

7-7-3 PAIRS LEAGUE 2023
FRIDAY EVENINGS 6-30PM

CONDITIONS OF PLAY

1. Three bowls per player.
2. Prior to the start of a match, each player will be allowed two trial ends of two bowls.
3. Each match will consist of two sets, each set being played over 7 ends. The winner of each set will be the player with the most shots at the completion of the 7th end. The winner of the match being the best of two sets.
4. If the shot scores are tied after the last end of a set, the set is drawn. If the match is tied (two drawn sets or one set each) after the two sets have been completed, a match tie breaker consisting of 3 ends will be played to determine the winner. On the 3 tie breaker ends number of shots do not count. Instead you count ends won to determine the winner.
5. Any tied end will count as one of the 7/3 ends played.
6. Scoring
Three points will be awarded for a match win and nil points for a match loss.
League winners will be determined as follows:
 - i) Highest number of match points scored.
 - ii) If match points are equal, the team with the highest number of sets won will be the winner.
 - iii) If match points and sets won are equal the team with the highest net total of set points will be the winner.
 - iv) If match points, set points won and net total of set points are equal then the team with the highest shots difference will be the winner.
 - v) If match points, sets won, net total of sets points and shot difference are equal then a play off will decide the winner.

First to Play

i) First Set: The opponents in the match should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl: or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse)

ii) Second Set: The winner of the first set should place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set should place the mat and then deliver the jack and the first bowl.

iii) First end of a tie-breaker: the opponents in the match should toss a coin and the winner of the toss has the options as described in i)

8. Re-spotting the jack
If a jack in motion passes completely outside the boundaries of the rink of play or rebounds to a distance of less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at the central 2 metre spot.
9. The lead may not visit the head. The skip may visit the head after their second bowl.