**WEST LOTHIAN BOWLING ASSOCIATION**

**SENIOR MEN’S COUNTY COMPETITITION-CONDITIONS OF PLAY**

 **(W.E.F.** 2024 **SEASON)**

**Senior Men’s Club Side Competitions**

**Senior Top Ten**- Each Club is entitled to enter a maximum of 2 sides. Side Game with each Club represented by 10 players with the Competition initially being played in sections progressing to knockout stage. Each round to consist of a 4 bowls Singles (21 shots up), 4 bowls pairs (15 ends), 3 bowls triples (13 ends) and fours (15 ends). 2 points to be awarded for each discipline won and 1 point for a draw. Winner is side with a higher number of points scored. If equal on points then the result is decided on total shots difference. If still equal the result shall be decided on the result of the Singles. No limit on substitutions allowed between rounds. Where Clubs enter two sides, participating players may only participate in one of the sides during the period of the competition.

Where a Club fails to appear, 8 points and 20 shots will be awarded to the opponent and the defaulting side will receive 0 points and minus 20 shots.

Where a side turns up with less than 10 players the following rules will apply:

9 players – in the fours tie the defaulting side will play with 3 players (1st and 2nd playing 3 bowls and skip playing 2 bowls) and at the end of the tie they will deduct one quarter of the shots they scored before determining the result of the tie.

8 players – there will be no Pairs discipline played with the non-defaulting side being awarded 2 points and 5 shots and the defaulting side being deemed to have 0 points and minus 5 shots.

7 players – there will be no Triples discipline played with the same scoring system applied as for the Pairs tie.

6 players – there will be no Fours discipline played with the same scoring system applied as for the Pairs/Triples

5 players or less – the match will be declared Null and Void with the non-defaulting side being awarded 8 points and 20 shots and the defaulting will receive 0 points and minus 20 shots.

Where a Club withdraws from the Tournament before the completion of its full fixture list all games already played by that side will be declared null and void with the Section League table being recalculated accordingly.

**Senior Top Six**- Each Club is entitled to enter a maximum of 2 sides. Side Game with each Club represented by 6 players with the Competition initially being played in sectional league format progressing to knockout stage. Each round to consist of a 4 bowls Singles (21 shots up), 4 bowls pairs (15 ends), 3 bowls triples (13 ends). 2 points to be awarded for each discipline won and 1 point for a draw. Winner is side with a higher number of points scored. If equal on points then the result is decided on total shots difference. If still equal the result shall be decided on the result of the Singles. No limit on substitutions allowed between rounds. Where Clubs enter two sides, participating players may only participate in one of the sides during the period of the competition.

Where a Club fails to appear, 6 points and 15 shots will be awarded to the opponent and the defaulting side will receive 0 points and minus 15 shots.

Where a side turns up with less than 6 players the following rules will apply

5 players – there will be no Singles discipline played with the non-defaulting side being awarded 2 points and 5 shots and the defaulting side being deemed to have 0 points and minus 5 shots

4 players – there will be no Pairs discipline with the same scoring system applied as above.

3 players or less – the match will be declared Null and Void with the non-defaulting side being awarded 6 points and 15 shots while the defaulting team will get 0 points and minus 15 shots.

Where a Club withdraws from the Tournament before the completion of its full fixture list all games already played by that side will be declared null and void with the Section League table being recalculated accordingly.

**Senior Men’s Club Team Competition**

**John Dickson Trophy-** Each Club is entitled to enter a maximum of 2 teams. Fours competition initially being played in sectional league format progressing to knockout stage. Each round to consist of 15 ends. No limit on substitutions allowed between rounds. Where Clubs enter two teams, participating players may only participate in one of the teams during the period of the competition.

Where a Club fails to appear, 2 points and 5 shots will be awarded to the opponent and the defaulting team will receive 0 points and minus 5 shots.

Where a team turns up with less than 4 players the following rules will apply:

3 players – the defaulting side will play with 3 players (1st and 2nd playing 3 bowls and skip playing 2 bowls) and at the end of the tie they will deduct one quarter of the shots they scored before determining the result of the match.

2 players or less – the match will be declared Null and Void with the non-defaulting team being awarded 2 points and 5 shots and the defaulting team receiving 0 points and minus 5 shots.

Where a Club withdraws from the Tournament before the completion of its full fixture list all games already played by that team will be declared null and void with the Section League table being recalculated accordingly.

N.B. Abandoned Matches In Seniors Side Competitions (Top Ten, Top Six & John Dickson Trophy) -Where 8 ends or more have been played in all of the applicable pairs, triples and fours games in a match and the match is ultimately officially abandoned then the match shall not be restarted on another day and the score as at it stands at the time of the abandonment shall be taken as the result of the match.

**Senior Men’s Champion of Champions Singles Competition**

**Senior Champion of Champions-** Singles (4 bowls) knockout Competition with each Club represented by current year’s Club Senior Singles Champion. Each round to be 21 shots up.