

Whitchurch and District Bowling League

Whitchurch League Management Proposals 2021

Rule 2020	Proposed change
<p>Membership of the League 1.5. The League Financial Year shall end on the 30th November.</p>	<p>Membership of the League 1.5. The League Financial Year shall end on the 31st December</p>
<p>Membership of the League 1. 1.12: All cups must be cleaned before being returned for presentation at competitions and the Presentation Evening. Failure to do so will incur a £5.00 fine on the individual/club concerned.</p>	<p>Membership of the League 11.12: All cups must be cleaned before being returned for presentation at competitions and the Presentation Evening. Failure to do so will incur a £10.00 fine on the individual/club concerned.</p>
<p>Membership of the League 2.3. All clubs shall pay an annual subscription of £10.00 per team and shall pay a match fee of 30 pence per player per game. These fees shall be paid by all clubs to the League Treasurer by 31st October each year. Clubs with any outstanding dues not paid by 31st October will be fined £25.00. NB For teams containing 12 players the total payable for each League match is £3.60 per team; for teams with 10 players the total is £3.00 per match.</p>	<p>Membership of the League 2.3. All clubs shall pay an annual subscription of £10.00 per team and shall pay a match fee of 50 pence per player per game. These fees shall be paid by all clubs to the League Treasurer by 31st October each year. Clubs with any outstanding dues not paid by 31st October will be fined £25.00. NB For teams containing 12 players the total payable for each League match is £6.00 per team; for teams with 10 players the total is £5.00 per match.</p>
	<p>2.3. All clubs shall pay an annual subscription of £10.00 per team and shall pay a match fee of 40 pence per player per game. These fees shall be paid by all clubs to the League Treasurer by 31st October each year. Clubs with any outstanding dues not paid by 31st October will be fined £25.00. NB For teams containing 12 players the total payable for each League match is £4.80 per team; for teams with 10 players the total is £4.00 per match.</p>

Membership of the League

2.4b. If a Club wishes to withdraw a team (or teams) from the League this must be their lowest team(s). Applications to withdraw a team from the League before the season starts must be sent in writing to the League Secretary not later than 14 February. Clubs withdrawing a team after that date but before the season has started will be responsible for paying for any Fixture Books previously ordered for that team. Clubs withdrawing a team or teams from the League during the season will pay all dues owing to the League for that season. Should the Club subsequently wish the team to re-join the League then it will be required to start in the bottom division. NB. Once the season has started a Club wishing to withdraw a team that is not their lowest team must submit their request giving full reasons to the Management Committee for consideration.

Membership of the League

2.4b. If a Club wishes to withdraw a team (or teams) from the League this must be their lowest team(s). Applications to withdraw a team from the League before the season starts must be sent in writing to the League Secretary not later than **14th March 2021**. Clubs withdrawing a team after that date but before the season has started will be responsible for paying for any Fixture Books previously ordered for that team. Clubs withdrawing a team or teams from the League during the season will pay all dues owing to the League for that season. Should the Club subsequently wish the team to re-join the League then it will be required to start in the bottom division. NB. Once the season has started a Club wishing to withdraw a team that is not their lowest team must submit their request giving full reasons to the Management Committee for consideration.

Fixtures Proposal from Adderley

4.3a. Each team shall play home and away matches against all other teams in the same division. All teams, with the exception of the bottom division, shall consist of twelve players. Teams in the bottom division shall consist of ten players. All games shall be 21 up and the team having the highest aggregate score shall be the winner of the match.

Fixtures

4.3a. Each team shall play home and away matches against all other teams in the same division. **All teams shall consist of ten players to be reviewed annually Teams in Division 1 shall consist of 12 players.** All games shall be 21 up and the team having the highest aggregate score shall be the winner of the match.

Fixtures

4.3a. Each team shall play home and away matches against all other teams in the same division. All teams, with the exception of the bottom division, shall consist of twelve players. Teams in the bottom division shall consist of ten players. All games shall be 21 up and the team having the highest aggregate score shall be the winner of the match.

Fixtures

4.3a. Each team shall play home and away matches against all other teams in the same division. **All teams shall consist of ten players to be reviewed annually** Teams in the bottom division shall consist of ten players. All games shall be 21 up and the team having the highest aggregate score shall be the winner of the match.

Fixtures

4.9. In Divisions 1 – 4, Home team captains to name and number with the order of play four (4) cards and place them face down. Visiting captains will then place their own four (4) cards on top, this being the draw for the first four games. This process is to be repeated for the middle and last four (4) games. The home team captain will nominate after each game is completed, the next game to be played. In Divisions 5 and below, it is up to the Home team captain's discretion as to whether the cards shall be placed face down. NB. A player who is not present or unavailable to play for the first two fours shall not be named to play at the time of the draw.

Fixtures

4.9. In Divisions 1 – 4, Home team captains to name and number with the order of play four (4) cards and place them face down. Visiting captains will then place their own four (4) cards on top, this being the draw for the first four games. This process is to be repeated for the middle and last **two/ four** games. The home team captain will nominate after each game is completed, the next game to be played. In Divisions 5 and below, it is up to the Home team captain's discretion as to whether the cards shall be placed face down. NB. A player who is not present or unavailable to play for the first two fours shall not be named to play at the time of the draw.

Fixtures

4.11. The Home Team Captain shall ensure the match results are sent to the Results Secretary immediately after the match. Tuesday match results must be received by Friday of that week and Wednesday/Thursday match results must be received by Monday of the following week. Members' BCGBA Registration Numbers must be on all Result cards, Home and Away. Both Team Captains will be responsible for ensuring that their players' BCGBA registration numbers are correctly entered on the Results card. Missing or incorrect BCGBA registration will result in a fine of two chalks per missing or incorrect number. Any player without a BCGBA registration number may play five league games only. If the BCGBA registration number has not been received within five weeks, proof of submission of an application to the SCGBA registrar must be shown to the League or Results Secretary. If no such proof is available all five games already played will be 21-0 to the opposing teams and the individual classed as an ineligible player.

Fixtures

4.11. The Home Team Captain shall ensure the match results are **entered** online immediately after the match. Tuesday match results must be **entered** by Friday of that week and Wednesday/Thursday match results must be **entered** by Monday of the following week. Members' BCGBA Registration Numbers must be on all **online** Result cards, Home and Away. Both Team Captains will be responsible for ensuring that their players' BCGBA registration numbers are correctly entered on the **online** Results card. Missing or incorrect BCGBA registration will result in a fine of two chalks per missing or incorrect number. Any player without a BCGBA registration number may play five league games only. If the BCGBA registration number has not been received within five weeks, proof of submission of an application to the SCGBA registrar must be shown to the League or Results Secretary. If no such proof is available all five games already played will be 21-0 to the opposing teams and the individual classed as an ineligible player.

League Competitions

5.3.3 Each Team shall comprise of six couples. All competitors must have played at least one game for their Club in the Whitchurch League in the current season. Contravention of this rule will lead to the opposing team being awarded 21-0 for each ineligible player.

League Competitions

5.3.3 Each Team shall comprise of **five** couples. All competitors must have played at least one game for their Club in the Whitchurch League in the current season. Contravention of this rule will lead to the opposing team being awarded 21-0 for each ineligible player.

League Competitions

5.4.1. Teams shall consist of 12 players. All competitors must have played at least one game for their Club in the Whitchurch League in the current season. Contravention of this rule will lead to the opposing team being awarded 21-0 for each ineligible player. For quarter finals onwards all players must have played at least 6 Whitchurch League games during the current season for the club they are representing.

League Competitions

5.4.1. Teams shall consist of 10 players. All competitors must have played at least one game for their Club in the Whitchurch League in the current season. Contravention of this rule will lead to the opposing team being awarded 21-0 for each ineligible player. For quarter finals onwards all players must have played at least 6 Whitchurch League games during the current season for the club they are representing.