



**SPECSAVERS : BOWLS SOUTH AFRICA**  
**PRO 10 PAIRS**  
**CONDITIONS OF PLAY**

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All games shall be played in accordance with:

**THE LAWS OF THE SPORT OF BOWLS – CRYSTAL MARK 2<sup>nd</sup> EDITION** and **THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA** and the following **CONDITIONS OF PLAY:**

**CONTROLLING BODY**

The tournament shall be under the control of Bowls South Africa through its nominated Executive Member and in association with the Tournament Committee and Jury of Appeal.

**JURY OF APPEAL**

A Jury of Appeal appointed by Bowls South Africa will be constituted as follows:

- A Member of Bowls South Africa Executive or a nominee.
- A Member of the Tournament Committee.
- Convenor of the Staging District's Technical Officials Standing Committee or an acceptable nominee.

**DISTINCTIVE MARKING OF BOWLS AND LEGALITY**

Bowls in a set of two must have distinctive and similar markings on each side and shall not have been tampered with.

**FORMAT OF PLAY**

- Two Bowl Pairs
- Teams could be entered as either all men, all women or mixed gender.
- Teams would be restricted to members of the same club.
- The scoring would be over ten (10) ends per game with a maximum of 100 points. The bowl nearest the jack scores 4 points with each subsequent bowls scoring one point less. The end will allow for 10 points with only the closest 4 bowls earning points.

Nearest to the Jack = 4 points

Second shot = 3 points

Third shot = 2 points

Fourth shot = 1 point

- The team with the bowl nearest to the jack at conclusion of an end will start the next end
- One (1) point for winning a game
- No points for losing or drawing a game
- A jack out of bounds will be replaced on the centre 2m spot (No burnt ends)
- To Determine the section winner will be as follows:
  - The Highest number of Points (if equal)
  - The Highest Shot Difference (net shots) – Shots for Minus Shots against (If equal)
  - Shot aggregate Divide the Shots for by Shots against (If equal)
  - The winner when they played against one another in the Round Robin
- The National tournament will be played in 4 sections of 10 teams per section (9 games each), with a semi-final and final.

Day 1 - 6 games

Day 2 - 3 games  
 - Semi-final  
 - Final

### **WITHDRAWING FROM THE TOURNAMENT**

Should a pair not be able to continue in the section playoffs for any reason all their results to the point of withdrawal shall be expunged from the records and the teams still to play them will have a bye.

### **INTERRUPTION OF PLAY**

In the event of adverse weather conditions or any other reason, the Tournament Committee, in conjunction with the Jury of Appeal, shall have the right to determine, at their sole discretion, the winners and runners-up of each section on a lesser number of rounds.

### **TRIAL ENDS**

One trial end, i.e. in one direction only may be played at the commencement of a game.

### **TOSSING FOR THE OPENING PLAY**

Skips shall toss a coin to determine which side plays first.

### **FOOTWEAR AND DRESS**

As per Bowls South Africa - Domestic Regulations.

Participants are requested to wear bright coloured clothes or their Club Colours for the duration of this Tournament, subject to all members of the team being uniformly dressed.

**PRACTISE AND WARM-UP**

Teams not playing for any reason, but due to play in the next round may practise on a rink allocated by the Controlling Body.

Players may warm up before a game with the approval of the Controlling Body, but must be in the opposite direction of expected play. No target such as a jack may be used.

**ALCOHOL, TOBACCO AND CELLULAR TELEPHONES**

Smoking, Alcohol, Cell phones and Hand held TV devices will not be permitted within 2 metres of the green while play is in progress.

**GENERAL**

Should any matter arise not specifically covered in these Conditions of Play, the Laws of the Sport of Bowls – Crystal Mark 2<sup>nd</sup> Edition will apply.

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