

# LLB PREMIER TWENTY KNOCKOUT RULES

1. All games will be played under the Laws of the Sport of Bowls Crystal Mark 4th Edition.
2. The Knockout Competition shall be played between 1st October and 22nd March. Clubs to arrange convenient date to play within the closing date of each round. Games should NOT be scheduled on the final date of the round; this date can be used as a spare if a game is postponed. Should clubs agree to use this date then 12C will be used. Both clubs must inform the coordinator of the date and time of the match. If the teams do not agree a date 2 weeks before the play by date, the Co-ordinator will issue a date. If either team cannot fulfil the fixture on the given date that team will be disqualified. The clubs competing in the final may, by mutual consent arrange the game at a "Neutral" venue.
3. ALL games MUST commence at the same time, except in line with 12b
4. The SIDE will comprise 20 (twenty) players. A Single, a Pair, a Triples and a Four will play at home and a Single, a Pair, a Triples and a Four will play away simultaneously. (Please note no longer has to be mixed)
5. Any player who moves clubs and has already played in the event becomes ineligible to play in the same competition in that year for their new club.
6. One Substitute may be allowed per TEAM but cannot Skip or play Singles.
7. 4 Bowl Pairs, 3 Bowl Triples and Fours will be 18 (eighteen) ends and Singles will be first to 21 (twenty one) shots.
8. Scoring will be 2 (two) points for a win, 1 (one) point for a draw and 0 (zero) points for a loss in all disciplines i.e. 16 (sixteen) points available. 2 (two) points and 10 (ten) shots will be awarded to the opposition for each team not played.
9. Determining results, the winner will be the SIDE with the most points. If points are equal then shot difference will decide the winner. Should the scores still be level the Singles games will decide the result - first by points and then by shot difference. If still no result, then go through each discipline until a winner is found i.e. first Pairs, then Triples and finally Fours. In any discipline not completed the defaulting team will lose 2 (two) points and 10 (ten) shots. If still equal then the Fours will play an extra end in line with Law 28 to determine the result.
10. The home team will provide a competent Marker for the Singles and where possible a qualified Umpire should be in attendance.
11. The Host Club at each respective venue is the Controlling Body which comprises 3 responsible members, the names published at the event. Any

unresolved disputes to be referred to the relevant Co-ordinator within 24 (twenty-four) hours of completion of the match.

12. Inclement weather: should a green be regarded as unplayable at either venue then the captains of the day can decide on one of the following actions

- a. Cancel both fixtures and re-arrange a new date within 24 Hours.
- b. Cancel the fixture at the unplayable green. Play the game at the other venue Mutually agree a new date within 24 hours of the completion of the game at the playable venue.
- c. Should the game be scheduled on the final day of that round then the 4 games at the “unplayable” venue are to be determined by the captains at the “playable” venue by the toss of a coin, 2 Points for each win but no shot difference awarded. This is to be completed prior to the other games starting. For all games other than the final if the game is scheduled on the final day of that round and both venues are unplayable then a coin toss at the Home teams venue (First named in draw) will decide the match result (a video link may be required if players have not travelled).

**No player may play in both games.**

13. All results must be emailed to the Winter League Co-ordinator within 24 (twenty four) hours of completion of the match.

**These Rules are effective as from 19<sup>th</sup> August 2025 and supersede any dated previously.**