Arising

In the event of any questions of matters arising which are not provided for in either the ESMBA or Oxfordshire CSMBA Rules, then such questions or matters shall be dealt with by the Committee, whose decision shall be final.

6. Minimum Age

The minimum age requirement for participation in the League shall be ten years. Clubs that cannot comply must notify the League Secretary without prejudice to their acceptance in the League.

7. League Match Rules

a) South & Vale League(s)

Match Nights

- a) Before the season commences, each team must state a fixed weekday night along with the nominal start time when they will play home matches.
- a) The nominal start time for single mat match is between 19:15 and 19:45 and for dual mat match is between 19:15 and 20:00; unless mutual agreement has been reached prior to the evening with the Captains concerned.
- b) All home matches must be played on this fixed night, unless in exceptional circumstances, both teams agree to play a particular fixture on a different night within the season.

Note: See League Rule 12 for definition of 'exceptional circumstances'.

- c) At least seven days notice must be given by the team requesting the variation. The League Secretary must be notified immediately that such an agreement has been made.
- d) Each team will be entitled to two trial ends at the start of each game.

Rules of Play

- a) The Rules of Play shall be laid down by the ESMBA, except for the allowed variations as decided by the Oxfordshire CSMBA.
- b) A team in the South & Vale Evening League will need to be registered with a minimum of eight players, there is no maximum.

Teams

- a) A team shall usually consist of six players.
- b) A team who cannot raise a full team shall play as follows.
 - i) 5 Players; To consist of one Triple who must play first in the event of a one mat venue, or in the event of players being delayed and one Pair.
 - ii) 4 Players; In this instance, there shall be two Pairs playing in accordance with ESMBA rules.
 - iii) 3 Players; To be played as one Triple, with the other mat being conceded. 2 points and 10 shots will be awarded in this instance.

Matches

- a) Each team of six players shall play as two Triples.
- b) Each Triple shall play one game of sixteen ends against a triple from the opposite team.
- c) A match shall consist of two games.

- d) Each player will play two bowls.
- e) The Triple who has the highest shots after the completion of the last end shall be the winner of that mat.
- f) Should the score be tied on completion of the last end, the mat shall be declared drawn.
- g) The team with the highest shot total after the completion of both games, shall be declared the winner of the match.
- h) Should the match be tied then the match points will be shared equally. The mat points shall stand as previously.
- i) At least two players from each team must be present at the due time of commencement.
- j) Should a club be registered as a one mat venue, play during the match must be continuous, with the second triple ready to bowl as soon as the preceding game is over. Matches may, if mutually agreed, be played on two mats simultaneously, but if matches are played consecutively, they shall both be played on the same mat.
- k) In exceptional circumstances a minimum two mat club, with the agreement from the League Secretary and teams involved, may arrange to play two matches in one evening. With team members playing in the first of two consecutive games on one mat, and then playing in the second of two consecutive games on another mat against a different team.
- l) Playing two's up is not allowed. The skip may remain at the head end until it is their turn to bowl. If the skip chooses not to remain at the head, they cannot visit the head again until prior to bowling their final wood, and then only when in possession of the rink.

b) West Oxfordshire League

Match Nights

- a) Before the season commences, each team must state a fixed weekday night along with the nominal start time when they will play home matches.
- b) Each four shall play one game of fifteen ends against a four from the opposite team.
- c) The nominal start time for single mat match is between 19:00 and 19:45 and for dual mat match is between 19:00 and 20:00; unless mutual agreement has been reached prior to the evening with the Captains concerned.
- d) All home matches must be played on this fixed night, unless in exceptional circumstances, both teams agree to play a particular fixture on a different night within the season.

Note: See League Rule 12 for definition of 'exceptional circumstances'.

- e) At least seven days notice must be given by the team requesting the variation. The League Secretary must be notified immediately that such an agreement has been made.
- f) Each team will be entitled to two trial ends at the start of each game.

Rules of Play

- a) The Rules of Play shall be laid down by the ESMBA, except for the allowed variations as decided by the Oxfordshire CSMBA.
- b) A team in the West Oxfordshire Evening League will need to be registered with a minimum of ten players, there is no maximum.

Teams

- a) A team shall usually consist of eight players.
- b) A team who cannot raise a full team shall play as follows.
 - i) 7 Players; To consist of one Four who must play first in the event of a one mat venue, or in the event of players being delayed and one triple.
 - ii) 6 Players; In this instance, there shall be two triples playing in accordance with ESMBA rules.
 - iii) 4 Players; To be played as one Four, with the other mat being conceded. 2 points and 10 shots will be awarded in this instance.

Matches

- a) Each team of eight players shall play as two fours.
- b) Each four shall play one game of fifteen ends against a four from the opposite team.
- c) A match shall consist of two games.
- d) Each player will play two bowls.
- e) The four who has the highest shots after the completion of the last end shall be the winner of that game.
- f) Should the score be tied on completion of the last end, the game shall be declared drawn.
- g) The team with the highest shot total after the completion of both games, shall be declared the winner of the match.
- h) Should the match be tied then the match points will be shared equally. The game points shall stand as previously.
- i) At least three players from each team must be present at the due time of commencement.
- j) Should a club be registered as a one mat venue, play during the match must be continuous, with the second four ready to bowl as soon as the preceding game is over. Matches may, if mutually agreed, be played on two mats simultaneously, but if matches are played consecutively they shall both be played on the same mat.
- k) In exceptional circumstances a minimum two mat club, with the agreement from the League Secretary and teams involved, may arrange to play two matches in one evening. With team members playing in the first of two consecutive games on one mat, and then playing in the second of two consecutive games on another mat against a different team.
- l) Playing three's up is not allowed. The skip may remain at the head end until it is their turn to bowl. If the skip chooses not to remain at the head, they cannot visit the head again until prior to bowling their final wood, and then only when in possession of the rink.

c) Afternoon League

Match Afternoons

- a) Before the season commences, each team must state a fixed weekday afternoon along with the nominal start time when they will play home matches.
- b) League Matches to take place during the afternoon period 13.30hrs – 17:00hrs.
- c) All home matches must be played on this fixed afternoon, unless in exceptional circumstances, both teams agree to play a particular fixture on a different afternoon within the season.

Note: See League Rule 12 for definition of 'exceptional circumstances'.

- d) At least seven days notice must be given by the team requesting the variation. The League Secretary must be notified immediately that such an agreement has been made.
- e) An Afternoon League team will need to be registered with a minimum of eight players, there is no maximum.
- f) An Afternoon League team will be separate from a Winter League Team, even if it shares the same name.
- g) Players for an Afternoon League Team can be from a different registered club, than the team is entered by, but all players can only be registered for one Afternoon League Team.
- h) Each team will be entitled to two trial ends of two bowls at the start of each game.

Rules of Play

- a) The Rules of Play shall be laid down by the ESMBA, except for the allowed variations as decided by the Oxfordshire CSMBA.

Teams

- a) A team shall usually consist of six players.
- b) A team who cannot raise a full team shall play as follows.
 - i) 5 Players; To consist of one Triple who must play first in the event of a one mat venue, or in the event of players being delayed and one Pair.
 - ii) 4 Players; To be played as two Pairs,
 - iii) 3 Players; To be played as one Triple, with the other match being conceded. 2 points and 10 shots will be awarded in this instance iv) No match may be played with less than 3 players.

Matches

- a) Each team of six players shall play as two triples.
- b) Each triple shall play one game of twelve ends against a triple from the opposite team.
- c) A match shall consist of two games.
- d) Each player will play three bowls.
- e) The triple who has the highest shots after the completion of the last end shall be the winner of that game.
- f) Should the score be tied on completion of the last end, the game shall be declared drawn.

- g) The team with the highest shot total after the completion of both games, shall be declared the winner of the match.
- h) Should the match be tied then the match points will be shared equally. The game points shall stand as previously.
- i) At least three players from each team must be present at the due time of commencement.
- j) Should a club be registered as a one mat venue, play during the match must be continuous, with the second triple ready to bowl as soon as the preceding game is over. Matches may, if mutually agreed, be played on two mats simultaneously, but if matches are played consecutively they shall both be played on the same mat.
- k) In exceptional circumstances a minimum two mat club, with the agreement from the League Secretary and teams involved, may arrange to play two matches in one afternoon. With team members playing in the first of two consecutive games on one mat, and then playing in the second of two consecutive games on another mat against a different team.
- l) Playing two's up is not allowed. The skip may remain at the head end until it is their turn to bowl. They may visit the head when in possession of the rink mat but may not carry their bowl beyond the nearest dead line. Any bowl carried beyond the dead line will be declared dead and must be removed from the rink mat.

d) Summer League Rules

Matches will be played to the League rules in the OSMBA Constitution with the changes to rules 7 & 12 detailed below.

Summer Match Nights

- a) Before the season commences, each team must state a fixed weekday night along with the nominal start time when they will play home matches.
- b) The nominal start time for single mat match is between 19:15 and 19:45 and for dual mat match is between 19:15 and 20:00; unless mutual agreement has been reached prior to the evening with the Captains concerned.
- c) All home matches must be played on this fixed night, unless in exceptional circumstances, both teams agree to play a particular fixture on a different night within the season.

Note: See League Rule 12 for definition of 'exceptional circumstances'.

- d) At least seven days' notice must be given by the team requesting the variation. The League Secretary must be notified immediately that such an agreement has been made.
- e) Each team will be entitled to two trial ends at the start of each game.

Rules of Play

- a) The Rules of Play shall be laid down by the ESMBA, except for the allowed variations as decided by the Oxfordshire CSMBA.

Teams

- a) A team shall usually consist of Six players.
- b) A team who cannot raise a full team shall play as follows.

- i) 5 Players; To consist of one Triple who must play first in the event of a one mat venue, or in the event of players being delayed and one Pair.
- ii) 4 Players; To be played as two Pairs,
- iii) 3 Players; To be played as one Triple, with the other match being conceded. 2 points and 10 shots will be awarded in this instance
- iv) No match may be played with less than 3 players.

Matches

- a) Each team of Six players shall play as two threes.
- b) Each triple shall play one game of twelve ends against a three from the opposite team.
- c) A match shall consist of two games.
- d) Each player will play three bowls.
- e) The three who has the highest shots after the completion of the last end shall be the winner of that game.
- f) Should the score be tied on completion of the last end, the game shall be declared drawn.
- g) The team with the highest shot total after the completion of both games, shall be declared the winner of the match.
- h) Should the match be tied then the match points will be shared equally. The game points shall stand as previously.
- i) At least three players from each team must be present at the due time of commencement.
- j) Should a club be registered as a one mat venue, play during the match must be continuous, with the second four ready to bowl as soon as the preceding game is over. Matches may, if mutually agreed, be played on two mats simultaneously, but if matches are played consecutively they shall both be played on the same mat.
- k) In exceptional circumstances a minimum two mat club, with the agreement from the League Secretary and teams involved, may arrange to play two matches in one evening. With team members playing in the first of two consecutive games on one mat, and then playing in the second of two consecutive games on another mat against a different team.
- l) Playing two's up is not allowed. The skip may remain at the head end until it is their turn to bowl. They may visit the head when in possession of the rink mat but may not carry their bowl beyond the nearest dead line. Any bowl carried beyond the dead line will be declared dead and must be removed from the rink mat.

12 Rearrangement of Matches

- a) Teams may, at any time, mutually agree to play any fixture within 7 days of the fixture date.
- b) A revised date for any fixture shall be mutually arranged and notified to the League Secretary within two weeks of the original date, by the team who requested the change

e) Knockout Cup Rules

Matches will be played to the League rules in the OSMBA Constitution with the changes to rules 7

Match Nights

- a) Before the season commences, each team must state a fixed weekday night along with the nominal start time when they will play home matches.

- b) The nominal start time for single mat match is between 19:15 and 19:45 and for dual mat match is between 19:15 and 20:00; unless mutual agreement has been reached prior to the evening with the Captains concerned.
- c) All home matches must be played on this fixed night, unless in exceptional circumstances, both teams agree to play a particular fixture on a different night within the season.

Note: See League Rule 12 for definition of 'exceptional circumstances'.

- d) At least seven days' notice must be given by the team requesting the variation. The League Secretary must be notified immediately that such an agreement has been made.
- e) Each team will be entitled to two trial ends at the start of each game.

Rules of Play

- a) The Rules of Play shall be laid down by the ESMBA, except for the allowed variations as decided by the Oxfordshire CSMBA.
- b) Each fixture shall be played during specified Knockout Cup weeks with one match of 'Triples' played at the home venue of each team.
- c) During the knockout round(s) of the competitions there should be an extra end played at the 'Home' team venue as defined by the issued fixtures, to settle ties that end in a draw. N.B. This extra end may often be played in advance of the (second) 'Away' leg.

Teams

- a) A team shall usually consist of six players.
- b) No fixture shall be played with less than 4 players. In the event of forfeit of the fixture, 8 points and 20 shots shall be awarded to the opposition.
- c) A team who cannot raise a full team shall play as follows.
 - i) 5 Players; To consist of one Triple and one Pair. It is up to the Captain which team plays at Home or Away.
 - ii) 4 Players; In this instance, there shall be two Pairs playing in accordance with ESMBA rules with one Pair at Home and one Pair Away.

Matches – Round Robin matches

- a) Each team of six players shall play as two Triples with one team at Home and one team Away.
- b) Each Triple shall play one game of twelve ends against a Triple from the opposite team.
- c) Each player will play three bowls.
- d) The Triple who has the highest shots after the completion of the last end shall be the winner of that game.
- e) Should the score be tied on completion of the last end, the game shall be declared drawn during Round Robin rounds.
- f) The team with the highest shot total after the completion of both games, shall be declared the winner of the match.
- g) Should the match be tied then the match points will be shared equally. The game points shall stand as previously.
- h) At least two players from each team must be present at the due time of commencement.

- i) Playing two's up is not allowed. The skip may remain at the head end until it is their turn to bowl. If the skip chooses not to remain at the head, they cannot visit the head again until prior to bowling their final wood, and then only when in possession of the rink.

8. Order of play

- a) Each team Captain may decide on the individual make up of their Triples, and in which order their Triples game is to be played.
- b) Prior to the start of the game two score cards must be made out by each captain clearly listing the players names and their initial order of play.
 - i) Where two games are to be played consecutively each captain shall mark one card with the number 1 and the other with the number 2. The two cards marked No 1 shall then be exchanged simultaneously and the players annotated on those cards shall play the first game.
 - ii) Where it has been mutually agreed to play two games at the same time on different mats the home captain shall inform the away captain which two mats are to be played on and their relevant number. Each captain shall then mark one of the mat numbers on each of their cards. The four cards shall then be exchanged simultaneously, and the players annotated on those cards shall play on the mat recorded on them.

9. Points

- a) Points shall be awarded on the following basis:
 - i) Two points to the winner of each game.
 - ii) One point for a drawn Game.
 - iii) Four points to the winner of the match.

10. Non Arrival of Team or Player

- a) Team
 - i) The non arrival of a team normally leads to a complete forfeiture of the match by 8 points to nil, and by 20 shots to nil. Should a team wish to appeal against forfeiture decisions, they must apply to the League Secretary within 24 hours of the Scheduled match time
 - ii) The schedule for claiming each game, and or the match, is as follows:
 - 1) The first game can be claimed 1/2 hour after the arranged start time of match.
 - 2) The second game can be claimed 1 1/2 hours after the arranged start time of the match.
 - 3) If one game is claimed, that team shall be awarded 2 points and 10 shots to nil.
 - iii) In the event of a team arriving late, the games claimed shall stand and the match shall continue with the next scheduled game.
- b) Players. In the event of a four being short of players, the following shall apply:
 - i) With one player short, refer to the ESMBA Rule book.
 - ii) If either four is two players short then the game will automatically be awarded to the opposing side by 2 points and 10 shots to nil.

- iii) No team shall be allowed to field a short four if an eligible substitute is available.
- iv) No player may play in more than one game per match.

11. Unfinished Matches

If a match has to be abandoned before the normal finish due to external circumstances, the following rules will apply:

- a) For a match played on one mat, if the first game has played less than three ends (i.e. the last wood of the third end has not been bowled), then the rescheduled match will commence from the beginning and the ends already played will be ignored. If less than three ends of the second game have been played, the result of the first game will stand, and the second game will commence from the beginning and the ends already played will be ignored.
- b) For a match played on two mats, if both mats have played less than three ends (i.e. the last wood of the third end has not been bowled in each game), then the rescheduled match will commence from the beginning and the ends already played will be ignored.
- c) Otherwise the rescheduled game(s) will continue from the last completed end when the abandonment occurred, and the final score will be the sum of the scores on the two occasions. Where possible, the teams playing the rescheduled interrupted game should consist of the same people as those originally playing. The match cards should be sent to the League Secretary after each game, the first one being clearly marked 'Game abandoned after X ends' on the appropriate half of the card, and the second marked 'Final (X-12) ends'
- d) If there are 3 or fewer ends to play on the second game in the case of single mat venue, or on both games in the case of a two mat venue, (i.e. the last wood of the 9th end has been bowled), then the game can be considered completed, subject to approval by the committee.
- e) With two mat venues, if the two games are at different stages, the appropriate rule will be applied to each game separately.
- f) Following the rules already stated being applied if there are remaining ends, these must be completed before the end of the league schedule.
- g) The League Secretary must be notified within seven days of all abandoned matches and the rearrangements.

12. Postponement of Matches

- a) Teams may, at any time, mutually agree to play any fixture in advance of the agreed date.
- b) Should it become necessary, and in exceptional circumstances only, a match may be postponed by the mutual consent of both teams. It is the duty of the team requesting the postponement to notify their opponents and the League Secretary in writing within one week, stating full reason(s) for the postponement.
- c) Once the season has commenced no more than two fixtures shall be postponed in any one season by a team, or points may be deducted/awarded to the opposition at the discretion of the wCommittee after due consideration of the reasons given for all fixtures that have been postponed.
- d) "Exceptional circumstances" are defined as:
 - i) The non availability of a venue over which the club has no control
 - ii) Severe weather conditions

- e) A revised date for any postponed fixture shall be mutually arranged and notified to the League Secretary within two weeks of the original date, by the team who requested the postponement. Any subsequent postponement of a rearranged fixture, by the same team, will be subject to review by the Committee and may result in the match being awarded to the opponents.
- f) All fixtures shall be arranged to be completed by the last week of the season and if a team is unable to arrange a suitable date at its own venue, it shall if necessary play the fixture at the opponents' venue.
- g) Where teams are unable to agree on a date for a rearranged fixture the Committee shall decide upon a date and if necessary a venue after hearing representation from both teams."

13. Match Results

- a) One match result card shall be supplied by the home team, and made out and signed by both Captains. It is the responsibility of the winning team, or home team if the match is drawn, to ensure that the result card is in the hands of the League Secretary no later than 7 days after the match has taken place. A scanned / photographed copy of the card by electronic means or postal copies are accepted.
- b) Failure to comply with this rule will result in an automatic loss of points in this match by the offending team.

14. Dress

- a) See Constitution Rule 23. Dress.
- b) Penalties
 - i) A penalty of 2 points will be applied for each and every player reported to the Committee for contravention of Constitution Rule 23 Dress.
- c) Complaints
 - i) Any team wishing to complain about incorrect dress must do so in writing, having first indicated to their opponents, before the commencement of play, of their intention to do so.

15. Forcing or Firing Shot Warning

- a) If a bowler, is going to bowl a wood with sufficient force to move the jack or wood(s) from the head then a warning as detailed in the ESMBA rule book "Forcing Shots" should be given.
- b) The skip of the opposing team, has the option of issuing the 'yellow' warning to the player concerned via that bowlers skip - If they deemed the wood should have been preceded by a warning and actions described within ESMBA rule book "Forcing Shots".
- c) After the game is completed, the skip informs their Captain, who marks next to the bowler's name on league result card of this fact.
- d) If a bowler during a game is given two yellow warnings, they must leave the mat immediately, and their team continues bowling with the reduced number and also bowls. The league result card is marked to indicate the bowler had two warnings.
- e) If the player declines to leave the mat, or more than one bowler from the same team receives two warnings the game is abandoned immediately. The League Secretary should be informed

with 24hrs of this fact, for the matter to be followed up by the Committee. The other game in the league match proceeds as normal.

16. Presentation awards

- a) League Presentations shall be made to League Winners & Runners Up in the form of Plaques, and the relevant trophy where applicable.
- b) League Winners / Knockout Cup Winners also receive medals, the quantity of which is determined by the minimum player number for the relevant League. Additional medals can be purchased by the club on request.