

## **The Johnston Cherry League 2023**

The league will be run at 2.00pm on Friday afternoons. All members are welcome to play and if you normally roll-up on a Friday afternoon you can play in the League. It is like playing in a roll-up but with a little bit more of competition in it, but still very friendly.

We play as teams and the teams are drawn at the time. However, scoring is individual as each player gets the score of the team that they play in, i.e. two for a win, one for a draw and no score for a loss. Each player will also have recorded the team's shot difference so that at the end of the season if there is a tie for the winner the player with the better shot difference will win.

The League will start on 19th May and finish on 25th August and so will run for 15 weeks. To make some allowance for 'life' sometimes getting in the way of bowling only 10 scores out of the possible 15 will be counted. If a player plays more than 10 games the best 10 scores will be counted.

Just turn up on the day to participate. Of course you can play as often or as little as you like, but the more often you play the more likely you are to be in the running for the Winner's Cup.

If you have any questions please call Peter Adams 01483 548862.

### **The Johnston Cherry League Rules.**

1. Players are drawn into Home and Away teams.
2. Teams decide their own order of play.
3. Home teams take the mat.
4. Rinks will use two bowls each, Triples will use three bowls each and Pairs will use four bowls each.
5. If there is an odd number on a rink the usual approach will be taken, e.g. four playing against three - the team of four will have two bowls each and the team of three will have three bowls each except for the Skip who has two bowls. The opposing teams will always have the same number of bowls each.
6. The games will start immediately with a maximum of one shot on each of the first two ends - no trial ends.
7. 18 ends will be played, with a short break for refreshments after 10 ends (subject to restrictions).
8. Each player receives the score of their team, i.e. two for a win, one for a draw and no score for a loss. The team's shot difference will also be recorded for each player.
9. If for any reason play is stopped before 10 ends have been played the scores will not count in the season totals. After 10 ends the scores will count.
10. At the end of the season the winner will be the person with the highest score. If there is a tie the person with the highest shot difference will win. The player's best 10 out of the possible 14 scores will be taken to reduce the impact of players not being able to play all the scheduled Fridays and dropping position for non-play related reasons.

11. The scores will be posted on the noticeboard and/or web site every week.