



PORTSMOUTH AND DISTRICT BOWLING ASSOCIATION

Founded 1925

P&D LEAGUE RULES

(As Approved at the P&D 2025 AGM, held 30th January 2025

All Changes are in Red)

P&D League Rules

Revision Information

Approval Date	Amendments
07/01/2014	<p>The following amendments were approved at the 2014 AGM:</p> <ul style="list-style-type: none"> • The format of the League 'Proper' will be agreed at either a P&D AGM or a Special General Meeting called for that purpose. • Only the winner of Division 1 will receive an Annual Trophy, with all Division Winners & Runners Up receiving Commemorative Plaques to keep. • The new date for postponed fixtures must, where possible, be within 28 days of the original date.
13/01/2015	<p>The following amendments were approved at the 2015 AGM:</p> <ul style="list-style-type: none"> • Process for allowing a Club with more than 1 side in the same Combination Division to be able to transfer player[s] from one side to another. • Clarification of substitution rules in unfinished games. • Adverse weather notifications. • Electronic copies of score cards can be sent to the relevant League Secretary. • Local P&D Ruling that the 2 will keep the scorecard. However the Skip still has to ensure both cards are correct. • Clarification of what is a legal bowl. • Local ruling as to what constitutes a "Dropped" Bowl.
12/01/2016	<p>The following amendments were approved at the 2016 AGM:</p> <ul style="list-style-type: none"> • New Rule added covering teams turning up with less than minimum number of players. • Clarification that games CANNOT be Conceded added.
10/01/2017	<p>The following amendments were approved at the 2017 AGM:</p> <ul style="list-style-type: none"> • That no Division to consist of more than 10 sides. • No more than 4 League Team Players to be used in a Combination team. • Clarification on Clubs wanting to postpone a game. • Clarification on reporting Match results and providing score cards. • New Rule that Captains MUST ensure that player names have been entered correctly.
09/01/2018	<p>The following amendments were approved at the 2018 AGM:</p> <ul style="list-style-type: none"> • Clarification on when a newly Registered Player will be eligible to play in a League or Combination game. • Clarification that once a Club requested player[s] to be De-Registered, then they could not be later Re-Registered by that Club. • Clarification on the Penalty applied with regards to the "45 Player Rule". • Clarification on the mis-use of Substitute Players in restarted Postponed Matches. • Scorecards now to be received by the relevant Secretary within 4 [Four] Working Days of the completion of the match. • Clarification on Player Dress Code.
10/01/2019	<p>The following amendments were approved at the 2019 AGM:</p> <ul style="list-style-type: none"> • The "45 Player Rule" was Dropped. • Clarification on the wearing of Shorts.
16/01/2020	<p>The following amendments were approved at the 2020 AGM:</p> <ul style="list-style-type: none"> • New Rule laying out the fact that ALL P&D League games are played according to the Laws of Bowls, with Local Variations. • Clarification on the use of Substitutes was added. • Clarification on using more than the valid Number of Substitutes in restarted games was added.

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Approval Date	Amendments
13/01/2022	The following amendments were made after announcements at the 2022 AGM: <ul style="list-style-type: none"> • Clarification that Registered Bowlers under the Age of 18 wouldn't be charged a Player Capitation Fee. • Clarification that the P&D Rule about Shorts are now in line with those announced by Bowls England in 2021.
26/01/2023	The following amendment was approved at the 2023 AGM: <ul style="list-style-type: none"> • The Penalties for a Side Conceding a Game were amended.
08/02/2024	The following amendments was approved at the 2024 AGM: <ul style="list-style-type: none"> • League & Combination Games are Now Played Over 18Ends • Extension to the Time when Match Result had to be with the Relevant Secretary
30/01/2025	The following amendments were approved at the 2025 AGM: <ul style="list-style-type: none"> • Rule 5.2.5: The Number of Games a player can Skip in the League before becoming Ineligible to Skip in the Combination League now based on Number of Sides in a League Division. • Rule 8.3: Clarification of the Promotion/Relegation Procedures. • Rule 8.4: Clarification of the Trophies that are Awarded. • Rule 11: Clarification of How A League/Combination Game Can Be Postponed and the Process to Follow. • Rule 13.3: Bringing Dress Code to be in Line with current Bowls England (BE) Guidance.

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P&D League Rules

The P&D Runs the Following Leagues:

- League
- Combination League
- Mid-Week Triples League

The following Rules apply to the League 'Proper' and Combination League.
The Mid-Week Triples League has its own set of Rules.

1 League Composition

- 1.1 The League 'Proper' is composed of One Side from each Affiliated Club and comprises of one or more Divisions.
- 1.2 The Combination League is composed of one, or more, Sides from Affiliated Clubs. It comprises of one or more Divisions.
- 1.3 No Division in the League or Combination shall consist of more than 10 Sides.

2 Joining or Withdrawing from the League

Any Club Wishing to:

- Join the League;
- Enter an Additional Side(s) into the Combination League;
- Withdraw an Existing Side from any League

MUST Notify the League Secretary, in Writing (via Email is Acceptable), by the 31st October of the Preceding Year.

3 League Structure

- 3.1 The Structure of the League 'Proper' will be agreed at the Associations AGM, or any Special General Meeting called for such a purpose.
- 3.2 The Structure of the Combination League is at the discretion of the Competition Committee.

4 Playing Conditions

- 4.1 All Games shall be Played in Accordance with the Laws of the Sport of Bowls, adopted by World Bowls, the Bowls England (BE) Variations (Bowls Laws), Except where Circumstances make Deviation Necessary (see Rules 11.4 and 16).
- 4.2 Maximum Number of Ends
 - 4.2.1 Matches shall be played over 18 Ends on ALL Rinks

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5 Player Registration

5.1 Individual Bowler Responsibilities:

- 5.1.1 Players MUST be Members of the Club they Represent and Can Play for One Club ONLY during a Season, unless Transferred by Mutual Consent (see Rule 0).
- 5.1.2 Any Player who is a Member of More Than One Club MUST Notify the Secretary of the Club for Whom he Intends to Play League Bowls BEFORE the Commencement of the Season.

5.2 Club Responsibilities:

- 5.2.1 All Clubs MUST Forward a List Of Players they Wish to Register to Play in any Match Played under the P&D's Jurisdiction (League, Combination, MWT and Competitions) to the League Secretary prior to the Commencement of the Season.

5.2.2 Registration Fees

- 5.2.2.1 Players under the Age of 18, as at May 1st of the Current Season, will NOT be charged a Player Capitation Fee.
- 5.2.2.2 Players Aged 18 and Over, as at May 1st of the Current Season, will be charged the relevant Player Capitation Fee.
- 5.2.3 Once the Season has Commenced, a Club can Add Additional Bowlers to their List of Registered Players at Any Time by Submitting the Bowler(s) Name to the League Secretary, either by 'Phone or Email. That Player will then be Eligible to Play in any P&D Matches 2 (Two) Clear Days AFTER His Name has been Registered with the League Secretary.
 - e.g. If the Name is received on a Wednesday, the Player will be Eligible from the Following Saturday.

- 5.2.4 **The Penalty** for Playing a Non-Registered Player is the **Deduction of 6(Six) Points**.

- 5.2.5 League Skips may NOT Skip in Combination Sides.

5.2.5.1 For this Purpose a League Skip is Defined as One Who Has Played As A Skip in a Club's League Side in 25% (Rounded Up) Matches in the Current Season, as follows:

- **7 Side Division: 3 Games**
- **8 Side Division; 4 Games**
- **All Other Division Sizes: 5 Games**

- 5.2.5.2 **The Penalty** for Infringing this Rule is the **Same as for Playing a Non-Registered Player (see Rule 5.2.4)**.

- 5.2.6 Should a Club inform the League Secretary that they wish to De-Register a Player(s), then they CANNOT Re-Register that Player(s) Again Later in the Same Season.

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6 Player Transfer

- 6.1 During a Season, any Player wishing to Transfer from One Club to Another Shall Make Application to the League Secretary through his old Club Secretary.
- 6.1.1 This Application MUST Also State Whether the Player is Clear Of All Financial Liabilities to His Old Club.
- 6.2 Should the Club Secretary Withhold his Application Unreasonably, the Player Shall Have the Right Of Appeal to the Association.
- 6.3 A Player Transferred to Another Club Shall Not Play in any P&D Match for the New Club Until Permission has been Applied For and Granted by the League Secretary.

7 League Competition

- 7.1 Clubs shall play Home and Away Matches with each of the Sides in their respective Division.
- 7.2 Each Match will be played as Fours, consisting of:
- 16 Players, in the League 'Proper'.
 - 12 Players, in the Combination Leagues.
- 7.3 Rinks MUST be Drawn For.
- 7.3.1 **NOTE:** Once Drawn, NO Changes can be made in a Player's Position within a Rink UNLESS Due to Illness OR with the Approval of the Opposing Captain.
- 7.4 Player Substitution:
- 7.4.1 If a Player has to Leave the Green During the Game Due to Illness Or Some Other Reasonable Cause and They Cannot Return within 10 Minutes, then, if Both Skips Agree or, if Not, Both Side Captains Agree, a Player Substitution Can Be Made.
- 7.4.2 The Substitute MUST Play In Any Position Other than Skip, and the Other Members of the Rink can Rearrange Their Positions as Necessary (as per Bowls Law 33.4).
- 7.4.3 The Name of the Substitute MUST be Shown on Both Scorecards.
- 7.4.4 If No Eligible Substitute is Available, Then:
- 7.4.4.1 The Game Continues with the Number Of Bowls Played by the Rink Playing 1Short Being Made Up by the Lead and Second, Both Playing Three Bowls Singly and in Turn.
- 7.4.4.2 At the End Of The Game, $\frac{1}{4}$ of the Total Shots Scored After The Player Left the game, Including Decimal Places, MUST be Deducted from the Final Match Score for that Rink.
- e.g. If Player Left after 5 Ends and at that point his rink had scored 6 shots and thereafter they scored another 12, then, at the end of the match, $\frac{1}{4}$ of those 12shots scored (3) is deducted from the Total Match Score.
 - Thus, Total Shots scored was 18, less 25%deduction 3, gives Final Match Score = 15.

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7.4.4.3 **NOTE:** If it comes to the attention of the relevant Secretary that this has been broken, then he will call a Council In Appeals meeting to adjudicate on the matter.

7.5 Each Match will have the following Points Awarded:

7.5.1 Rink Points

- 2 Points for each Winning Rink;
- 1 Point for each Tied Rink.

7.5.2 Match Points:

- For League Matches, 8 Points for an Overall Win, 4 for an Overall Tie.
- For Combination League Matches, 6 Points for an Overall Win, 3 for an Overall Tie.

7.6 Conceding Matches

7.6.1 If a Side Concedes a game to their opponent because they CANNOT field the minimum number of players permissible under the Bowls Laws (12 for a League match, 9 for a Combination match), then the following Match Result will apply:

7.6.1.1 For League matches:

- The Side who have Received the Concession will be awarded:
 - A 20 Shots to Zero Victory
 - 10 Match Points
- The Side who have Conceded the Game will receive:
 - A Deduction of 6 Match Points
- i.e. Match Points will be 10 for the "Winner"; Minus 6 for the "Loser".

7.6.1.2 For Combination Matches:

- The Side who have Received the Concession will be awarded:
 - A 15 Shots to Zero Victory
 - 8 Match Points
- The Side who have Conceded the Game will receive:
 - A Deduction of 4 Match Points
- i.e. Match Points will be 8 for the "Winner"; Minus 4 for the "Loser".

7.6.2 **NOTE:** Either Side Does Have The Right Of Appeal to the Council In Appeals Committee.

8 League Position

8.1 The Number Of Points Scored in a Season shall Determine the Position of Clubs in a Division.

8.1.1 The Club with the Highest Number Of Points Being at the Top of the Table

8.1.2 The Club with the Lowest Number Of Points Being at the Bottom.

8.2 Where Points are Equal, the Following Shall Decide the Order in the League Table:

8.2.1 Best Shot Difference

8.2.2 Greatest Number of Shots For

8.3 Promotion/Relegation

8.3.1 The Top Side in the Division will Always be Promoted to the Division above, the Bottom Side Always be Relegated to the Division Below.

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8.3.2 If ALL the Divisions in a League have Less than 8 Sides, then Promotion and Relegation, then the 2nd Promotion/Relegation spots will be confirmed after a Home and Away Play Off between the Runners-Up in the Lower Division and the Penultimate Side of the Higher Division. The Side with the Highest Aggregate Score declared the Winners.

8.3.3 In all other Leagues, the Runners-Up will be Promoted to the Division above; the Penultimate Side will be Relegated to the Division Below.

8.4 Trophies

8.4.1 The Winner of League Division One will be presented with the "Peter's Bowl", which is to be Returned at the End of the Following Season.

8.4.2 The Winners and Runners Up of Each Division will Receive a Commemorative Plaque To Keep.

9 League Fixtures

9.1 The Dates for all League Fixtures are determined by the League Secretary and are published in January of each year.

- They will also be listed on the P&D Website.

9.2 Matches should normally be played on the Allocated Date, Weather Permitting.

9.3 Any Club Wishing to Change the Date of a Match should First Contact their Opponents.

9.3.1 If a Mutually Satisfactory Arrangement CAN be Reached, the League Secretary MUST be informed At Least 7 days before the Original Date, or, if the Match is Brought Forward, 7 days before the New Date.

9.3.2 Should it NOT be possible to come to a Mutually Satisfactory Arrangement, the Club Wishing to Change the Date MUST Refer the Request to the Relevant League Secretary Together with the Reason for Wishing to Change.

9.3.3 The League Secretary will decide Whether or Not the Request is Justified and His Decision is FINAL.

9.4 The Starting Times of Matches shall be:

9.4.1 Not later than 6.15pm during May, June and July

9.4.2 Not later than 6.00pm during April and August.

9.5 Rearranged League Matches May Be Played on Any Day of the Week AND by the End of the Season (see Rule 9.6).

9.6 ALL League Fixtures MUST be completed by the End of AUGUST.

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10 Adverse Weather

- 10.1 In the Event of Bad or Poor Weather, the Home Club Should check their Green and/or Weather Forecast by 3PM on the Match Day and make a decision on Playing or Not (as the case may be) and to Then Inform their Opposing Side Captain if the Game IS to be Postponed.
- 10.2 This Deadline is to give BOTH Captains Sufficient Time to inform their players that the Match Has Been Postponed, thereby preventing Unnecessary Travel.

11 Match Postponements/Abandonments

11.1 Postponing A Match

11.1.1 Once the Season has Started, Games can ONLY be Postponed under the following Conditions:

11.1.1.1 An Unfit Green

11.1.1.2 A National Club Competition

- In this Case, the Match MUST BE Against a Non P&D Club.**
- They MUST also Inform the Relevant League Secretary of their Need to Postpone for this Reason.**

11.1.2 If a Club wishes to Postpone a Game for Any Other Reason, they MUST First get the Agreement of the Relevant League Secretary.

11.1.2.1 NOTE: In the Event that that Secretary is a Member of the Club Requesting the Postponement, then the Matter HAS to be passed to the Competition Committee.

11.1.3 ONLY on His/Their Say So can the Match then be Postponed.

11.2 Abandoned Matches

An Abandoned Match is one that has started and at Least One End has been Completed on each Rink when the Decision is made by Both Captains that the Weather now makes the Game Unsafe for ALL Bowlers.

11.2.1 If All Rinks have Not Completed the 1st End at the Time of Abandonment, then the Match is Deemed Postponed

11.2.2 When the match is Re-Arranged, it each Rink will Restart at the End following the One that had been Completed when the Match had been Abandoned

11.2.2.1 e.g.:

- Rink A had played 5 Complete Ends, thus Restarts at End 6
- Rink B had played 4 Complete Ends, thus Restarts at End 5
- Etc.

11.2.3 The Signed Scorecards for Abandoned Matches MUST be Forwarded to the Relevant League Secretary, with Copies kept by Both Sides which are then Used for the Continuation of the Match.

11.3 Home Side Responsibilities

In the event of a Match being either Postponed or Abandoned Due to Weather Conditions, it is the Responsibility of the HOME Side to:

- 11.3.1 Inform the Relevant League Secretary on the Day of the Match, or, at the Very Latest, 10AM of the Following Day.
- 11.3.2 Offer Suitable Dates to the Opposition and Rearrange the Fixture.

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11.3.2.1 **NOTE:** Rule 9.6 MUST be Strictly Adhered to When Rearranging the Match.

11.3.3 Where possible, the New Date for the Fixture MUST be Within 28 Days of the Original Date.

11.3.4 The Relevant League Secretary MUST be Informed of the New Date within 14 Days of the Postponement/ Abandonment.

11.3.4.1 **The Penalty** for Not Adhering to this is the **Deduction of 4(Four) Points from Both Clubs.**

11.3.5 The Council in Appeals Shall Be the Governing Body to Award/Deduct Points for any Unfulfilled Fixture(s) And/Or Take Any Further Appropriate Action.

11.4 Restarting Abandoned Matches

11.4.1 When an Abandoned Match is Restarted, the Remaining Ends are to be Played in Accordance with the Bowls Laws, with the following Local Amendments:

11.4.2 A Maximum of 4 (Four) Substitutes may be allowed, with no more than 3 in Any One Rink.

11.4.3 However, a Substitute is NOT Allowed to Skip (as per Bowls Law 33.4).

11.4.4 Should a Side Break This Rule, then the Opposing Side will be Awarded the Rink Win, with a Match Score of Either that as it Was when the Match Was Abandoned or a 10-0 Win, Whichever is Greater (as per Bowls Laws 32.4.2 & 33.8).

11.4.4.1 Should a Side Use More Than the Permitted Maximum Number of Substitutes, then they will LOSE the Match, with their Opponents Being Awarded a 10-0 Win on Each of the Rinks.

12 Match Results

12.1 **The HOME Side** MUST inform the Relevant League Secretary of the Match Result by, at the latest, 6pm of the Day Following the Completion of the Game.

12.1.1 **The Penalty** for Failing to Meet this Deadline is the **Deduction of 4(Four) Points from the Home Side.**

12.1.2 **NOTE:**

12.1.2.1 The Match Result will be Decided on the Score AFTER the Maximum Number Of Ends (see Rule 4.2.1 on Page 5) has been Completed on ALL rinks.

12.1.2.2 A Match CANNOT be Conceded Before that Point.

12.2 **Each Club** is Responsible for Ensuring that the Signed SCORE CARDS from the Game be Received by the Relevant League Secretary within 4 (Four) Working Days of the Completion of the Match.

12.2.1.1 **NOTE:** Electronic Copies of the Signed Score Cards are Acceptable.

12.2.2 **The Penalty** for Failing to Meet this Deadline is the **Deduction of 4(Four) Points from the Relevant Side.**

12.3 Score Card Responsibilities

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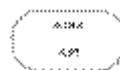
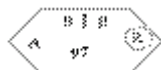
- 12.3.1 After the Rinks have been Drawn and Players Names have been Entered, **BOTH Captains** MUST Ensure that the Names on ALL the Cards are the Same on BOTH Sets of Cards BEFORE the Games Commences, as per Bowls Law 40.1.7.1.
- 12.3.1.1 **The Penalty** for Failing to Do So Will Result in the **Deduction of 4(Four) Points from Both Sides.**
- 12.3.2 After Each End has been Completed, Each Skip is Responsible for Recording, on Their Scorecard, the Number Of Shots Scored by Both Sides and Ensuring That Their Opponent's Scorecard Agrees. (As per Bowls Laws 40.1.7.3/4)
- 12.3.2.1 **NOTE:** As per the Bowls Laws (England Variation), ONLY if BOTH Skips Agree CAN the Maintaining of BOTH Scorecards Be Transferred to Another Player in Their Rink.
- 12.3.2.2 i.e. The Skip of 1 Rink CANNOT Maintain His Scorecard IF the Opposing Rink's Scorecard is Maintained by Another Player.
- 12.3.3 At the End of their Match, Each Skip MUST Ensure that Both Cards Show the Same Result and Then Sign Both Cards, Thereby Showing they have Performed This Check. They MUST Also Record the Time the Game Finished on their Card. (as per Bowls Law 40.1.7.5).
- 12.3.4 Finally, Once ALL Score Cards have been Completed and Signed, it is the Responsibility of the Captain of Each Side to Ensure that they Agree the Results of the Match in Terms of Rink Scores, Total Score and Match Points.
- 12.3.4.1 **The Penalty** for Failing this Check is the **Deduction of 1 (One) Point for Each Incorrect Scorecard from Both Sides.**

13 Player Regulations

Any Player taking part in a League Match:

13.1 MUST Bowl With:

- 13.1.1 Either Composite Bowls that bear a Legible Stamp which has an Expiry Date of 1985 or later.
- 13.1.1.1 These Bowls Can Be Used Until Such Time as their Stamp Becomes Illegible.
- 13.1.2 Or Lignum Vitae Bowls that Bear a Current, Legible Stamp.
- 13.1.2.1 ALL Lignum Vitae Bowls MUST be Stamped Every Ten (10) Years, thus you MUST get them Restamped as Soon as their Expiry Date is Reached.
- 13.1.3 If you have Any of the following Stamps you will be able to play in Club, County and National Competitions UNTIL you Qualify for National Championship Finals.
- 13.1.4 The Expiry Date on these Stamps MUST be 1985 or Later.



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13.2 MUST Wear

13.2.1 Flat Soled Bowling Shoes (as per BE Ruling).

13.3 MUST Be Attired As Follows:

13.3.1 **Where a Club has its own Dress Code for Clothing "Above AND Below the Waist", Players MUST Wear that Clothing.**

13.3.2 **If a Club Does NOT have a "Below the Waist" Dress Code, Players MUST Wear Greys Trousers or Shorts.**

13.3.3 **If a Club Does NOT have any Dress Code, Players MUST Wear White Shirts and Greys Trousers or Shorts.**

13.3.4 **NOTE: Shorts Worn MUST Be In Line with the Following BE Regulations:**

13.3.4.1 **Only Shorts Manufactured for the Sport of Bowls May Be Worn.**

13.3.4.2 **Shell Suits, Jeans and Shorts Other Than Those Manufactured for the Sport of Bowls are NOT Acceptable.**

13.3.5 **Finally:**

13.3.5.1 **ALL Members of the Side MUST be Attired the Same. i.e.:**

- **All MUST Wear Same Coloured Shirt and Trousers/Shorts.**
- **Sides MUST Respect the Dress Code of the Home Club.**
- **This is In Line with the County Ruling on the Same Subject.**

14 Three's Up

The Playing of Threes up in League Matches is NOT Allowed.

15 Green Fees

The HOME Side will be Responsible for Payment of Green Fees.

16 Dropped Bowls

The Following Local Ruling as to what Constitutes a "Dropped Bowl" is to be Used Alongside Bowls Law C.3 in ALL P&D Games:

16.1 Once a Bowl has Travelled MORE than 3 Metres in the Direction of the Jack (i.e. in a Forward Motion), it CANNOT be Deemed to Have Been Dropped, but becomes a "Dead" Bowl.

17 Any Other Matters

Any Matters NOT Covered by these Rules Shall Be Subject to the Ruling of the Council in Appeals.

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