



Banbury Cross Indoor Bowls Club

Super League

CONDITIONS OF PLAY

Released: September 2026

Controlling body:	Banbury Cross IBC
Event:	Super League (SL)
Dates:	Oct 2026 – Mar 2027
Venue:	Woodgreen Leisure Centre, Banbury

1.1. Entry conditions

- 1.1.1. All players must be members of Banbury Cross Indoor Bowls Club
- 1.1.2. Definitions used in this policy not otherwise defined have the same meaning as given in the World Bowls Laws of the Sport of Bowls ("Laws").

1.2. Team structure

- 1.2.1. Each team shall comprise a squad of up to 3 named players who will be seeded and drawn by the League Co Ordinator before the season commences.
- 1.2.2. Three named players from the registered squad must be named for each match including the Team Captain and players of each gender must play at least 50% of the scheduled league matches.
- 1.2.3. Playing positions between the three (3) players may be altered at any time in accordance with section 3.6. of these conditions of play. The Team Captain will remain fixed throughout each game.
- 1.2.4. Each team will source, supply, and wear for all of their matches, their own set of matching shirts **OR** wear a club shirt, **OR** wear a plain white shirt with no club logo on it.

2.1. Game format

2.1.1. The game format during set 1 and set 2 shall be **two-bowl pairs**.

2.1.1.1. There will be two (2) bowls per player for each end

2.1.1.2. No one player can deliver more than 2 bowls in an end.

2.1.1.3. All players must play an equal number of bowls (8) in each set. (not including the tiebreaker).

2.1.2. Should a match proceed into a tie-breaker (as per section 2.5), the game format will revert to **two-bowl triples**.

2.1.2.1. There will be two (2) bowls per player for the tie-breaker end.

2.1.2.2. At the beginning of a tie-breaker end, the substitute at the conclusion of the second set will automatically enter the match. A Team Captain may adjust the positions of their team as they wish at the beginning of a tie-breaker end.

2.2. Draw format

The Banbury Super League will be played on 11 Wednesday's throughout the season (each team will play each other team twice), plus a finals night. The top 4 teams at the end of Round 22 will be drawn to play semi-finals and a final to arrive at the winners and runners up of the BSL for the season.

2.3. Format of play

The event will be played under *sets play* format as outlined in Law 56 of the Laws, subject to a number of variations as outlined below.

2.3.1. Each game will be played over two (2) sets, with each set consisting of six (6) ends.

2.3.2. The winner of a set will be the team with the highest number of shots when the sixth end is completed.

2.3.3. If the number of shots is tied after the sixth end of a set, the set will be a draw.

2.4. Situations where sets cannot be won

2.4.1. In situations where a team is unable to mathematically tie or win a set or specifically win the second set if it has lost the first set (taking into account remaining PowerPlay allocations), the following arrangements will apply:

2.4.1.1. All six ends of each set will be completed due to the impact of each shot on the league position;

2.5. Tie-breaker

- 2.5.1. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a **one end** tie-breaker should be played to decide the winner. The tie-breaker will be played as per the format noted in section 2.1.2.
- 2.5.2. The winner of the tie-breaker will be awarded the game.
- 2.5.3. If the one end tie breaker is a tied end, the teams will play further tie-breaker ends until a winner is found.

2.6. First to play (Law 56.4)

- 2.6.1. First set: the opposing Team Captains shall toss a coin and the winner of the toss can choose whether their team places the mat, nominates the length of jack, and then delivers the first bowl or tells the opposing team to do the same. The opposing player cannot refuse.
- 2.6.2. Second set: the winner of the first set shall place the mat and advise the marker the length of jack and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the marker the length of jack and then deliver the first bowl.
- 2.6.3. The first and any further ends of a tie-breaker: the opposing Team Captains should toss a coin and the winner of the toss has the options as described in 2.6.1 above.
- 2.6.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, nominate the length of jack and then deliver the first bowl. If, however, the first end of the first set is a tied end, the first to play in that end shall also play first in the second end of the first set.

2.7. Re-spotting the jack

- 2.7.1. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end shall be declared dead and the end replayed **provided the player has nominated their intention** for a dead jack before they deliver their bowl (see 3.5).
- 2.7.2. If the player **does not** nominate their intention for a dead jack before they deliver their bowl and the jack finishes in a position described in 2.7.1 above, then the jack should be placed on the closest respot mark to the place where the jack left the rink.
- 2.7.3. If the spot mentioned in 2.7.2 is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

2.8. Scoring – Sectional play (Law 56.3)

- 2.8.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 2.8.2. One (1) set point will be awarded for each set won. A half set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost (the tie- breaker is not a set).
- 2.8.3. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
- 2.8.4. League rankings will be determined as follows:
 - 2.8.4.1. Highest number of **game points** scored.
 - 2.8.4.2. If game points are equal, the team with the highest **net total of set points** (total set points for – total set points against) shall be ranked higher.
 - 2.8.4.3. If game points and net set points are equal, the team with the highest number of **sets won** shall be ranked higher.
 - 2.8.4.4. If game points, net set points and sets won are equal, the team with the highest **net total shots** (total shots for – total shots against) over all games (not including tie-breaker ends) shall be ranked higher.
 - 2.8.4.5. If game points, net set points, sets won and net total shots are equal, then the team who has aggregated the higher number of shots for (not including tie breaks) will be ranked higher.

2.9. Forfeit

If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team in accordance with clause 2.8.3.

3.1. Timings

- 3.1.1. The first match will start at 6pm. The second match will start at as soon as all teams are ready.
- 3.1.2. There will not be shot clocks however it is expected that each shot should be played within 30 seconds and that the match will complete within 60 minutes.

3.2. PowerPlay

A PowerPlay enables a team to earn double the shots scored (by that team) in any nominated end. A Power Play can be used in the following circumstances.

- 3.2.1. Teams will be allowed one Power Play end per set as nominated by the Team Captain.

- 3.2.2. The Team Captain will hold up their Power Play sign and ensure that the opposing team are aware of the intention. A **yellow** coloured jack will be used in all PowerPlay ends.
- 3.2.3. Both teams can nominate to use the PowerPlay in the same end of a set.
- 3.2.4. If a Team does not nominate to use its PowerPlay end in a set, that PowerPlay is lost. PowerPlays may not be carried over into the next set. There are no PowerPlays in a tiebreak
- 3.2.5. If a team calls a PowerPlay end and the same team nominates to declare the end dead and is successful, the PowerPlay is not carried over to the replayed end. Only the team who calls the PowerPlay where the opposition is successful in declaring the end dead will have their PowerPlay carried over to the replayed end.

3.3. Placing the mat and jack

- 3.3.1. The centre line of the rink will be marked by 3 fixed nominated lengths at each end of the green by different coloured markings. (Yellow, Blue & Red) The mat and jack will be placed separately at any two of these points to define the length of end to be played. (The mat and jack can be on different colour spots)
- 3.3.2. The lead to play first in the end will place the **front of the mat** at one of the nominated lengths along the centre line at their end. The skip from that team should then communicate verbally to the marker the nominated length to place the jack at the opposite end. The jack **will not be delivered** in any end.
- 3.3.3. All fixed nominated lengths are of a legal distance of 23 metres or greater as per the Domestic Regulations of Bowls England.

3.4. Timeout

- 3.4.1. Each team will be allowed one timeout per set, including tie-breakers.
 - 3.4.1.1. In the second set and tiebreak, timeout allocations for both teams will be reset, and each team will receive one timeout; each team may only use a maximum of **one timeout in each set and tiebreak**. As an example, if a team has not used a timeout in set 1, they will still only be permitted one timeout in set 2.
- 3.4.2. This time out will have a 30 second time limit and can only be called when the team is in possession of the rink.
- 3.4.3. Players or Team Captaines will nominate a timeout on behalf of their team. This will be done by indicating their intention to call a timeout to the marker by holding their hands in a "T" position in the air. The marker will acknowledge the timeout by using the same signal back to the player or Team Captain.
- 3.4.4. When a timeout is called, a team will have a total of 60 seconds in which to play their next bowl. The Rink Marker will call the team to play.

- 3.4.5. The players may involve the Team Captain during the time out. In this instance, the Team Captain may enter the playing area and approach the head at the player's request.
- 3.4.6. If a player or Team Captain nominates a time out during the tie break end and the end is nominated to kill and is successful, the team who used their time out does not receive an additional time out during the replayed end.
- 3.4.7. If a player or Team Captain nominates an additional time out on top of the amount allocated under section 3.4.1, that team's next bowl will be forfeited. If the team's next bowl is delivered, the marker should stop the bowl before it reaches the head and remove it from play.

3.5. Nomination of a dead jack

- 3.5.1. It is permissible for a player to nominate that their intention is to make the jack dead before they deliver their bowl. By nominating and becoming successful as described above in clause 2.7.1 the end is declared dead and the end is replayed.
- 3.5.2. If a player does not nominate their intention to make the jack dead before they deliver their bowl and the jack subsequently goes dead, then the jack shall be placed on an appropriate spot as described above in clause 2.7.2 and play should continue.
- 3.5.3. Players will nominate to the marker by holding their hands in a "X" position in the air (the marker will acknowledge the intent by using the same signal back to the player) when a player wishes to play a shot that may make the jack leave the rink of play and render the end dead. It is the responsibility of the team nominating the dead jack to ensure that there is enough time for the marker to acknowledge the dead jack situation.
- 3.5.4. Any end declared dead, either by nomination of a dead jack or by other circumstances (displacement laws), the end will be replayed from the end that it was declared dead (i.e. the end will not be replayed in the same direction at the time the end was declared dead – any remaining bowls will be carried to the opposite end).
- 3.5.5. A "Dead Jack" may only be nominated **once per set** by each team, and **once per team** during any "tie break" end.
- 3.5.6. If a "Dead Jack" is nominated and is successful all bowls played during that end will not count towards a players minimum bowl requirement.

3.6. Substitutions

The third member of the team is the substitute player for the start of the match. However, during the game, a substitute player is any member of the team named for the match who is currently sitting on the sidelines.

- 3.6.1. A Team Captain can replace a player with a substitute at any time during an end but only immediately preceding the delivery of a bowl by their team player. A Team Captain can substitute a player during the change of ends even if the opposition is bowling first in the end.

- 3.6.2. During the change of ends, the Team Captain may adjust the positions of all players should they wish.
- 3.6.3. The Team Captain is the only person who may call for a "substitute" player. The Team Captain shall display the "Substitute" sign, to notify the marker the substitute is being used.

4.1. During sets 1 and 2

Players will be not be able to follow their bowls up to the head.

4.2. During tie-breaker

Prior to the start of the tie-breaker, the **lead** and **second** will take their position at the mat end of the green.

Players will be able to follow their bowls up to the head under the following circumstances:

- Lead: after delivery of their second bowl.
- Second: after delivery of their first bowl.
- Skips will change ends together.
- Skip: after the delivery of their first bowl.

5.1. Trial ends

There will be no trial ends before the commencement of any game.

5.2. Allocated practice

Practice Day: Teams will be allowed to practice on any rink between 17.30 and 17.55 (if the rinks are available).

6.1. Marking touchers

Only spray chalk will be used to mark touchers.

7.1. Measuring & Scoring

If independent markers are available then the marker in all games (who will carry spray chalk and a tape) will act as the measurer for deciding the number of shots. A fellow marker will be called by the marker if a different piece of equipment needs to be used or by the player if they think the marker has erred in the measuring process.

The marker will also act as the keeper of the scorecard, which must be signed by the marker and a representative of each team prior to submission as the match record.

League Co Ordinator – Andy Winter