

## JUBILEE CUP RULES

The Jubilee Cup shall be a knockout competition for Clubs affiliated to the Watford & District Ladies Bowling Association. Each Club may enter a team/teams consisting of TWO TRIPLES. All six players in the Team must hold a W & D LBA Badge and be selected by their Club. Badged players must have made themselves available for at least TWO ASSOCIATION GAMES, to be eligible to play in the Jubilee Cup the following year. WITHDRAWAL RENDERS AVAILABILITY NULL AND VOID the only exception being the death of a close family member whose death or funeral is within 7 days of the Association Game for which they were selected. Also, any player who, for two years running, fails to turn up for an Association Match without giving advance notice to a member of the Executive Committee saying she cannot attend will lose her eligibility for the two years following the second offence. All requests for special dispensation to retain Jubilee Cup availability during any year where a bowler is too incapacitated to play, must be made in writing to the Association Secretary either by the player herself or by her Ladies Secretary, with full details. Any application should be submitted as soon as the problem becomes apparent and can only be for the current season. Clubs may enter as many teams as they wish. Players in any team in the first round constitute that team. Teams may be changed between rounds, except that no one may play or be a reserve for any other team that season. A reserve who did not play may be a reserve or play in another team. Rounds shall be played on fixed dates at the Challengers Green, or, if that Green is not available for play, on a Green of the Challenger's choice. The time of play is the Challenger's choice. **The aggregate score of both Triples shall decide the winner. In the event of a tie after 18 ends BOTH TRIPLES shall play an extra end or ends until a decision is reached.** The winning Club shall telephone the result to the Competition Secretary ON THAT DAY and the score cards must be completed with ALL PLAYERS names, signed by both skips (Winners and Losers) and forwarded to the Competition Secretary within 24 hours. The Final shall be arranged by the Executive Committee.

**INCLEMENT WEATHER:** Where the players in both teams agree the condition of the green is such that it is not safe to continue, play may be suspended, preferably at the completion of an end. If the end is incomplete, it does not count. The game is to be continued either later on the same day or on the following Monday at a time offered by the challenger. The game restarts at the same score and two trial ends are allowed. One substitute is allowed but players may not be transferred between teams. The substitute must not skip.

**DRESS CODE:** Games to be played in Club colours/Greys, Final in Club colours/Whites.

**All score cards to be sent to the Competitions Secretary as soon as possible after the game.**