



EVENT NAME Pairs League - 2026

Date(s) of Play The start date is Friday, July 17. Play is on consecutive Fridays until Oct 2 except no play is scheduled on Aug 21 and Sept 11.

Event Time(s) 9:30 AM start

Eligibility: All SLBC members

Registration Dates: **Opens:** June 30 at 8:00 AM **Closes:** July 11 at 8:00 PM

Registration Request: Skips are asked to assess their currently known availability to play all games in the schedule. If more than 2 Spares are likely required over the duration of the league, please **do not register for this event**.

How to Enter: Enter via website: sidneylawnbowlingclub.com/register

Entry Fee: None

Format: Prior to the playoffs, match points will be the first determinant in deciding rankings. Tie break ranking will be decided by total ends won followed by total points for minus points against.

The playoff format will be decided after the pre-playoff format is determined.

There are no restrictions on team formation: mixed or same gender. Teams are self selected.

If score is tied at the 12th end, an extra end will be played to determine a winner. 3 points for a win. 0 pints for a loss. Tie breaker stats will use only the numbers up to the 12th end in the event of an extra end.

No dead ends. The jack will be reset to the 2 metre centre mark.

There will be trial ends at the start of play. 2 rolls up and back.

The maximum number of teams will be 16. The last odd team registered will be dropped. Two pools may be formed.

There will be a random draw for team placement.

Each player plays four bowls.
The Lead may visit the head after delivery of their third bowl.
The Skip may visit the head after delivery of their second bowl.

The Laws of the Sport of Bowls , crystal mark 4th edition will apply except where otherwise noted.

Game Rescheduling:

Game rescheduling

- Teams may reschedule a game during any week in the schedule prior to Sept 16. **As soon as teams become aware of an absence they should immediately contact their opponent for that play date and set up another time.** Sparing is allowed if game rescheduling is not possible.

Spares:

Spares

- Allowed if game rescheduling is not possible.
- Teams will find their own Spare.
- Only 1 Spare will be allowed per game per team.
- A Spare must play Lead
- Should a Spare be required, Skips will use a Spare with the same rating or less than the absent player unless otherwise agreed upon by both Skips. A list of all members with their ratings will be supplied to the Skips.
- Spares can be any club member and do not have to be on the Spares list.
- No Spare will be allowed in the game to determine the League winner.

Forfeiture:

Forfeiture

If a game cannot be played, even with the use of a Spare, the game will be forfeited by the team first declaring it is unable to play. If games are forfeited, cumulative tie break stats for these teams will be pro-rated at the pool conclusion.

Length of Game(s):

12 ends. No time limit.

Umpire:

No

Apparel:

Team colours

Food:

Bring your own refreshments

Event Administrator:

Paul Mercer

Event Organizer:

Paul Mercer

Comments:

Games may be rescheduled due to other tournaments or severe weather.