

## Rules for the Indoor Leagues

1. Teams are to consist of a minimum of 3 and a maximum of 4 players.
2. All Matches are 14 ends maximum, with no trial ends. Last jack is to be cast not less than 5 minutes before the end of the session, as indicated by the ringing of the bell, or by the clock over the door if the bell is not working. If a match starts more than 2 minutes late, the lost time may, by agreement of the 2 skips, be added on at the end of the session, provided any match following on the same rink is not thereby delayed.
3. Any match may be played before the set date or time, by agreement between the teams.
4. Matches should only be postponed in exceptional circumstances\*, preferably in consultation with the League Manager\*\*.
5. Every effort should be made to play matches which have been postponed. Either participating team has the right to insist that a postponed match be played; it should offer two dates and times to its opponents and can claim a 10-0 victory if neither date is accepted.
6. If a team cannot fulfil a match by the set date, and assuming no postponement has been agreed, it must concede the match to its opponents, by a score of 10-0.
7. If the two teams involved agree that a match will not be played, it will be regarded as void and no points will be awarded.
8. A team may field one substitute, but not two. A substitute cannot be a member of another team from the same League. A substitute may not be skip.
9. If a team loses a player permanently during the season, for whatever reason, a replacement can be nominated, but he/she will continue to be regarded as a substitute under the terms of Rule 8 until his/her name has been registered with the League Manager.
10. If a team withdraws from a League before it has played half its matches, its record will be expunged. If it has played half or more of its matches, its record will stand and all remaining fixtures will be regarded as lost 0 -10.
11. Scores should be entered on the scoresheet immediately after the completion of matches. If a match is conceded, 10-0 or 0-10, as appropriate, should be entered. The League Manager will not chase teams who fail to enter their scores.
12. Two points will be awarded for a win, one for a tie.
13. Where teams are equal in points, their League positions will be determined by Shots Difference.
14. In the event of any apparent breach of these Rules, or other irregularity, the League Manager will try to resolve the problem. If he cannot do so, or if his decision is unacceptable to one or both of the teams affected, he will refer the matter to the Club Committee for resolution.

\* We prefer not to try to define in advance what makes a circumstance 'exceptional'.

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