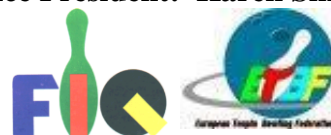


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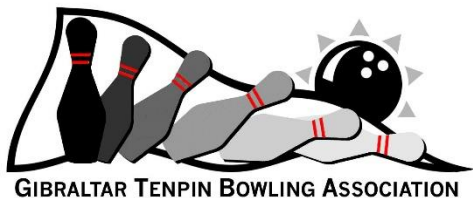


GTBA Playing Rules 2023/2024 Season

(Amended 14th September 2023)

1. General

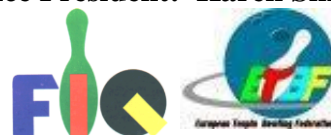
- 1.1. **Membership:** All players must be fully paid up members of the Gibraltar Tenpin Bowling Association, any player who is **not** fully paid up will not be allowed to take part in any competition or league matches organised by the GTBA, unless it is specifically organised as an open event.
- 1.2. **Footwear:** Correct bowling footwear will be required to be worn on the Kings Bowl Lanes. Only specifically manufactured or house bowling shoes will be allowed on the lanes in a league match or GTBA competition. When visiting the rest rooms, Bar, Restaurant or going for a cigarette break between games. Players are advised to wear their own protective shoe covers or change back into their outdoor shoes to avoid bringing debris or dampness onto the lanes and players area.
- 1.3. **Drinks and Food** - all drinks and food are to be kept out of the player's area and consumed on the spectator tables within the public areas. This is to avoid spillage in the bowling area which could cause injury to players.
- 1.4. **Alcohol** – Alcohol is allowed within the King's Bowl bowling alley and is allowed to be consumed during league and cup matches but is not allowed during rankings. All players must drink responsibly and anyone deemed to be too intoxicated to safely participate in league or competition bowling will be asked not to continue playing.
- 1.5. **Smoking Breaks** - Smoking breaks are permitted during matches, but please keep breaks down to a minimum in order to avoid any delay in matches or competitions. Also please note that when going outside for a cigarette break, you ensure you change your footwear or use your shoe covers so that no hazardous materials or moisture is brought back onto the approaches which may make it dangerous.
- 1.6. **Vaping** - Vaping is allowed within the Kings Bastion Leisure Centre, but we would like this to be kept out of the players seating areas and to be used only within the public tables and spectator areas.
- 1.7. **Equipment:** All personal bowling balls and equipment taken into the Kings Bowl, and used for league or competitions may be checked by staff before use. All personal equipment that is used is at the owner's risk. Kings Bowl or the GTBA do not accept liability for any damage incurred.
- 1.8. **Foot Faults.** As per the Rules in the BTBA rulebook - if a foot fault occurs on the first ball and pins are knocked down then the score must be changed to an "F" or a "miss" and all pins must be reset for the second shot. If the fault occurs on the second ball then an "F" or a "miss" should be entered into the score. If a fault occurs on both balls then the player will score nil. Captains are responsible for ensuring that the foot fault alarm is switched on prior to play if in working condition. Should a foot fault occur or a dispute occurs on a fault and the alarm is not switched on then the captain cannot appeal.



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1.9. Cups and Trophies shall be competed for annually, and shall not be the property of any team or members. Cups and trophies belonging to the Association shall be surrendered to the Committee on request in good condition 1 week prior to the presentation night.

2. Players

2.1. League, cup/plate and the Memorial Trophy matches will be played with a maximum of three players per match (please see rule 5.3). Any other organised tournament, playing rules will be specified accordingly beforehand.

2.2. No player may play for more than one team in league or competition events during the season, unless in a completely separately organised competition. For sake of argument, League matches and Cup/plate Competitions are regarded as the same competition.

2.3. Player Transfers: Players may not transfer from one team to another without the consent of the two team Captains and the player but such consent may not be withheld unduly. No such transfers may occur in any season without prior approval of the Committee.

3. Team Captains

3.1. It is the Captain's responsibility to ensure that all members of their team are fully paid up members of the GTBA before they are eligible to play within league or GTBA competitions, and teams play each match with minimum of 3 players. (please see rule 5.3) Failure to do so may result in their score being voided and points awarded to the other team after recalculation. Players may be registered on the night of play prior to commencement of the matches provided a member of the committee and the opposing team captain are informed beforehand. This should also be annotated on the score sheet after the match. As long as captains agree and subscriptions are paid before the next score sheet is submitted, new players to any team are welcome at any time during the season.

3.2. Captains are additionally responsible for:

- The membership payments of all their team players.
- The registration and contact details of all of their team players.
- The conduct of their players at all times during a GTBA arranged Events
- Payment of lane fees - due before a game is played
- The submission and signature of score sheets and handicap sheets.
- Attending or sending a representative to any captain's meetings or AGM /EGM which may be called.

3.3. Completed Score Sheets and Handicap Sheets must be placed in the GTBA Score Box, by the captain or a team member. Kings Bowl Staff are not responsible for GTBA scoresheets or depositing them in the post-box. or other items left on the sign-in desk.



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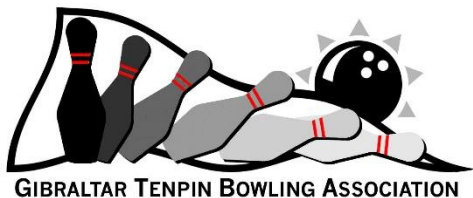


4. Match Situations

- 4.1. **Substitutions:** League Games and Cup/Plate Games substitutions shall be permitted. Any player may be substituted after each full game of 10 frames have been completed, only in the event of an injury or illness can someone be substituted halfway through a game, and only after approval from the opposition captain. Names must be annotated on the score sheets accordingly.
- 4.2. **Unable to play:** Holidays are not a reason for a team to cancel a game – it's ultimately the captain's responsibility, but also the players should be responsible, to ensure the team can fulfil up and coming fixtures or notify their unavailability to the Fixture Coordinator, well in advance of all forthcoming games. Check carefully when updated versions of the fixtures list are published.
- 4.3. **Adherence to fixtures:** All games will be played on the allocated day. No change of day or fixture will be allowed except in exceptional circumstances. Any changes have to be approved by the Fixtures Coordinator and both team captains at least 72 hours in advance. If a match has to be rescheduled, the captain must contact the other captain so they can agree on the rescheduled match date. Once agreed they must then contact the Fixtures Coordinator, to confirm or find an alternative date if unsuitable.
- 4.4. **No-Show:** Any team that fails to turn up to play their allocated fixture will forfeit the match and all points awarded to the opponents. On a third no-show within a season, a written warning that if no shows continue they will be withdrawn from the league and other competitions Cup/plate.
- 4.5. **One-Team-Match:** In the event that only one team shows, they must still play the match without the other team, using the match league system. (Alternate lanes if available) Pin fall will count and all points awarded and handicaps adjusted to playing team accordingly.

5. Scoring

- 5.1. League Points: League Matches are decided per game and also on overall pin fall, handicap scores.
 - 2 points are awarded for every handicap game won. No points for a loss. A drawn game awards 1 point each.
 - 3 extra points are awarded for the total Overall Handicap Pin fall win.
 - In the event of a drawn total handicap match score, 1.5 extra points to each team are awarded.
 - Therefore, a total of 9 points are always awarded.
- 5.2. **Cup Competitions:** For Cup/Plate games only the total scratch score including handicaps at the end of the 3 games (Match) will count. 3 games will be played and it will also be decided on the Total score of three games.
 - If a draw, then a nine and ten frame playoff will take place with the captains nominating one player each until if this becomes also a tie the captain must select a different player to play the next roll off. This continues until a winner is decided.



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5.3. **The BLIND SCORE:** In the event of only one or two players in a team being available for a match, therefore being one or two players short, the BLIND SCORE option can be utilised for one, two, or all three games of the games in the match. This means a scratch score of 120 (for the 'non-existent' player) can be added to the regular scores, per game. No handicap score can be added to the blind score. If the missing player turns up he/she can play in the following 2 or 3 games, but cannot join at any time during the game once the game has started where a Blind Score is being used.

6. **Handicaps.**

6.1. League matches (and cup matches if applicable) may be played with a handicap score system.

6.2. The handicap calculation is agreed at the AGM prior to the start of the season.

6.3. A Players handicap for the first league match of the season will be calculated from their final league average of the previous season.

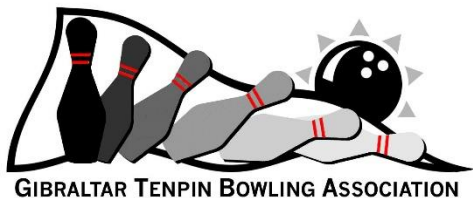
6.4. A player's published handicap is valid for the next match, whether playing only 1 or 2 games, or all 3 games. The player's handicap is then adjusted for the following match and so on.

6.5. For cup games, handicaps are the same as for the last league game played.

6.6. Player's handicaps will be provided for each match by the League Coordinator and will be made available with the match sheets at the Kings Bowl sign-in area, prior to the day's matches.

6.7. In the unusual event of handicap sheets being unavailable or individual handicaps not being updated from the previous match, teams must play on without them and submit their scratch scores into the GTBA score box. The Fixtures Coordinator will later add handicaps to the match sheets, calculate the corrected scores and send the final match scores and results to both captains, before publishing.

6.8. If a new team member who has not been a recent GTBA member has joined a team, then a starting handicap of 40 will be used for that player.



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7. Q & A: What If...?

Q: You score 9 on the first ball and the pinsetter drops the pin when resetting for the second ball?

A: That particular pin should be reset and the score that has been recorded stands and you should bowl for the one pin standing. If this continually happens there may be a problem with the pinsetter machine – please inform the bowling alley staff.

Q: You score e.g. 7 and the score recorded is e.g. 8?

A: The score recorded should be changed to the correct score by the control desk.

Q: You score e.g. 8 and the score recorded is e.g. 7?

A: The score recorded should be changed to the correct score by the control desk.

Any changes to the recorded score should be cleared with the opposing captain before any changes take place.

Q: The ball bounces out of the gutter and knocks pins over?

A: Dead ball no pins scored

Any rule not mentioned above regarding the general game of bowling is covered under the BTBA Playing Rules please see the QR Code Below for a link to them.

