

# LITTLE CUP

## NOTES

All entrants please read

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**FORMAT** - Each team has FOUR players who will play in FOUR alternate sessions. In TWO of the sessions your team will play as 2 PAIRS and in the other TWO sessions they will play as a TRIPLE/SINGLE. How you split your team into Pairs and a Triples/Single is entirely up to you and does not have to be the same for each game.

**SINGLES** - Make sure those playing Singles bring **FOUR woods**. Please recruit a marker from the teams sitting out and be prepared to supply a marker from your team when you are sitting out (two people can share this task if required). Familiarise yourselves with the markers duties which are reproduced overleaf.

**PAIRS & TRIPLES** (TWO woods) - Your Pairs will play against two Pairs from another team. Please decide by mutual agreement which Pair play which (or toss a coin if you cannot agree).

Toss for the jack at the start of each game. No trial ends.

All games will be of **45 minutes duration** and will start and stop on a whistle. Once the whistle sounds, provided the jack has been set, **the end in play should be completed**.

**RULES** - ESMBA rules will apply throughout except skips will only be allowed **ONE visit to the head per end** and jack off the side of the mat without penalty will be allowed **ONCE only per game** (then a 2 shot penalty for each occasion). Note that if an end is killed after the final whistle has gone then it will **NOT** be replayed.

Please settle all measures or disputes fairly and amicably on the mat. If this proves difficult, please call for the **Umpire** to adjudicate.

**SCORING** – 2 points for a win and 1 for a draw so an undefeated team can score a maximum of 16. The winner will be the team with the largest total number of points over all games played. In the event of a tie, shot difference will count. If there is still a tie, total shots will count. One scorecard per mat, per session will be provided. Please make sure you fill in the correct side of the card as these will only be marked with you team letter. Please hand this in to the score keeper after skips have agreed the final score at the end of each game and signed the card.

**DRESS CODE** - Club colours may be worn otherwise greys and whites. Proprietary bowling shoes **MUST** be worn (**no exceptions**).

**MARKERS:** No Singles match can commence without a marker so players sitting out must be prepared to act as the markers for other players.

The markers duties are listed under Rule I DUTIES OF OFFICIALS (page 29 of the rule book). For your convenience these are summarised below.

As the MARKER you shall

1. be familiar with the E.S.M.B.A. LAWS of the GAME
2. be in possession of a reliable measure, callipers and chalk
3. be in possession of the scorecard and pen/pencil and check that the names of both contestants are correctly entered. At the completion of each end record the score as agreed by both players
4. witness the toss for the start and familiarise yourself with the identity of the bowls of each player
5. see that the delivery mat is correctly aligned and place the jack on the line as required by the first player to bowl
6. observe strict neutrality and not pass comments
7. only address the player in possession of the mat. Answer any questions but do not give ANY additional information unless requested.
8. only measure when requested but do not move any woods unless both players agree. The Umpire should be called for any difficult measure.
9. mark all touchers; remove marks from non-touchers; adjudicate on line decisions and remove all dead bowls.
10. warn all people in the vicinity of the head once a player has signalled that they intend to play with weight then signal that this has been done so that the shot may go ahead. **(Do not allow the shot to go ahead if there is a measure taking place on an adjacent mat.)**

**Finally, at the end of the game ask the player to agree the score and sign the scorecard and then hand in to the organisers desk.**