

2024 Monday Evening Mixed Ladder

Conditions of Play

First match: **Monday, May 27, 2024**

Last match: **Monday, September 9, 2024**

No matches: Mondays, July 1, August 5, and September 2, 2024

No entry fee, and no prizes.

Pre-registration by email to hayman.chrisj@gmail.com is appreciated but not required; just show up when you can.

Conditions of Play

1. Open to all JdF Lawn Bowls Club members.
2. **Please check in no later than 6:15 p.m.; latecomers might not be accepted.**
3. Matches start at 6:30 p.m.
4. Teams and positions will be assigned by the league coordinator based on season to-date performance in the league.
5. Teams may be mixed, all women, or all men.
6. The match format is pairs unless:
 - a. there are an odd number of players; in that case there will be a 3-player singles match,
 - b. there are an extra 2 players; in that case there will be a triples match.It's possible that there will be a triples match and a 3-player singles match on the same day.
7. Pairs and triples matches are 14 ends. 3-player singles matches are 18 ends. Ties are permitted.
8. Burnt jacks will be replaced on the 2-meter mark.
9. One scorecard will be issued for each match to record points for and points against for each team. The scorecard must be returned to the league coordinator after the match.
10. Ladder Points:
 - a. For pairs and triples matches, each player earns:

Win	7 points
Tie	4 points
Loss	1 point

- b. For 3-player singles matches, the players are ranked as 1'st, 2'nd, 3'rd based on their relative match scores, and each player earns:

1'st	7 points
2-way tie for 1'st	5 ½ points
2'nd	4 points
3-way tie	4 points
2-way tie for 2'nd	2 ½ points
3'rd	1 point

11. After each week, positions on the ladder are re-evaluated based on:

- a. Ladder points for wins, ties, and losses, then by
- b. Shot percentage ("Shots For" / ("Shots For" + "Shots Against")).

12. At the end of the season, the ladder is adjusted to exclude each player's worst 2 results during the season before determining the league winner.

13. Draws:

- a. When there are an odd number of players, the middle three available players on the ladder will play a 3-player singles match.
- b. When there are an extra 2 players, the next 6 available players from the middle of the ladder will play a triples match. Players ranked 1, 4 & 6 form a team to play against players ranked 2, 3 & 5.
- c. The top ranked, available player on the ladder is paired with the lowest ranked, available player to form a pairs team to play against the next highest ranked available player and the next lowest ranked available player. This pattern continues until all pairs matches are assigned.
- d. Exceptions:
 - i. The number of times each player is assigned to play a 3-player singles match will be equalized across all players over the season. The same applies for triples matches.
 - ii. Prior to the first draw, players will be randomly sorted within their JdF Lawn Bowls Club rating (skip, skip/vice, vice, lead, novice) and placed on the ladder with skips at the top and novices at the bottom.
 - iii. Novices and leads will be assigned to play lead for their first two draws.

14. In pairs matches, the higher placed players on the ladder must play skip and the lower placed players must play lead. No exceptions are permitted.

15. In triples matches, the highest placed players on the ladder must play skip, the middle-placed players must play vice, and the lowest placed players must play lead. No exceptions are permitted.

16. Details for 3-Player Singles Matches:

- a. When there are an odd number of players, the middle 3 available players on the ladder will play a 3-player singles match.
- b. The number of times a player is assigned to play a 3-player singles match will be equalized across all players over the season.
- c. The 3 players (A, B, C) will take turns forming a pair to play as a team against the other player:
 - i. 1'st end: players A and B play as team against player C
 - ii. 2'nd end: players B and C play as team against player A
 - iii. 3'rd end: players C and A play as a team against player B
 - iv. This pattern repeats for a total of 18 ends.
- d. The single player always rolls last and sets the jack.
- e. Each player rolls 4 bowls per end.
- f. For ends won by a pair, each of the pair scores the points earned by that pair.
- g. Visitations to the head are not permitted except to mark touchers, or to reset a burnt jack.
- h. When updating the ladder, "Shots Against" for each player will be recorded as half the sum of the "Shots For" earned by the other 2 players.