

Federation National League Championship

League Structure and Management

1. The Co-Ordinator/Management will determine the format for placements within divisions and sections, including decisions regarding promotions and relegations.

Match Format and Team Composition

1. Each team will play one match against every other team. Each match will consist of both home and away legs, with teams comprising twelve players for each leg.
2. Away players will be provided with the Jack.
3. Only two players are permitted to play in the home leg on a green where they are playing members, or members of a team that rents, hires, or leases the green and uses it for domestic League and Cup matches. Affiliates with multiple teams may pool their players. The home player rule applies only to the home leg of each match. If, after the MB results site is unlocked on the Monday before the match, any away players selected are found to be home players at the chosen venue, they are permitted to play.

Player Eligibility and Substitutions

Reserves or replacements may be chosen from the list of registered players.

Players may switch between home and away positions if required to fulfill a fixture .

District and Area Eligibility

Eligibility to play for a designated District or Area requires that players be registered on the MB Results system with their County Number and Primary Club name. Players must be members of the Club in the agreed area for selection.

This is in accordance with our agreement with BCGBA.

Registration of a player with a Club in the agreed area who has no connection to that area—either by residence or by playing bowls socially or competitively—is NOT eligible to play in the National League or enter Federation Competitions ,representing that area.

Penalties and Walkovers

If an Affiliate fields an ineligible player, the opposing team will be awarded that game with a score of 21-0.

If an Affiliate does not field a player for any game, the opposing team will be awarded that game with a score of 21-0.

Scores of 21-0 will be included in the overall match result.

For averages, the player receiving the walkover will have the score calculated as 21-11.

Fixture Completion and Communication

No games shall be played after August 9, 2026. Fixture date changes must be notified to David Kay at fedbowls@gmail.com.

If a team fails to complete their fixtures without a valid reason approved by Management, they will be asked to withdraw from the League. An invalid reason includes not fielding a team because there is nothing to play for at the end of the season. etc

Affiliates should contact their opponents before a fixture to exchange venues or approximate locations so that Travel arrangements may be made or even for overnight accommodation.

Venue and Facilities

Venues selected for the home leg must have facilities suitable for hosting a Federation game, including a good playing surface. Affiliates are required to ensure refreshments as a minimum, such as tea, coffee, and sandwiches etc are available. Arrangements should be discussed with opponents prior to the game regarding this.

Teams and venues must be posted to the MB system at www.bowlsresults.co.uk/federation. This can be done anytime before the game.

Once both parties have posted, the match sheet will be unlocked and available for public viewing six days prior to the match. Teams and venues must be posted no later than seven days before the scheduled date.

Substitutes are permitted on the day of the game. Other changes may be made by mutual agreement due to unforeseen circumstances such as illness, availability etc and can be submitted to D Kay prior Match day

Affiliates with Two Teams are allowed to pool their players.

Order of Play and Player Changes

Teams numbered 1-12 will be paired. The order of play can be changed by agreement between both captains, such as game one being played at game six or vice versa, but the two opposing players must remain the same.

Players may not be changed once the match has started, except in extraneous circumstances agreed upon by both captains.

Greens and Equipment

Greens may only be used once during the season.

Both captains are responsible for the conduct of each match, in accordance with these rules and the Laws of the Game.

The starting place on the green must be clearly marked for both practice and the match, and must not be altered during the game.

The home team must provide six Jacks for both practice and the match. Four of these blocks are to be used for the match and cannot be changed.

Practice and Match Timings

Practice times are strictly regulated: Home team practices from 1:15 to 1:30 PM, away team from 1:35 to 1:50 PM. The match starts at 2:00 PM unless delayed by inclement weather.

Previously, the host club was required to provide twelve blocks for practice, which is now impractical.

Using the agreed times and reverting to the previous rule, players are allowed to use their own Jacks for singles practice or use the six blocks provided for pairs practice.

If the start time is changed by agreement, the same practice periods apply in the hour before the match begins.

Game Play and Scoring

All games are played to 21 points, with four games always in progress until completion. The home team provides measuring equipment, six blocks for practice, and four blocks for the match.

Results: Each individual win earns one point, each aggregate win earns two points, plus four additional points for the overall aggregate win. Points are shared if tied, with a total of 32 points available.

Divisional Standings

Divisional tables: The team with the most points wins each division or section. Teams with the fewest points face relegation. In the event of a tie, elimination is determined by:

1. Most overall match wins
2. Best chinks difference
3. Result between the tied teams

Fixtures and Game Completion

Games may be rearranged by mutual agreement at any time. If no agreement is reached, the original date stands.

All games must be completed by August 9, 2026.

Abandonment and Weather

If games are abandoned due to bad weather, points from the unplayed venue will be shared equally. Results from venues where games were played will stand. If neither leg is played, the average points system applies. If a match is abandoned during play, points from unfinished games will be shared and added to the points from games already played. Scores at abandonment stand. Matches not started will be delayed until 3:30 PM before being called off unless captains agree otherwise.

Rules and Dress Code

All games must be played according to BCGBA Laws of The Game.

Federation Dress Code applies to all National League games and events: collared polo shirts with black or grey trousers or plain black shorts.

Jeans, joggers, and chinos with pockets are strictly prohibited. Shorts must not be cargo style.

In hot weather, plain colored shorts may be worn with a collared polo shirt.

All players are encouraged to feel comfortable and enjoy their games.