

CUTTHROAT. WEDNESDAY EVENING SUMMER LEAGUE

- 5 games played July 8th to August 5th, 2026 at 6:30 pm
- On line registration required. Registration opens on June 23rd and closes on July 2nd or with 24 entries.

CONDITIONS OF PLAY

Games will be played in line with the Laws of the Sport of Bowls. Crystal Mark 4th Edition

The Game

3 individuals, 4 bowls each. **14 ends**. Order of play; for the first end determined by a coin toss, in subsequent ends the winner of the previous end will deliver the jack and the first bowl, followed by the player who was second in the previous end then the player who was third.

No trial ends

The jack will be centred after being delivered. If the jack is delivered illegally it shall be redelivered by the second player, if still illegal, by the third player and if still illegal the jack is to be placed at the 2 metre mark with the first player deciding a legal mat location.

During play if the jack is knocked out of bounds it will be placed at the 2 metre mark and the end will continue.

All bowls that end up in the ditch are not in play, there are no Touchers. A jack in the ditch, within the rink markers is still in play.

Players may visit the head only once an end; after their third bowl has been played and when they next have possession of the rink.

The draw for opponents in Game 1 will be made immediately prior to Game 1. The draw for each of the 4 subsequent games will be based on the current totals of shot points and game points. The current top three will play each other and so on. In the event of a tie in shot points plus game points that affects the groupings, the tie will be broken firstly by total game points and if still tied by a coin toss.

For games 2 to 5, players may not practice on the rink they are assigned for this league on that day. If they are assigned to that rink for a league or draw earlier that day, that is acceptable.

Scoring

The players will determine which of them keeps score.

In each end the bowl closest to the Jack scores 3 points, next closest 2 points and the third closest 1 point. The player with the most accumulated points will be the winner of the game

and will score their accumulated points plus 3 game points, 2 game points for second place plus accumulated points and 1 game point for third place plus accumulated points.

On completion of the game, score cards are to be initialed by all players and returned to the sunroom to allow for the Games Committee to update the standings. The updated standings will be posted on the Games board and on the Club calendar.

Substitute Players

A player who is unable to play a game at the designated date and time is responsible for finding their own substitute. Each player will be allowed a substitute for only **two** of the five games. The substitute must have the same or lower rating on their tag on the draw board as the player they are replacing.

If a substitute is not allowed, or fails to appear by 5 minutes after the official start time, the other two players will play a modified singles game. Similar conditions to a cutthroat game, except that the jack will not be centred after delivery, but played to at any legal location it is delivered to.

For the Pairs game scoring is modified to 2 points for closest to the jack, 1 point for second closest and 1 point for third closest. Game points will be 3 for the win and 2 points for second. The missing player will score no points for shots and no game points.

In the event that only one player turns up to play he/she will score 28 points plus 3 game points. The no-shows will each score zero for that game.

Entry Fee and Prizes

Entry fee is \$5 per player, payable at the first game.

No weekly game winners' looneys.

The league winner will win a personalized bag tag.

The cash remaining after deducting the cost of the bag tag and trophy engraving will be paid out as prizes. The amounts and distribution will be determined based on the total entry fees.