



Northants Triples League

Knockout Rules 2026

Effective 19/02/26 after AGM

1. Eligibility.

Any team that plays in the Northants Triples League is entitled to enter this tournament.

2. Dress

Club colours are to be worn by all players.

3. Game Format

3 Rinks of men's triples

16 ends

No trial ends

Play two's up.

Dead ends played as normal.

4. Players

Players are eligible to play in the Knockouts Cup only for the League Team to which they are currently registered.

Players may NOT play in a Knockout game if they have previously played in any League or Knockout game for any other team.

5. Tied Game

Before the commencement of the game, the captains will select one rink to play an extra end in the event of a draw. This extra end would be played on a rink neutral to both sets of triples. The captains will toss for jack possession of the extra end.

6. Game Result

The team with the highest number of shots will be declared the winner and go through to the next round. Results must be submitted to the League Officers within 24 hours of the game finishing.

7. Play Dates

The first round will be played on a set date. Subsequent rounds are to be played on mutually agreed dates.

The home team captain should contact their opposition and offer a minimum of 2 dates,

including the “play-by” date, on which to play.

All games must be played by the play-by dates listed on the NTL website. Should a team/s not be able to arrange a date before the next round is due to be played, then the captains must contact the league officers, and a ruling will be given.

8. Players Short

A 15-minute grace period will be given to teams or members arriving late. After 15 minutes, depending on the situation, the following rule will take effect:

- a. In the event of a team being 1 player short, the game will proceed with the defaulting team playing one set of two players (6 woods) against the opposition’s three players (9 woods).
- b. The defaulting lead will change ends when the opposition’s lead and number 2 have played their bowls. The defaulting lead can direct his skip in the absence of the number 2.
- c. In the event of a team being more than 1 player short, the game will proceed with 2 sets of triples on each team, and the defaulting team will award 10 shots to their opposition.

9. Visiting the Head

Leads and number two must not follow their bowls to the head until they and their opposite number have bowled all three woods in the normal process of changing ends.

Skips may visit the head after their second bowl and may remain at the head until it’s their next turn. Skips may also follow their last bowl to the head.

10. Substitutes

Should a player have to retire during a match due to illness or injury, a substitute may be brought into the team on condition:

1. that he is not already a member of another team and
2. he does not play skip. If no players are available, continue the game as set out in **Rule 8**

11. Finals

The Final will be played on a set date and on a neutral green. Presentation of trophies will take place after the game has been played.