

TLBC – Friday Night Cutthroat League

TLBC – Friday Night Cutthroat League Rules and Conditions of Play

Entry Fee for the League is \$5.00

1. Games consist of 14 ends for 3 players and 10 ends for 4 players.
2. Games are made up 3 or 4 players each delivering 4 bowls.
3. No practice bowls (or ends).
4. No walking to the head to look at bowls.
5. Order of play for first end will be in order of names called in the draw. Subsequent ends will be the winning order of the previous end.
6. DELIVERING THE JACK
 - The jack is not centred. It is valid as long as it is within bounds, past the Hog Line and not in the ditch
 - If the jack is delivered in the ditch or short of the Hog line the second player will deliver the Jack
 - If the jack enters the ditch for a second time it is placed 2 meters in from the ditch at the exit point
 - If the second player rolls a short jack it will be placed at the centre 2 metre mark
 - If the jack is delivered out of bounds set it one metre from the side boundary at the point where the Jack comes to rest
7. BURNT ENDS – Do not replay burnt ends. If the jack is burnt the end is finished and each player adds 3 points to their score, except for the one who burnt the end.
8. TOUCHERS – To prevent disputes there will be no touchers as there are no players monitoring even the slightest touch of the jack in the head.

9. SCORING

- Threes – 3 points for Shot Bowl, 2 points for Second Bowl, 1 point for Third Bowl
 - Fours – 4 points for Shot Bowl, 3 points for Second Bowl, 2 points for Third Bowl and 1 point for Fourth Bowl
 - If playing in a game with 4 players each player will get a 3 point bonus added to their points by the Convenor when the scorecards are turned in
10. If a player is absent a week they will receive Missed Week Replacement Points based on the bottom 1/3 of players scores in their respective division.
11. There will be two draws (Blues and Yellow – one group), (Red and Green – one group). Draw is at 6:15 PM and play starts at 6:30 PM.
- First week draw will be random. Subsequent weeks draws or matchups will be based on scoring standings (going from highest to lowest) in each division
12. Two players will keep score and one will be designated raker. Before the score cards can be handed in they must be tallied. Totals for groups of three will be 84 plus any bonuses for burnt ends. For groups of fours the total will be 100 plus any bonuses for burnt ends. The convenor will add the additional 3 bonus points to the players scores for those playing a game of fours.
13. Prizes will be determined for each division by number of players registered.