



NORTH HERTS WOMEN'S BOWLING ASSOCIATION GOVERNANCE & RULES

CODE of LAWS GOVERNING a GAME

It should be appreciated that no code of laws governing a game has yet achieved such perfection as to cope with every situation. The code of laws governing bowls is no exception. Unusual incidents not definitely provided for in the laws frequently occur. It is as well to remember that laws have been framed in the belief that true sportsmanship will prevail: that in the absence of any express law, common-sense will find a way to resolve a knotty problem with a happy solution.

Although the normal procedure is for the challenger to contact her opponent, there is no rule to prevent the challenged from making the first approach if there seems to be a delay in contact.

LEAGUE RULES - TRIPLES

Play Interruptions:

When a game is stopped, by agreement of both skips, on account of darkness, weather conditions, or any other valid reason, it shall be resumed as soon as possible with the scores as they were when the game stopped. An end commenced but not completed shall be declared as a dead end.

In a resumed game any one of the team may be substituted, but not the position of the skip. Players shall not be transferred from one team to another.

Scoring: 2 points for a win plus 2 points for each winning rink.

MAXIMUM 6 POINTS CAN BE WON.

A DRAWN GAME will share points, No extra end is required.

NOTE: in the game of triples, 12 ends played constitutes a game.

The triples league must be played with two teams of triples. The game must be played on the agreed date, or the game conceded by the team unable to play. The conceding team gain no points and a minus 10 shot difference (*updated 10/06/2026*); their opposition gain 4 points and a plus 10 shot difference (*updated 10/06/2026*).

CHALLENGE SHIELD

The winner of the Challenge Shield will be decided as follows:

Each of the three games will be played to a winning conclusion. If either the pairs and /or the triples scores are drawn after 18 ends an extra end will be played.

Each team will be allowed to field 2 players who have obtained their county badge or have accrued 10 county points by the end of the previous season, but they cannot play in the singles

COMPETITIONS

Players entering any Competition should endeavour to play in the Finals on the date specified. Members can only play Competitions and League Games from ONE club.

The Challenger shall, not later than three days of being notified, contact her opponent and offer her THREE DATES, which shall not be in the same week, one of which may be a Saturday or Sunday. The challenge for the FIRST ROUND shall be made not later than 21days prior to the closing date.

In respect of challenges for week days, no opponent may be required to play earlier than 6-00pm, SAVE BY MUTUAL AGREEMENT, unless the ladies do not have green usage in the evenings and the Association Secretary has previously been notified. No competition shall start later than 6:30pm.

Unless all players appear and are ready to play at the end of the maximum waiting period of 30 minutes then the defaulting team shall forfeit the match.

Singles will play to 21 shots. Pairs, Triples and Fours will play 18 ends.

In the game of pairs/triples/fours – only one substitute allowed, who cannot play as skip.

DRESS CODE for competitions shall be club colours with club colour trousers/shorts below the waist. A team can opt for white trousers or shorts below the waist but the whole team must dress the same

HEDGEHOG

Entry to the Hedgehog competitions is restricted to members who have not obtained 10 points for their County Badge by the end of the previous season.

Previous winners of the Hedgehog and North Herts Singles competitions are not eligible to enter again