

CONDITIONS OF PLAY

SINGLES/PAIRS/FOURS & TRIPLES CHAMPIONSHIPS MASTER & MINOR EVENTS And all SCDLBA EVENTS. 2012.

THE COMPETITIONS

It is a condition of entry for these championships & events that players are familiar with and accept the Conditions of Play.

S.C.D.L.B.A. Singles, Master Singles, Pairs, Fours, Master Fours & Triples Championships and Minor Events.

All matches will be played in accordance with the "Laws of the Sport of Bowls" Crystal Mark 2nd Edition with Domestic Regulations for Australia, and SCDLBA Conditions of Play.

1. Championships: Pairs & Fours & Master Fours.

SECTIONAL: Shall be 3 games of 15 ends or a time limit of 2 hours & 15 minutes. Then

Knockout: 21 ends, with a time limit of 3 hours & 30 minutes or 14 ends will constitute a game with inclement weather or unforeseen circumstances.

PLEASE NOTE: When there are only six or less Sections in any Event the Event will be played on a Round Robin after Sectional play. Games will be 15 ends or a time limit of 2 hours & 15 minutes 8 ends will constitute a game with inclement weather or unforeseen circumstances. Please refer to Rule 10 Schedule of Play.

2. Championship Singles & Master Singles:

Shall be - 25 shots up for Sectional and Post Sectional Play with a time limit of 2 hours & 15 minutes per game: 18 shots will constitute a game with inclement weather or any unforeseen circumstances.

Then Knockout 25 shots up with no time limit.

Singles to be played in Section of 3 with one player to be marker each round.

Withdrawals may be replaced if possible.

3. Championship 2 Bowl Triples.

SECTIONAL: Shall be 3 games of 18 ends or a time limit of 2 hours & 15 minutes. Then

Knockout: 25 ends with a time limit of 3 hours & 30 minutes or 16 ends will constitute a game with inclement weather or unforeseen circumstances.

4. Minor Fours Event & Minor Pairs Event.

SECTIONAL: Shall be 3 games of 15 ends or a time limit of 2 hours & 15 minutes. Then

Knockout: 21 ends, with a time limit of 3 hours & 30 minutes. In the event of inclement weather or unforeseen circumstances 14 ends will constitute a game.

5. Minor Singles.

Shall be 25 shots up for Sectional & Post Sectional Play with a time limit of 2 hours & 15 minutes per game: 18 shots will constitute a game with inclement weather or unforeseen circumstance.

Then Knockout 25 shots up with no time limit.

Singles to be played in a team of 3 with one player to be the marker.

Withdrawals may be replaced if possible.

(a) The Championships are open to all affiliated members of S.C.D.L.B.A. clubs at the time nominations close. All team members must be from the same declared club.

(b) **Minor Events: A player who has never won any Championship.**

(c) Composite teams are eligible to play in Minor Events.

(d) S.C.D.L.B.A. Match Committee will be the Controlling Body and will have the power to alter Conditions of Play or the program if necessary or expedient.

(e) Should a dispute in any matter arise, the decision of the Match Committee will be final.

6. ELIGIBILITY for MASTER EVENTS.

- (a) **Master Singles. Singles Champion of a Club.**
- (b) **Master Pairs. Singles or Pairs Champion of a Club.**
- (c) **Master Triples. Singles, Pairs or Triples Champion of a Club.**
- (d) **Master Fours. Singles, Pairs, Triples or Fours Champion of a Club.**

7. ENTRY FEES

Payable with entry forms together with Christian & Surnames of players and contact Phone number of **all entrants**.

8. GREEN FEES

Competitors will pay green fees, prior to commencement of play, in each game. \$8.00 per game, to the Club official. Green fees to be no more than \$16.00 per day. Green fees for Finals to be at the Host Club's option.

9. THE PLAY

- (a) Play in all matches will commence punctually in accordance with times set out by the Controlling Body.
- (b) All Players must report to the Match Committee prior to 8.30am for registration with the Controlling Body. **Matches will start at 9.00am.**
- © Should an Event be delayed by inclement weather or any unforeseen circumstance, The Match Committee will advise of any new arrangements and the players involved, will make them available to play "when called". Players must attend the venue unless otherwise advised by the Match Committee.
- (d) Failure to comply could invoke the "Play or Forfeit" Rule.
- (e) The venue Clubs will appoint the necessary officials, if the Match Committee cannot attend, but will be under the control of the District Match Committee.
- (f) Sectional or Round Robin play. When a tie occurs, there are No extra ends to be played. Please refer to No 12 of these Conditions of Play. In knockout games: Law 45 applies.
- (g) **DELAYING PLAY:** If the Umpire, either by their own observation, or on Appeal from one of the skips or opponents in Singles, decides that a player is deliberately delaying play:
On the first occasion the Umpire will warn the player:
If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offender will score as many shots as there are bowls in use by such opponent; and
If the player offends the third time the game will be forfeited to the opponent.
Domestic Regulations:
- (h) **PLAYER MOVEMENT DURING PLAY.**
Note: Players will only be allowed to walk up to the head as follows:
 - (a) Singles: after delivery of their third and fourth bowls.
 - (b) Pairs: (each player playing four bowls). Leads after delivery of their third and fourth bowls. Skips after delivery of their second, third and fourth bowls.
 - © Fours: Leads after the second player in the team has delivered their second bowl. Seconds after delivery of their second bowl. Thirds after delivery of their second bowl, and Skips after delivery of each of their bowls.
 - (d) Triples: (each player playing two bowls). Leads after delivery of their second bowl. Seconds after delivery of their second bowl. Skips after delivery of each of their bowls. **Appendix Law A4**

6. WITHDRAWALS AND FORFEITS

Withdrawals:

- (i) If a team withdraws before the start of play, this will be treated as a bye and no score need be recorded as all teams will be equally affected.
- (ii) A player or team intending to withdraw must notify the Match Chairwoman at least 72 hours prior to commencement of any Championship or the Forfeit Law will apply.

Forfeits:

- (i) Should a forfeit occur during sectional play, the remaining teams will be credited with 2 (two) points for the win and a shots margin equal to the average net shots margins recorded in all matches played in that round in that section. Fractions do not count. Last round forfeits in Sectional Play will not be accepted. Penalty \$100 fine. All teams must play unless in the event of ill health and approved by the Match controller of the day. Teams that forfeit the last round of sectional play, will be disqualified from winning the section if a team has scored equal highest points with any other team in that section.
- (ii) Should either or both teams fail to arrive within 15 minutes of the scheduled starting time, then they will forfeit the right to continue.
- (iii) A team/Player that forfeits in Knockout games, will be required to pay the necessary green fees to the venue Club within 7 (seven) days.
- (iv) Any team that forfeits a match and fails to give a satisfactory explanation may be denied the right to play in any District Championship or Challenge for a period of three (3) months.

7. SUBSTITUTES / REPLACEMENT PLAYERS

- a. Eligible substitutes are permitted throughout the Competitions.
- b. Eligible replacement players will only be allowed for valid reasons.

D.R. No 4. Law 51.5.

8. DISQUALIFICATION

If a player or team is disqualified for any reason, the player or team LAST DEFEATED by the disqualified player or team shall take the place of the player or team disqualified.

9. TRIAL ENDS

- (a) Trial Ends will be under the control of the District Match Committee. One Trial ends each way will be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in a game.
- (b) In the event of a player or team receiving a bye and not playing in the first match of the day, then they are entitled to two (2) trial ends provided the player or team has not practiced during the time prior to their first game of the day.
- (c) Practice for players/teams receiving a bye in the first round, will be allowed to practice at the venue Club, prior to the finish of the first rounds play and with the Match Committee's permission.
- d. Trial ends for Finals play will be at the discretion on the Match Committee. **Law 18.1**

10. APPROXIMATE PLAYING SCHEDULES

Sectional Play for Pairs, Triples & Fours.

Round 1: 9.00am – 11.15am.
Lunch: 11.15am – 11.50am.
Round 2: 11.50am – 2.05pm.
Break: 2.05pm – 2.30pm.
Round 3: 2.30pm – 4.45pm.

Round Robin.

Day 2: Round 4 9.00am – 11.15am.
Lunch 11.15am – 11.50am
Round 5 11.50am – 2.05pm.
Break 2.05 – 2.30pm.
Round 6 2.30pm – 4.45pm.
Day 3. Semi - Final 9.00am – 11.15am.
Lunch: 11.15am – 11.50am.
Final 11.50am – 2.05pm.

Order of Play.

Round 1: 1 v 2 3 v 4
Round 2: 1 v 3 2 v 4
Round 3: 1 v 4 2 v 3

Day 2: 1 v 2, 3 v 4, 5 v 6.
1 v 3, 2 v 6, 4 v 5.
1 v 4, 3 v 6, 2 v 5.
Day 3: 1 v 5, 2 v 3, 4 v 6.
1 v 6, 2 v 4, 3 v 5.

Singles: Round 1: 1 v 2 3 marker 4 v 5 6 marker 7 v 8 9 marker
Round 2: 1 v 3 2 marker 4 v 6 5 marker 7 v 9 8 marker
Round 3: 2 v 3 1 marker 4 v 6 4 marker 8 v 9 7 marker

Sectional Play for Singles and all Post Section

To be played as soon as rinks and players become available if time permits.

10. INCOMPLETED MATCH/ COMPETITION - SECTIONAL

- (a) If a match is not completed because of inclement weather, bad light or any other justifiable cause, then eight (8) ends will constitute a match in sectional play in Pairs and Fours, and twelve (12) ends will constitute a match in sectional Triples. In Singles eighteen (18) shots up will constitute a match?
- (b) The completion of two (2) Rounds in sectional play of Pairs, Fours and Triples will constitute the completion of the sectional matches.

Match Committee reserves the right to transfer match/s to another date and venue.

11. SCORING IN SECTIONAL PLAY FOR TRADITIONAL EVENTS.

(a) Completed Match

- (i) The team scoring the highest number of shots in each match at the end of play will be the winner
- (ii) Two (2) match points will be awarded for each such win and one (1) point for a tie.
- (iii) Match points will be recorded together with shots for and against and also the margin.

(b) Incomplete Match

- 1. A match with eight (8) ends or more – two (2) points for a win, plus margin. The opponent nil (0) points minus margin.
One (1) point for a tie, nil (0) margin.
- 2. Less than eight (8) ends – one (1) point each, nil (0) margin.

12. DETERMINING WINNERS IN SECTIONAL PLAY FOR TRADITIONAL EVENTS.

- (a) The team scoring highest number of match points will be declared the winner.
- (b) In the event of two (2) or more teams scoring an equal number of match points, the team with the highest difference between “total shots for” and “total shots against” (**margin**) will be the winner.
- © If there is still equality, the “total shots against” each team will be divided into the “total shots for” each team. The team with the **highest result** will be declared the winner.

13. BYES IN SECTIONAL PLAY

These affect all teams equally and no score need be recorded when a team receives a bye.

14. POSITION OF PLAYERS WHEN NOT PLAYING

- a. Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- b. Players at the head end, not controlling the head should stand a minimum of two (2) metres behind the head, or
- c. On the surrounds of the green if the jack is in the ditch, or
- d. Well clear of the head if it is not possible to stand on the surrounds. **Law 36.1.**
- e. **Skips are not permitted to remain at the head whilst their opposite number is delivering their bowl but should retire to the bank. They will return to the mat immediately their opponent's bowl has come to rest. Delaying Play Law will apply.**

15. SCORECARDS

Scorecards will be signed as being correct by **skips** and **the completion time** of the match will also be recorded prior to being handed to the Match Committee officials. **Law 37.1.7.1**

16. COACHING DURING MATCH

Players, who intend to receive coaching during a match, **MUST** inform the Match Committee of the Coach's name **at least one (1) hour prior (preferable the night before) to the match commencement** and the Coach cannot be changed for each match.

17. ELECTRONIC COMMUNICATION DEVICES

All electronic communication devices located within 6 (six) metres of the green whilst a match is in progress **SHALL BE SWITCHED OFF**. These include mobile phones, pagers, transistor radios etc., special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

18. LIGHTS

Matches may be played or completed under lights if required and deemed necessary by the Match Committee.

19. PROVISION OF UMPIRES / MARKERS

- a. In all matches, the provision of non-playing National Accredited Umpires and/or assistants (whose names will be announced before play commences) is obligatory and will be provided by the Host Clubs for all matches.
- b. For all Singles matches markers to be provided by the Host Clubs. Match Committee to appoint markers and umpires for all Singles Semi Finals and Final matches.
- c. For Post Singles games, markers will be provided by the Host Club for the first game, and defeated players must remain at the venue until markers are drawn for the next game/s.

20. ATTIRE

- a. Attire will be as per Bowls Queensland By-laws.
- b. Registered Coloured Club attire, or B.A approved apparel may be worn.

21. SPECTATORS:

Law 58. will apply to any offenders.

22. PRESENATION:

All Presentation **of** Trophies will be held immediately following the completion of the Final game of each event.

