

### **SPORTS AND GAMES** **Information and rules**

1. Clubs can join together and recruit non-Rotarians to make up team numbers. It will be up to the integrity of each team lead not to bring in high-quality 'ringers'.
2. The first-named club is the home team who organise the date and venue in liaison with the other club and inform the District Sports officer of the result immediately after the event. If you are not the host club, make contact with them as soon as possible to arrange the match.
3. Teams arriving with less than the required number of players will forfeit those games unless agreed otherwise by both clubs, preferably beforehand.
4. Costs of venue and refreshments are shared between the two clubs.
5. If the sport is not played within the allotted time period, the away team is the winner unless they have already conceded or have not cooperated.
6. If two clubs are having difficulties playing a sport within the allotted time period, the home club should contact Mike Hindle (email: [michaelhindle1@gmail.com](mailto:michaelhindle1@gmail.com)) to negotiate a period of extra time prior to the end of the allotted time period. Only one period of extra time will be allowed.
7. The rules below are flexible and may be modified during heats by agreement between the two teams to suit particular circumstances. In the event of a disagreement between the teams, the rules below must be adhered to.
8. When members of the public may be present, ensure that there is material available to publicise Rotary.

**Ten Pin Bowling:** Teams of five players. Ideally use two lanes, one for each team. (This enables you to easily see who has won!!) Practice game optional according to time the lanes are available. Highest total score of all five players in one game (or the number turning up to play) wins. If both teams agree and the lanes are booked for long enough, the total of two games can decide the winner. If not, then just one game is played. If a draw, the highest number of strikes determines the winner. If any team turns up with less than five players they will play their opponent's full team - for example, four players' scores are totalled against a total of five for the other team.

**Winter Indoor Games (formerly the Grey Games):** Teams are a minimum of five players. Five disciplines - although by mutual agreement one can be omitted:

1. Carpet Putting: three players, one game each, five putts each from three different positions – 6/9/12 feet.
2. Snooker or Pool: three players, one game each. If snooker, one full frame. If pool, best of three frames.
3. Dominoes (double 6 or double 9s): three players, one game each. Nine dominoes per player. If a player 'knocks', they do not pick up another domino. Each game best of five or seven ends (by agreement).

4. Carpet Bowls (or on a snooker table): three players, one game each with four balls per player. All nearest ball to jack counts one point. Each game best of nine ends.
5. Darts: three players, one game each. Each game 501-up ending on a double. Best of three (or just one game depending on the standard of player and time available).

More than five players in a team may take part but each player may represent their team in no more than three disciplines. One point will be awarded for winning each discipline, ie there are FIVE points to be gained. The team with the highest number of points of the five is the winner.

**Table Tennis:** Teams of three players. Nine single matches (ie each player plays each other). Each match to be the best of five games (max 45 games). Each game is first to 11 and two clear points. Score on every point. Server has TWO serves before swapping. Winning team is the one with the most winning matches of nine.

**Snooker:** Five or six players. One doubles and three singles, or two doubles and two singles. One frame per game. Winner of most games wins. In the event of a tie, the team with the most points from games added together will be the winner.

**Bowls:** Flat or Crown Green. Indoor or outdoor. Teams of five, six or, ideally, seven players. Seven players would play three singles and two doubles (five games). If fewer players are available, then reduce the number of singles or doubles matches by agreement. Each player can only play one match. Each game is first to 21. Nearest ball(s) to jack get one point. In doubles, the winning team of previous end leads off, opponent plays, then each play second ball, then the other two players play alternately. One point scored per game. A count-back of the total scores in each game will determine the winner if the game scores are tied.

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