

AUSSIE PAIRS LEAGUE RULES (revised 18/06/2026)

1. League Format

- a) There are three Aussie Pairs leagues, each league will have a maximum of 8 teams.
- b) Division 1 and 2 matches will predominantly be played on evenings during July, August and September. Afternoon matches may be arranged to avoid other club fixtures. Division 3 matches will be played on afternoons. Dates and times for the season's fixtures will be published at the beginning of each season. Please note the starting times change to consider the loss of light later in the season.
- c) Where a team from the previous year's division one decides to split, only one of the players from the team can remain in division one with a new partner. The players from the original team must decide which player takes that team. The other player will enter division two with their new partner.
- d) League fees of £10.00 per team must be paid prior to the start of the first match.
- e) Prize money is £60.00 for each league winning team and £20.00 for each league runners-up.
- f) The dress code for the Aussie Pairs league is white tops (or branded bowls shirts) and grey below the waist.

2. Scoring

- a) Two points will be awarded for a win, one point for a draw and no points for a loss.
- b) Final league positions will be determined by points then shot difference then highest number of shots. If teams are still equal the result of the match between the two teams will decide the highest position.
- c) At the end of the season the bottom two teams in League One will be relegated to League Two and the top two teams in League Two will be promoted to League One.
- d) Division 3 is a stand-alone league with no automatic promotion for the winning team.

- e) When matches are abandoned due to bad weather, and 8 or more ends have been completed, the score at the end of the last completed end will stand, if 8 ends have not been completed those matches will be replayed in full.

- f) A team must fulfil their fixtures. Should a team cancel a match they will forfeit that match and the opposition awarded a 16-8 win. In the event of a team cancelling a match and gaining a league advantage the League Administrator may also apply a points deduction in addition to the 8-16 loss.

- g) Teams must be on the green and ready to play at the appropriate start time. If a team is late (without prior notification and agreement) then the following penalties will be imposed:-
 - 1. Up to 5 minutes late will result in 1 shot being awarded to the opposition.
 - 2. 5 to 10 minutes late will result in 2 shots being awarded to the opposition.
 - 3. 10 to 15 minutes late will result in 3 shots being awarded to the opposition.
 - 4. After 15 minutes the 'late team' will forfeit the match and the opposition awarded a 16-8 win
 - 5. Late start and no-shows should be entered on the scorecard.

3. Postponement of matches

- a) Aussie Pairs Leagues are designed to promote sociability within the club and teams are encouraged to make every effort to complete their fixtures on the scheduled date and time. Matches may only be postponed for the following reasons.

1. Ill health.
2. A transmissible disease which puts other players at risk.
3. Abnormal weather on the day of the tie which would put players or the green at risk.
4. Work commitments.
5. Unforeseen extenuating circumstances.

A fixture shall not be postponed in favour of playing another club competition. Should this occur, the defaulting team will be deemed to have forfeited the match,

- b) If a match must be rearranged for one of the above reasons, the League Administrator must be advised of the reasons and of the mutually agreed date.
- c) Rearranged fixtures must be completed within two weeks of the original scheduled date of the match. The exception to this is the penultimate round, which must be completed before the final round.
- d) The final round shall not be rearranged without authorisation and must be played on or before the scheduled date.
- e) If a match cannot be completed in the above time scales the original defaulting team will have been deemed to have forfeited the match.

4. Substitutes

- a) To mitigate long term ill health or an individual participating in county level or above bowls commitments, substitutes are allowed to ensure matches are played on the scheduled date and time.
- b) When a team wished to use a substitute, this must be sanctioned by the League Administrator.
- c) Only one substitute per team is allowed. A substitute may NOT play in any other team across all 3 leagues in the same season.