

## ALL MATCHES WILL BE PLAYED IN ACCORDANCE WITH THE ESMBA RULES.

### ARRANGING A MATCH WITH YOUR OWN CLUB

When arranging fixtures, any Club with more than one team in the same division, must always have all teams, home and away matches, played before the end of January.

### PRIOR TO A MATCH

Before a match, the home side Fixtures Secretary will contact the visitors Fixtures Secretary to **arrange** the match date, venue and time. **The home secretary will then confirm the fixture detail in writing on the pre supplied post card and send to the visiting team secretary.**

Players participating in a match must be NSMBA registered and hold a current ESMBA/NSMBA membership card. Cards must be available for inspection by the opposing team captain at their request. Players unable to produce a card may not play. Players dress must conform to the NSMBA dress code. Players not conforming to the dress code may not play.

Players may play for one team only in each NSMBA competition, i.e. one team in the Day league, one in the Evening league and one in each section (Day and Evening) of the Knockout Cup.

Mats and ancillary equipment must comply fully with ESMBA rules. Clubs experiencing difficulties in complying with the rules should contact the NSMBA League Secretary for advice.

### POSTPONEMENT OF A MATCH

Other than under very exceptional circumstances, a minimum of 24 hours notice must be given to opposing teams before any postponement. A shortage of players will not be regarded by the NSMBA as exceptional circumstances.

### STARTING A MATCH

Captains will complete their scorecards and include the players first name (or name usually known as) and last name.

The home captain will hand his/her completed scorecards, face down, to his/her opposite number, who will place one card, face down, on each mat. This will be repeated with the visitors captain handing over his/her cards. The NSMBA recognises no other method of mat selection and Fours **may not** choose which mat they play on.

The captains shall toss a coin for the option of taking possession of the delivery mat. The captain who wins the toss has the choice of taking possession, or not. The captains decision applies to both mats. A roll-up, will take place before the match. This will be two woods up the mat and two down for each player. Home teams **must** wait until their opponents arrive before rolling up.

### LEAGUE MATCHES

All League matches will be played over 16 ends. The home team, after 8 ends have been played, shall supply free of charge to their opponents, a minimum of tea, coffee and biscuits. This rule may only be varied with the prior agreement of both teams.

In the event of unforeseen factors (e.g. power failure, etc.) causing the abandonment of a match, the following will apply. Any match that is abandoned before ten ends have been completed on both mats will be re-arranged. For matches abandoned after ten ends have been completed on both mats the scores at the time of abandonment shall count as the result of the match.

### LEAGUE MATCH SCORING

The team shall receive 1 point for each mat that it wins. In the event of a drawn mat, each team on that mat will receive ½ a point.

The team with the highest number of shots gained over the two mats shall also receive another 3 points.

In the event of a tie on the overall score each team shall receive 2½ points. (5 points in total will be awarded for each match).

## KNOCKOUT CUP MATCHES (Amended)

The team accruing the highest number of **points** over the home and away legs will be the winner of the round.

**Each leg will consist of a singles game (15 ends) a fours game (8 ends) a pairs game (15 ends) and a triples game (11 ends), each game will award two points to the winner and one each in the event of a draw. If at the conclusion of both legs the points are equal then the aggregate shots scored will be used to decide the winners.**

In the event of unforeseen factors (e.g. power failure, etc.) causing the abandonment of a **leg, any unfinished disciplines will be replayed.** Scorecards for the Knockout Cup may be retained until both the home and away legs have been completed. Score cards must reach the NSMBA Knockout Cup Secretary within 7 days of the second leg match being played.

**All matches to be played on a home and away basis, except the Final will be played on Finals Day**

### AFTER MATCHES

Scorecards must be checked and signed by both skips as correct. After receipt by the NSMBA, alterations will only be allowed at the NSMBA's discretion.

Each team must post their scorecards to the NSMBA League Secretary to be received within 7 days after the match date.

### ALL MATCHES MUST BE PLAYED.

**Any teams experiencing problems in arranging fixtures, to inform the Committee in writing. They and the other party will be summoned to the next committee meeting to explain the problem. The Committee will mediate and obtain agreement from both teams on date of match. If either team refuses to attend, or fails to fulfil the fixture, 5 points an 10 shots will be awarded to the other team. Should both teams refuse to attend or to play the fixture no points/shots will be awarded to either team and the match will be deemed to have been played.**

**Should any team withdraw from the league, all points/shots gained or lost by them and by their opponents in their previously fulfilled games will be expunged.**

**NOTE Teams must finish their League and Knockout Cup programmes by the 31<sup>st</sup> March.**

## GENERAL INFORMATION FOR PLAYERS

### The NSMBA Dress Code

Ladies Plain white, collared blouse  
White jumper if worn  
Mid-grey skirt not above the knee, culottes, or trousers.

Gentlemen Plain white, collared shirt  
White jumper if worn  
Mid-grey trousers.

All players Proprietary bowling shoes or sandals  
in white, brown, black or grey.  
***These must be changed into at the venue.***

Tops in both codes must be plain white, cream is not acceptable.

Trousers must be mid grey, not light grey or charcoal.

Ladies trousers must also be tailored.

The dress code allows teams to play in their club colours, but only if all of the players on a mat are dressed alike at the start of the match.

The National Championship qualifiers are managed by the NSMBA on behalf of the English Short Mat Bowls Association.

Before entering the qualifiers, players are strongly advised to study the ESMBA rules of entry to the National Qualifiers in the current rule book. These rules are stringently enforced.

This sheet replaces all previous rule sheets. The NSMBA Committee