

RULES OF IDLE BOWLING CLUB

CAPTAINS & VICE CAPTAINS

Captains are elected at the A.G.M. each year.

Vice captains are chosen by each captain and can be changed during the season at the captain's discretion.

TEAMS

Captains will meet to discuss player availability and team selection prior to the start of the season and then as required.

Team Selections (Pre-Season)

The A team captains select the required number of players for the league (i.e. 10/8/6) [No squads except in exceptional circumstances]. and should pick, in their opinion, the best players.

The B team captains (where there is a C team) then select the required number of players for the league (i.e. 10/8/6) [No squads] and should pick, in their opinion, the best players.

Lowest team captains (or single teams) **are allowed** to decide whether to

- a) Always select the best team based on previous performances or
- b) Have a core set of players and rotate the rest of the interested/available players or
- c) Complete rotation of players.

The lowest team captains can decide to change their decision above during the season as they see fit. Availability of cars may have to affect team selection for some away games.

Captaining the lower teams is not easy and they should be applauded for doing so.

Player Shortage

The A team captain decides who they want to play in the team when they have players missing (There is no point in selecting a player who really doesn't want to play for the team) The player chosen can change, as required, depending on the fixture. The B team captain followed by the player must both be informed.

If the B team are short of players (when there is a C team) the B team captain decides which player they want and C team captain followed by the player are then informed.

It is a player's responsibility to inform their captain when they cannot play a.s.a.p. and they should not discuss with anyone else who can replace them

Moving down to a lower team

If a captain drops a player after a number of poor results or at the beginning of the next season, then that player must be allowed to play in the lower team [unless starred] for at least their next match and this includes their first match the following season. If a player requests a move to a lower team themselves the same applies. The higher captain chooses who they want to replace the player who drops down to a lower team.

Extra Players

Players that weren't listed on the team availability list prior to the start of the season/ captain's meeting, can only play in the lowest team in that league, **UNLESS** the lowest team captain gives permission for the player to play for a higher team and a request needs to be made for each match.

New players to the club

If a BCGBA player joins the club, they must initially start playing (if selected) in the lowest club team in any league they wish play in. During the season they can progress to the higher teams as per any other player by being selected by the captains in the higher teams.

Exceptions

Towards the very end of the season, if a lower team are in with a chance of promotion and taking their best players may be detrimental then a discussion should take place as to who plays for the higher team and common sense should prevail

If a player is in with a chance to be at the top of the league averages at the end of the season, captains should discuss options to allow them to still qualify for the averages list

Fundamentals

During the season all captains should consider selecting players that allows them to develop and gain experience for the future.

Players that don't regularly get games should be given priority in friendly matches.

All players have the option to enter club merits and other events. A number of merits are now "seeded" pairs competitions as well as "round robin" singles competitions to ensure some players have the chance to do well in these matches.

REFUSAL TO PLAY WHEN SELECTED

If a player is asked to play for a higher team, the committee would expect them to comply.

MINIMUM NUMBERS FOR CLUB MERITS

There must be a minimum of eight entries for singles and twelve entries for pairs. Any less would mean the merit should be cancelled.

CLUB AVERAGES

Any player playing for another Idle team, in the same league, either up or down will have the scores recorded, for club averages purposes, against the team they have played most for by the end of the season. The club averages for the season are only applicable where the player has played the minimum number of games as per the Association rules (e.g. Aire Wharfe 75%, Bradford Vets 65%)

TOP RABBIT RULES.

- a) Has a handicap of THREE or more
- b) Has not won a singles merit during the past THREE seasons
- c) No practice be allowed at least 2 hours before a match unless both members are involved in a league match or social bowling
- d) All games to start even with no handicaps.

WHOLE CLUB COMPETITION

No practice be allowed at least 2 hours before a match unless both members are involved in a league match or social bowling

HANDICAPS

Handicaps for Club Competitions will be decided by a committee of 4 members nominated by the full committee.

Updated at the AGM 2024