

# PAST TIMES TROPHY

## Rules 2013

1. The Competition will be played within the current laws of the games.
2. The competition will consist of two rinks, one home & one away playing 21 ends and played at the same tune. In the event of weather conditions affecting a match and with the agreement of both sides, a match will be considered complete after 15 ends and the score at that end to be taken as the result.
3. Clubs will be entitled to enter a maximum of two teams of eight players. Players need not be named, but a player having played for one team will not be eligible to play for a second team entered by the club.
4. The result of the draw and dates for each round will be notified to competing clubs as early as possible after the closing date for entries. Subsequent round opponents will be notified as soon after the closing date of the preceding round as possible. All dates are 'play by' dates, except the final.
5. After receipt of the draw sheet, Challengers (the club at the top of the draw) must contact their opponents as soon as possible to offer dates. They should offer 3 dates which may be afternoons or evenings and must include a weekend, but MUST NOT clash with another important competition or fixture in which the opponent is involved.
6. In subsequent rounds, Challengers must contact their opponents within 5 days of the closing date of the previous round. If Opponents have not heard from the Challengers within this time period, then on the 6th day they become the challengers and phone to offer dates as in 5. above.
7. Any team failing to complete a match by or on the closing date of that particular round will be excluded from the competition. Any Club conceding a game MUST notify the organiser as soon as possible.
8. Mobile phones are not allowed on the green itself during the game. However, they may be used discreetly off the green, although their use should be kept to a minimum - may we suggest after 10 ends, 18 ends and at the end of the game. Before the start of the game & in the spirit of fair play, please establish with your opponents whether they wish to share any information obtained.
9. The winning team MUST notify the result to the organiser by phone immediately following the match, and post one signed card from each venue to the organiser a.s.a.p.
10. The Challenger will play an extra end at HOME in case of an aggregate draw after 21 ends.
11. Greys will be worn for all rounds prior to the final, which will be in whites or Club Colours. All finalists should have their club stickers on their bowls to avoid confusion.
12. The organiser's decisions will be final.

17.3.13