



## WESTLECOT BC FOOTBALL LEAGUE

### FOOTBALL LEAGUE RULES

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| 1.  | The league will be known as the <b>Westlecot Football League and is an OPEN league. Games will be played on Thursdays starting at 6.15pm starting on the referee's whistle.</b>  |
| 2.  | Players must be fully paid up members of Westlecot BC (indoors).   |
| 3.  | Football team names and players must be registered with the League Secretary. No repeated team names, should the same team name be registered the first to do so will be accepted. Minimum 5 players max 8 players to be registered. Players may play in the official shirts of their chosen club; if actual shirts are not readily available, they may play in the appropriate coloured top.  |
| 4.  | <b>Games must be played on the set date. No rearranged games.</b>  |
| a   | Should both teams be unable to play the game will be declared VOID with NO points awarded but rink fees will be payable by each team.  |
| b   | If one team is at fault the non-offenders will be awarded a 2-0 win and the offenders will be required to pay the rink fee of both teams.  |
| c   | If all three players are not on the green at the referee's whistle to start the matches a penalty will be awarded against the offending team (see 9 (2)).  |
| 5.  | Games will be played in triple format, three bowls per player. Teams will receive 3 points for a win; 1 point for a draw and 0 points for losing.  |
| 6.  | For the League table where points are equal, goal difference followed by most goals scored will decide positions.  |
| 7.  | A goal can be scored by a team getting 3 or more shots on one end ( i.e. 3 to 9 shots equals one goal).  |
| 8.  | The team holding shot will deliver the jack on the next end.   |
| 9.  | The first to play will centre the jack; any subsequent movement of the jack will result in the following <ol style="list-style-type: none"> <li>1) Into the far ditch - the end will be declared dead and an own goal awarded against the team that ditched the jack.</li> <li>2) Over the rink boundaries – the end will be declared dead and the non- offending team will be awarded a penalty. In the event of a penalty being awarded at the completion of the next end the non-offending team may remove their opponents two nearest bowls and declare them dead, before counting the shots. Should this action result in 3 of the non-offending team bowls nearest the jack the penalty has been scored. A team conceding a penalty on two consecutive ends will concede an own goal regardless of the result of the penalty.</li> </ol> |
| 10. | All games will start and end with the buzzer. An end can be completed if the buzzer  |

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|    | sounds after the jack has been centred.  |
| 11 | Teams will be allowed one substitute.<br>A substitution will be allowed after 60 minutes of the start of the game and needs to be advised to the referee before it takes place.<br>The substitute WILL NOT be allowed to skip but the original lead or two can take over as Skip, again the referee needs to be informed.      |
| 12 | Yellow cards for: starting game before referee's whistle; wrong bias; following bowl up to the head; mobile phones on rink; leaving green without permission; disrespecting referee.<br>Two yellow cards in a game means a red card upon which the offending player will have to bowl only two bowls for the rest of the game. |