

# SUNSHINE COAST DISTRICT LADIES BOWLING ASSOCIATION



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### RULES AND CONDITIONS OF PLAY CHAMPIONSHIPS AND ALL SCDLBA EVENTS 2019

Controlling Body

Match Chair: Margaret Vincent

Committee: Mavis Balkin

Committee: Pat Scahill

Committee: Merril Ahern

Amended 4<sup>th</sup> January 2019

**It is a condition of entry for these Events that all players and coaches are familiar with and accept these Conditions of Play and abide by the SCDLBA Code of Conduct.**

### **CONDITIONS OF PLAY**

#### **Eligibility to Play in District Championships:**

**Only Declared Club Members are able to represent their Club for any District Championship Events.**

#### **CHAMPIONSHIPS:**

Singles, Pairs, Fours and Triples

### **SECTION 1 - FEES**

#### **ENTRY FEES**

1.1 Payable direct payment to District Treasurer on appropriate form together with Christian and Surnames, phone numbers of players submitted online to Match Chair.

#### **GREEN FEES**

1.2 Competitors will pay green fees prior to commencement of play to the HOST Club. Host Club will determine cost.  
1.3 Green fees for Finals at the discretion of the Host Club.

#### **DRAW**

1.4 All draws conducted by the Match Committee shall be an open draw.  
1.5 Where there is unequal numbers for Post Section play, "Bye's" will apply  
1.6 No "Next Best" will be permitted.  
1.7 A minimum of 4 sections of 4 teams will constitute a championship draw for Fours, Triples and Pairs.

### **SOCIAL MEDIA**

13.6 To assist in ensuring that interactions between players and officials are harmonious, the following is included in the Conditions of Play.  
13.7 "No player shall use Social Media to make derogatory comments about SCDLBA, any official, the event or any other player for the duration of the competition"  
13.8 Any infringement of this Condition shall render the offender liable to disqualification from the event.

### **LIGHTS**

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

### **ARTIFICIAL DEVICES**

Bowls Australia Policy and DR4.11

### **ATTIRE**

13.9 Attire will be as per Bowls Queensland By-laws.  
13.10 Registered approved Coloured Club attire  
13.11 Club's to notify District if a change of uniform has been approved.  
13.12 Time frame given for such occasion.

### **SPECTATORS**

Law 45. Will apply to any offenders

### **PRESENTATION**

All presentation of trophies will be held immediately following the completion of the games of each event.



## SECTION 13

### EXTREME WEATHER POLICY

All Bowls Queensland events are conducted under the Bowls Australia Extreme Weather Policy. All players and officials should make them-selves aware of the requirements of this Policy.

### ELECTRONIC COMMUNICATION DEVICE

13.1 All electronic communication devices located within six (6) metres of the green whilst a game is in progress, **SHALL BE SWITCHED OFF.**

13.2 These include mobile phones, pagers, iPod, iPad etc.

13.3 Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

### APPEALS/PROTEST PROCEDURE

13.4 Appeals against an Umpires decision based on interpretation of "The Laws" shall be dealt with as per Bowls Australia Policy as per Law 52.4

13.5 A protest resulting from alleged infringement of these Conditions. Such protest shall be lodged with the Secretary of the Controlling body by the Secretary of the protesting Club no later than 5.00pm on the NEXT DAY after the match concerned, accompanied by a deposit of a fixed amount decided by Bowls Australia and World Bowls each year. This amount shall be refunded if the protest is upheld. Participants are reminded that true sportsmanship and common sense shall prevail.

## SECTION 2 - CHAMPIONSHIP SINGLES

### SECTIONAL:

- 2.1 When the Singles are played as a "Section" of three (3) players, each player will act as marker when not playing.
- 2.2 Singles games to be played in sections of three (3)
- 2.3 A player from each section to draw for Rinks prior to play.
- 2.4 Each section is to play on that drawn Rink and Green for the whole day's play.

#### Trial Ends:

- 2.4.1 Number 1 and 2 players have trial ends before 1st game.
- 2.4.2 Number 3 player then has trial ends on same rink between 1st and 2nd game.

- 2.5 All games to be 25 shots up for Sectional with a time limit of 2 hours and 20 minutes per game.
- 2.6 18 shots will constitute a game with inclement weather or any unforeseen circumstances.

### POST SECTIONAL:

- 2.8 Shall be knockout of 25 shots up.
- 2.9 18 shots will constitute a game with inclement weather or unforeseen circumstances

### SEMI-FINAL AND FINALS:

- 2.10 Shall be knockout of 25 shots up.
- 2.11 Match Committee reserves the right to transfer game/s to another date and/or venue

### **SECTION 3 - CHAMPIONSHIP PAIRS AND FOURS**

#### **SECTIONAL**

- 3.1 Shall be 3 games of 15 ends or a time limit of 2 hours & 15 minutes.
- 3.2 If a game is not completed because of inclement weather, bad light or any other justifiable cause, then ten (10) ends will constitute a game in sectional play in Pairs and Fours.
- 3.3 The completion of two (2) rounds in sectional play of Pairs and Fours constitutes the completion of the sectional matches due to any unforeseen circumstances.

#### **POST SECTIONAL**

- 3.4 Knockout of 21 ends or a time limit of 3 hours and 30 minutes.
- 3.5 14 ends will constitute a game with inclement weather or unforeseen circumstances.

#### **SEMI-FINALS & FINALS**

- 3.6 Knockout 21 ends or a time limit of 3 hours and 30 minutes.

### **SECTION 4 - CHAMPIONSHIP 2 BOWL TRIPLES**

#### **SECTIONAL**

- 4.1 Shall be 3 games of 18 ends or a time limit of 2 hours and 15 minutes.
- 4.2 If a game is not completed because of inclement weather, bad light or any other justifiable causes, then fourteen (14) ends will constitute a game.
- 4.3 The completion of two (2) rounds in sectional play of Triples constitutes the completion of the sectional play.

#### **POST SECTIONAL**

- 4.4 Shall be 18 ends for Quarter Finals time limit of 2 hours 15 minutes.
- 4.5 14 ends will constitute a game with inclement weather or unforeseen circumstances.

#### **SEMI FINALS & FINALS**

- 4.6 Knockout 21 ends or a time limit of 2 hours and 30 minutes.

### **SECTION 11 -COACHING DURING A GAME**

- 11.1 Players, who intend to receive coaching during a game, **must** inform the Match Committee of the Coach's name at least one (1) hour prior (preferably the night before) to the match commencement and the Coach cannot be changed for each game.
- 11.2 There shall only be one Coach per team
- 11.3 Coaches' shall be attired according to the requirements set down for players.
- 11.4 Coaches must submit the BA registration number to the Match Committee.
- 11.5 Only persons permitted behind the team during a game are the registered Coach and or Team Manager.

### **SECTION 12—PROVISION OF UMPIRES / MARKERS**

- 12.1 In all games, the provision of non-playing National Accredited Umpires and / or assistants, who names will be announced before play commences. This is obligatory and will be provided by the Host Clubs for all games.
- 12.2 Match Committee to appoint markers and umpires for all Singles Semi Finals and Final games.
- 12.3 When the Singles Championship is played with 3 players per section, each player in that section will act as marker when not playing.
- 12.4 For Post Sectional Singles games, markers will be provided by the Host Club for the first game.
- 12.5 Defeated players **MUST REMAIN** at the venue until markers are drawn for the next game.
- 12.6 The District will supply the markers for Semi-Finals and Finals.

## SECTION 10 - SCORING IN SECTIONAL PLAY FOR TRADITIONAL EVENTS

### COMPLETED GAMES

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

### INCOMPLETE GAMES

- 10.4 A game with fourteen (14) ends or more—two (2) points for a win, plus margin and the opponent nil (0) points minus margin and one (1) point for a tie .

### DETERMINING WINNERS IN SECTION PLAY

- 10.5 The team scoring highest number of match points will be declared the winner
- 10.6 In the event of two (2) or more teams scoring an equal number of match points, the team with the highest margin will be the winner.
- 10.7 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.

### BYES IN SECTIONAL PLAY

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

### SCORECARDS

- 10.9 Scorecards will be signed as being correct by skips in Pairs and Triples and by the Seconds in Fours and the completion time of the game will also be recorded prior to being handed to the Match Committee officials.
- 10.10 Marker and both opponents in Singles are to sign the scorecard along with the starting time and completion time of the game.

## SECTION 5- PLAYING SCHEDULES—SECTIONAL PLAY FOR PAIRS & FOURS

- Round 1: 9.00am—11.15am
- Lunch: 11.15am—12.00pm
- Round 2: 12.00pm—2.15pm
- Round 3: 2.35—4.50pm

### SECTION 6- THE PLAY

- 6.1 Play in all games will commence punctually, in accordance with times set out by the Controlling Body. All Players must report to the Match Committee prior to 8.30am for registration with the Controlling Body.
- 6.2 Games will start at 9.00am.
- 6.3 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 themselves available to play “when called”.
- 6.4 Players must attend the venue unless otherwise advised by the Match Committee.
- 6.5 Failure to comply could invoke the “*Play, Sub or Forfeit*” Rule.
- 6.6 The venue Clubs will appoint the necessary officials, if the Match Committee can not attend. The game will be under the control of the District Representatives.
- 6.7 Sectional play when a tie occurs- *No extra ends are to be played.*

### SECTION 7 - TRIAL ENDS

- 7.1 Trial Ends will be under the control of the “Umpire-of-the-day”.
- 7.2 One trial end each way will be allowed prior to the scheduled starting time of each day’s play or on the resumption of a game on another day or at another venue, using as many bowls as will be used in a game.
- 7.3 In the event of a player or team receiving a bye and not playing in the first game of the day, then they are entitled to one trial end provided the player or team has not practiced during the time prior to their first game of the day.
- 7.4 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.

## **SECTION 8- PLAYER MOVEMENT DURING PLAY**

### **SINGLES**

Players will only be allowed to walk up to the head as follows:

- 8.1 The opponents after delivery of their third (3rd) and fourth (4th) bowls

### **FOURS, TRIPLES AND PAIRS**

#### **8.2 Pairs: (4 bowls)**

8.2.1 The leads after delivery of their 3rd & 4th bowls

8.2.2 The skips after delivery of their 2nd, 3rd & 4th bowls.

#### **8.3 Fours:**

8.3.1 The leads after delivery of their 2nd bowl.

8.3.2 The seconds after delivery of their 2nd bowl.

8.3.3 The thirds after delivery of their 2nd bowl.

8.3.4 The skips after delivery of each of their bowls

#### **8.4 Triples:**

8.4.1 The leads after delivery of their second bowl.

8.4.2 The seconds after delivery of their second bowl.

8.4.3 The skips after delivery of each of their bowls.

- 8.5 In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head OR

- 8.6 A skip can ask that a player walks up to the head earlier than described. As per Law Book Pages 96—97 & 98.

- 8.7 When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl.

## **SECTION 9 - PLAYERS WHEN NOT PLAYING**

### **DELAYING PLAY**

If the Umpire, either by their own observation or an appeal from one of the skips or opponents in all events, decides that a player is playing in an unsportsmanlike manner by deliberately delaying play:

- 9.1 On the first occasion, the Umpire will warn the player

- 9.2 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

- 9.3 If the player offends the third time, the game will be forfeited to the opponent.

### **WITHDRAWALS**

- 9.4 A player or team intending to withdraw, must notify the Match Chairwoman at least 72 hours prior to commencement of any Championship.

- 9.5 If a team withdraws before the start of play, this will be treated as a bye and no score recorded, as all teams will be equally affected.

- 9.6 Should a withdrawal occur during sectional play, the remaining teams will be equal to the average net shots recorded in all matches played in that round in their section (*Fractions do not count*).

- 9.7 All teams must play unless in the event of ill health and approved by the Match Controller of the day.

- 9.8 Teams that do not play 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.

- 9.9 A team/player that forfeits in either Sectional or Knockout games, will be required to pay the necessary green fees to the venue Club within seven (7) days.

### **SUBSTITUTES**

- 9.10 Eligible substitutes are permitted throughout the Competitions.

- 9.11 If a substitute is required at District level and above, the Controlling Body and Bowls Queensland must be advised in writing, including a valid reason, the name of the substitute and who the player is substituting for in each and every circumstance

- 9.12 The Umpire of the day MUST be notified of any substitutes. DISQUALIFICATION

- 9.13 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.