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"JOKER" Rule Usage by Team - Season 2018/2019 - Division ONE

Team	Usage	Opponent	Date	Player Used	Score
East Sutton Labour 1	0				
Garswood Labour	0				
Holy Cross	0				
Huyton Constitut.	0				
Parr Cons WMC 1	0				
Sidac Social 1	0				
Sidac Social 2	0				
St. Annes Town	0				
St. Teresas 1	0				
St. Teresas 2	0				
Sutton Cricket	0				

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"JOKER" Rule Usage by Team - Season 2018/2019 - Division TWO

Team	Usage	Opponent	Date	Player Used	Score
East Sutton Labour 2	0				
Eccleston Bowls	0				
Eccleston Bowls XXX	0				
Low House	0				
Parr Cons WMC 2	0				
Rainford X Social	0				
Ravenhead Social	0				
Scala Snooker	1	Windleshaw 1	27-Sep	Kevin Gauchwin	37-55
Unison	0				
Windleshaw 1	0				
Windleshaw 2	0				

UPDATED RULES 2018 - "Playing a Joker"

If a team has only **FIVE players** available for a league game then they will be allowed to play a 'Joker' in order to fully complete the match.

The names of the players who have **PLAYED AND LOST** in the first 4 frames will be available for selection to play again in the 6th frame. **The opposing captain will choose a player from those available for selection to play again.**

The player selected will have their handicap REDUCED by 10 (TEN) points before the start of the frame (i.e. A player chosen to play with a handicap of 30 will play the frame off 20 instead). However, handicaps cannot go lower than MINUS 40 (-40) regardless of change.

The Extra frame will count for ONE point as normal.

If losing players leave the venue after playing and none are available to be considered to play then the 'Joker' **CANNOT** be used and the frame must be forfeited.

This can only happen if a team genuinely has only 5 players available on the night of the match. If a team has 6 or more available, and either in attendance or been in attendance and left before playing, then this **CANNOT** be used.

We ask out of courtesy to the opposition that they are informed at the start of the evening that a 'Joker' may be required. This is so that both teams are aware.

The 'Joker' **CANNOT** be used for **K.W.T. CUP Group & Knockout games** due to the aggregate score format of those matches.

This "Joker" can be used FOUR times in any season without any penalties. Teams must NOT use the "Joker" once all have been used, otherwise, for each occurrence the point(s) won will be revoked AND a possible points deduction may also be applied. The use of the "Joker" MUST be clearly marked on the Scorecard for recording purposes.

This is for occasions when teams have **5 players ONLY**. Turning up with 4 or less will mean the standard forfeit of remaining frames.

The result of the extra frame will count towards player handicap adjustments at the mid-point review and end of season, and, a full list of teams who have used "Jokers" will be posted periodically on the league website for reference.