

## **OPEN PAIRS LADDER CHALLENGE – 4 BOWLS EACH PLAYER**

**All Bowlers are asked to read and be aware of these rules before any games are played**

1. £8.00 Registration fee per team to enter the competition. Date will be announced for last entry.
2. Then either 1 token or £4.00 rink fee per player, per game.
3. There is NO dress code, apart from Final where white or club shirt with grey, black, or charcoal trousers, shorts, or skirt.
4. A team may withdraw at any time and can re-join with no added cost. But must rejoin at the bottom of the Ladder.
5. You may challenge a player up to 4 rungs up. If the challenger wins, they place their card into the opposition's spot. **The opposition and all those players below go down 1 rung.** (i.e. the winner & loser **do not** swap positions on the Ladder)  
If the challenger loses, the Ladder stays the same. This **MUST** happen at once after the game finishes and the winner is responsible. (NOTE, the winner & loser **DO NOT** SWAP positions)
6. To challenge a team, you must offer 3 dates with at least one being a weekend. If the team challenged does not agree to a game within 14 days, the challenger automatically becomes the winner & the Ladder adjusted accordingly.
7. If your team is unchallenged, you may contact teams below to instigate a game.
8. Skips are not allowed to visit the head.
9. The jack is cast and centred as in a normal game.
10. A toss of a coin decides who takes or rejects the Jack at the start of the set
  - a. The loser of the toss in set 1 gets the honour of the Jack in set 2.
  - b. In a tie break, a further toss of a coin carried out to decide who rolls the Jack.
11. The game consists of 2 sets of 10 ends.
  - a. Win one set and you score 1pt.
  - b. Draw a set and both players score half a point.
  - c. If the scores are level, a one end tie break is to be played to decide the match, this also applies in the Final.
12. A game is bell to bell (1hr 50mins). If the bell sounds, teams may finish the end. If the teams have not finished two sets, the match result declared by the points/sets score as it stands.
13. All bowls that finish in the ditch are dead and do not count. No touchers or chalked woods.  
**If a player puts the Jack into the end ditch, the opponents are at once awarded 4 points, regardless of the scoring on that end. So be incredibly careful! The position of the Jack must then be indicated by the usual white marker.**
14. Re-spots are only to be used if Jack goes off at the side of a rink, not in the back ditch.

15. Ladder scorecards must be used. Yellow scorecard for Pairs. These must be handed in as normal. This league is **NOT** run on the Bowlr system.
16. A Ladder game is to be booked under a normal casual/open play on the Bowlr system.
17. A Ladder season runs from November 1<sup>st</sup> – March 31<sup>st</sup>.
18. The finalists must have played at least 3 games. If not, they will be placed at the bottom of the ladder at the end March 31<sup>st</sup>. Finals to played on Finals weekend between 4<sup>th</sup>-6<sup>th</sup> April
19. Unless specified above, our normal EIBA rules apply.

Rules printed October 10<sup>th</sup>, 2024.