



Gosport, Fareham & District Mixed Triples League

(Established 1974)



League Rules

(Revised Jan 2026 - Rules 13 & 20)

All games shall be played in accordance with the rules of **Bowls England**, except where the rules of the Gosport, Fareham & District Mixed Triples League apply.

1. Teams to be arranged in an appropriate number of leagues (divisions) determined by the Exec Committee.
2. At the end of the season a promotion and relegation system will operate, with the top two teams of divisions, other than Division One, being promoted by one division, and the bottom two teams of divisions, other than the lowest division, being relegated by one division.
3. A team will play all other teams in their league (division) in home and away matches.
4. A team will consist of nine players, with at least two players of each gender, including in each part of a match that has been suspended (Rule 14) or that contained a mid-match substitution or retirement (Rule 16). **Penalty : 2 points deducted for each player breach (max 4 points per match).**
5. Matches will consist of 18 ends, and the rink allocation of both teams will be drawn for.
6. All players must be registered by email or letter; only players registered with the League Secretary to a team shall be eligible to play for that team (with the exception: - see rule 17). Any team that plays an unregistered player shall be liable **to a 6 points deduction on that match.**
7. Starting times for all matches shall be 18:00, or as agreed by Team Captains. The season will commence the first week of May and must be completed by 21 August; no extension after this date will be granted.
8. Woods must carry club stickers on both sides for all matches. **Penalty for incorrect or no stickers: 2 points deducted for each offending player.**
9. **Points**
6 points for an overall win (total shots); 3 points for a draw (total shots)
2 points for each winning rink; 1 point for each drawn rink

Match results must be agreed by both captains at the end of the game. The home captain is responsible for completing the '**score notification card**' which must be signed by both captains and forwarded to the League Secretary by 12:00 (noon) on the day after the match.
10. Individual score cards must be forwarded to the League Secretary by the team captain, to arrive within 3 working days of the game having been played.
11. The League shall run all league competitions. Any profits or losses shall be borne by the League.
12. **Fixtures** During the close season, the League Secretary will forward to each club details of the weeks during which their teams' fixtures are to be played. The day in that week on which the fixture will take place will be decided by negotiation between the representatives of the two teams at the Annual Fixture Meeting.
13. All games must be played on the scheduled date, or on a re-arranged date; **no game may be given away.** Postponement of matches **may** only occur **either** through inclement weather, **or**, if a club's National, County, Portsmouth & District, or Southampton & District club-level team match is scheduled concurrently with their G&F League match (either match home or away). A match may not otherwise be postponed; a lack of players **does not constitute justification.** Within fourteen days, a re-arranged date, in line with Rule 7, must be notified to the League Secretary. In the event of a team **postponing** a match (other than the above exceptions) the **penalty shall be 6 points deducted from the offending team and 10 points awarded to their Opponents.**

14. In the event of a game having to be abandoned through inclement weather that renders the green unfit for further play before the completion of 5 ends, the game shall then be restarted as a new match. If more than 5 ends have been played, all outstanding ends shall be played at a later date. Scorecards will be retained by the respective team captains, and used to record the completion of the match. As far as is possible, the same players must occupy the same rinks against the same opponents as in the original game, and the rink should be laid out in the same direction and colour as originally. In the event of a substitute being required, the substitute should occupy the same position as the player that he/she is replacing, except if that person was a skip. In this case a member of the original rink must skip, and the substitute must play in that person's position.
15. Any team finding themselves a player or players short at the start of a match must start the match on time. Only if the players arrive by 18:15, will they be permitted to join in the game.
16. A rink with one player short will be **penalised by losing 25%** of their final score. They will also play only eight woods to their opponents' nine. The order of play must remain as normal, hence if the team with its full complement of players is leading, their skip will have the last wood, and if the team that is short is leading, the opposing skip will have the last two woods. Order of play, for a team playing one short:

First wood of the end: <u>non-defaulting</u> team (N)	N D N D N D N D N D N D N D N D N
First wood of the end: <u>defaulting</u> team (D)	D N D N D N D N D N D N D N D N N

A player may be substituted mid-match, in case of illness/injury, etc, with the eligible substitute's name added to both scorecards. A substitute may not play skip so, if necessary, that team's two original players will re-arrange their positions, including, for a mid-end substitution of the skip, ensuring that the substitute does not bowl any of the three final woods. If a skip's mid-end retirement is without bowling a wood, and if the other two players have each delivered three woods, then the remaining players will each deliver one further wood, to total eight woods, and the 25% penalty will apply to any shots scored on that end only.

If there is 'no eligible substitute available', the two remaining players, with scorecards suitably annotated, will play eight woods and the 25% penalty will apply to shots scored from the point of retirement. In the case of a mid-end retirement, the two remaining players will complete the end according to the table below and the 25% penalty will apply to all shots scored in that end, and in all subsequent ends.

Sequences of woods by player # for a mid-end retirement of a player, with no eligible substitute available:

	x	1 x 2	1 1 x	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
<u>Player # retires at point 'x'</u>	2 2 2 2	2 2 2	2 2 2 2	x 1	2 x 1	2 2 x 1	2 2 2	2 2 2	2 2 2
	3 3 3 3	3 3 3 3	3 3 3	3 3 3 3	3 3 3 3	3 3 3	x 1 2	3 x 1 2	3 3 x (1or2)
Total # woods for that end	8	9	9	8	9	9	8	9	9

17. **Registration** All players must be registered in their appropriate teams on or before 15 April. Where a club has more than one League team, players may 'play up' twice for a team playing in a higher league (division) before being tied to the higher team. Players are not permitted to 'play down' in a lower League. A Player 'playing up' cannot play Skip. The League Secretary and the opposing captain are to be informed even though it is not a transfer. A team may only 'borrow' up to 3 players for one match; if they are still short they must play with the players they have and be penalised (see Rule 16). Teams cannot borrow from another of their teams in the same division. Any player transferring from one team to another within a club will be tied to that team for the rest of the League season. **Penalty for players playing down, 2 points deducted for each offending player.**
18. **Transfers** will only be accepted if written notification is given to the League Secretary up to 24 hours before the game for which the transfer is effective.
19. A player registered as a member of a League team shall not be permitted to transfer to a team in a lower division after 01 July.
20. Common G&F dress code applies. [As this is common across all G&F matches/event types, and new for 2026, an extract of the main features is temporarily included here; see [linked document](#) for details]: **All** players on the same team must wear **matching** bowls shirts of club colours*, below-the-waist attire of single **matching** BE-permitted colour* (or design), and flat-soled shoes. * Club-adopted dress code colours/uniform:
- Players of Clubs having a dress code uniform for 'above and below the waist' are to wear that uniform.
 - Players of Clubs having a dress code uniform for 'above-the-waist only', are to wear club shirts with any single, BE-permitted colour (includes white and grey) of 'below-the-waist' attire.
- G&F no longer declares dress codes of 'whites'/'greys' for its match/event types. Each Club is now responsible for their own teams' matching 'below-the-waist' attire colour, while ensuring G&F dress code compliance. **Penalty for being incorrectly dressed, 2 points deducted for each offending player.**
