



Triples League Rules

1. Except as defined hereunder the Counties of Aberdeen & Kincardine Bowling Association Triples League competition will be played under the Laws of the Sport of Bowls, including Domestic Regulations for Bowls Scotland
2. The competition will be open to all member clubs of the Counties of Aberdeen & Kincardine Bowling Association. There is no gender bar but all players must be registered members of their respective clubs
3. The competition draw, straight from the hat, will be conducted at the Annual General Meeting of the Counties of Aberdeen & Kincardine Bowling Association so as to provide two equal, or thereby, sections
4. Each match will consist of two teams of three players from each club with each player having three bowls and be played over 15 ends. There will be no trial end and only one shot will be awarded at the first end
5. The first club named in each tie will be defined as the "home" club and the match will be played with one team at home and one team away from home. The final play offs of the competition will be played on the Counties of Aberdeen & Kincardine Bowling Association President's green
6. Games will commence at 7pm, or at such time as mutually agreed between the respective club's nominated representatives, and on the date as set out in the Counties of Aberdeen and Kincardine Association's Calendar of Events. In exceptional circumstances the date of play may be varied with a majority consent at the preceding Annual General Meeting but must be completed by the aforementioned due date
7. Opposing teams will toss a coin with the winner of the toss choosing which team is to deliver the jack and first bowl
8. Two points will be awarded for a win and one point will be awarded for a draw on each leg. The team winning on the aggregate score over both legs will be awarded one bonus point. If the aggregate score is level then $\frac{1}{2}$ a point will be awarded to both teams
9. In the event that a club defaults from the tie and neither game is played, the opposing team will be awarded all 5 points and +12 shots (6 shots per game)
10. In the event of a postponed or abandoned game as a consequence of adverse weather conditions then, providing at least eleven ends have been completed, the score at the last end completed shall constitute a result. If postponement or abandonment takes place before eleven ends are completed then the game will be required to be replayed and continued from the last completed end on a date mutually agreed between the two club's nominated representatives, such date being prior to the next fixture. In the event of only one leg being postponed or abandoned then players having played in the other game will not be permitted to play in the rearranged game
11. Any club unable to play a rearranged game will forfeit six (6) shots and two points for each leg not replayed and irrespective of the aggregate outcome will not be entitled to the bonus point
12. The home team's nominated official will advise the results of both legs of each match to the Match Secretary of the Counties of Aberdeen & Kincardine Bowling Association on the same evening on which each match is concluded. Scorecards should be retained by the home team for a period of seven days following the publication of results in the press
13. The communication of scores during the course of play, whether by players or spectators is, in the spirit of the game, strictly prohibited. Any club found guilty of so doing, will forfeit the match with Rule 9 applying
14. Section winners and section runners up respectively will compete against each other at the play offs. In the event that two or more clubs are level on points then shot difference and thereafter shots scored for will determine the final league positions. In the Play-Offs, if a match is drawn, then both teams will play an extra end to determine the winner.
15. Dress code – players will wear the uniform adopted by their respective clubs