



NL&F County League

Match Rules



Match Format

1. All matches will take place on Friday evenings with a 7.15pm start time. This can only be amended if agreed by the Captains of both Clubs and the League Secretary.
2. Each match day team shall consist of six players.
3. The order of play will be determined by the 'Home' Captain listing their team in order and sheets being paired using merit order. The only exception to this is that the first match of the season shall be done by pairing team orders.
4. Home teams can practice until 7.00pm. Away teams will then be allowed to practice until 7.15pm and will be provided with match jacks for this.
5. 3 games shall commence at 7.15pm (with a 15-minute scratch time). Once a game is completed, it is at the discretion of the home team Captain to either wait for all 3 games to conclude or to continue to invite games to the green. If any scratch times become applicable, a reserve may play, if available immediately. If no reserve is available, the game shall be awarded 21-0.
6. All players shall either be a fully paid member of their Club, or, at the discretion of their Club, they must be a fully paid member of an affiliated NL&FCBA Club. The Management Committee asks Clubs to conduct themselves in the spirit of the game for these registration purposes. If any Club has a dispute over eligibility, the matter should be directed to the League Secretary to enable the Management Committee to make judgement. Breaches of this rule will result in the game being awarded 21-0 and all subsequent match points to be recalculated.
7. Once a player has represented a Club, they are tied to that Club throughout the season. Where a Club has multiple teams within the League, a Club must confirm 4 players who will be their regular 'A' team players and these players will be tied to that team. All other players can have flexibility between that Club's teams. If it becomes apparent that any of the 'fixed' players are not playing the majority of matches, the Management Committee reserves the right to amend such player names to ensure fairness.
8. Any Club not playing a full team may be liable to a fine of £10.00. This fine will be at the discretion of the Management Committee.
9. Any Club failing to fulfil a fixture on the date arranged, unless prior arrangements have been made and the League Secretary notified, will be fined at the discretion of the Management Committee. The maximum fine for a breach of fixtures will be £36.00 and reviewed annually with levies.

10. Postponed or re-arranged matches shall be played on a date fixed by mutual agreement between the Districts concerned and notification of the re-arranged date must be given to the League Secretary. All outstanding matches shall be played before the date of the last match of the season, unless in exceptional circumstances and with prior agreement with the Management Committee, and then within 7 days after the last match of the season. If the last match of the season is postponed, the match must be played within 7 days. The 'Home' Club shall be responsible for notifying the League Secretary of postponed or re-arranged matches.
11. Any matches that have commenced and then subsequently postponed, due to weather or other event, should be rescheduled within 7 days. All completed game results will stand and, wherever possible, players in all other games should remain the same. Scores for non-completed games will not stand and will re-start at 0-0. All situations where this occurs must be reported to the League Secretary and guidance will be given for the completion of the match.
12. Failure of any Clubs to comply with the conditions laid down in Rule 10, or to complete all fixtures, will be fined a maximum of £50.00, and these actions may prejudice a Clubs continued membership of the League.
13. The home team Captain is responsible for submitting the results onto the online provider, no later than 1pm on the day after the match. Match results are to be verified by the opposing Captain no later than 48 hours after the match. Errors identified after this time will be rejected and the result will stand.

Scoring Format

1. All games shall be 21 up. Visiting players receive the jack at start of play.
 2. The laws of the game, as interpreted by the B.C.G.B.A., shall govern all League matches.
 3. All match jacks should be clearly stamped and legal for play.
 4. League points shall be awarded as follows:
 - a. 1 point for each home win
 - b. 1.5 points for each away win
 - c. 2 additional points for the match aggregate
 5. If the overall match aggregate is level, then the points for that aspect of the scoring will be shared.
 6. If two or more Clubs are tied on points at the end of the season then firstly, the number of match wins will determine position. If this is level, the number of individual game wins will be used. If this is still level, the head-to-head results between Clubs concerned will be used. As a final option, a play-off between Clubs will be arranged to determine the final position.
14. The Management Committee shall decide any point not covered by the above.