

New Ladder League members are placed at the bottom of the ladder. If someone leaves and later rejoins, they start at the bottom as well, unless a spot near their previous level opens up. No current players' promotions will be affected by these changes.

Every match consists of a maximum of 3 sets. Each of the first two sets is decided when one player's score reaches 9 shots. The third set is only required if the scores are level after the first two sets.

Each match will be played by mutual agreement using available rink space at any time during the week.

No marker is needed; the jack is always centred **4 metres from the ditch rink marker** (inc. the ditch) at each new end. After scoring, the winner places the mat anywhere permitted by regular rules. The toss occurs only once before the match, with the winner choosing to keep or pass the mat—this is the sole opportunity to give away the mat, and there are no tosses between sets.

THERE ARE NO TRIAL ENDS

The maximum score on the first end of the first set only is limited to one shot.

THERE ARE NO LIVE TOUCHERS. If a player knocks the jack into the ditch, they must immediately place a marker on the bank above it, with the opponent allowed to observe. The centre of this marker is used for measuring shots scored. The jack and any woods in the ditch should then be removed, as the jack is no longer relevant for that end.

A **DEAD END** is declared, as in a normal game of bowls, when the jack is knocked outside the boundary of the rink. Neither shots nor ends are recorded on the scorecard.

INSPECTION OF THE HEAD can be made at any time only by mutual consent or after both players have bowled their 3rd woods.

If matches are not complete at the end of the session (e.g. bad weather) the final score on the card determines the result.

A maximum total of 5 scoring points will be awarded for each match as follows:

1 point for playing the match.

1 point for each set won.

1 point for the overall winner of the match.

At the end of the match the scorecard should be signed by both players and placed in the Ladder League Box.

Please do not enter scores on the wall chart. This will be updated regularly.

Ladder Guidance

1. Issue the Challenge

You may challenge any player ranked above you. The opponent must accept unless they are already in a booked match, on holiday or unwell.

2. Play the Match

The standard format is Sets Play – The best of 2 sets of 9 ends with a tie-break (of 3 ends) if sets are tied. The challenger is usually responsible for booking the rink and finding a marker.

3. Swap or Drop

If the Challenger wins: They take the Loser's spot. The Loser (and everyone in between) drops down one rung. Example: Rank #10 beats Rank #7. #10 becomes #7. Old #7 becomes #8. Old #8 becomes #9. Old #9 becomes #10.

If the Challenger loses: No change in positions.

4. The Challenge Protocol

Locked Rule: You cannot challenge a player who is already under a challenge or "locked" in a scheduled match.

The Deadline: Once a challenge is accepted, the match must be played within 10 days. Failure to play may result in a forfeit (walkover) awarded to the non-offending party.

The "Duck" Rule: Players cannot refuse a challenge without a valid reason (e.g., illness, holiday). Repeated refusals or unavailability may incur a penalty of dropping 2 places.