

BOWLS SOUTH AFRICA PERFECT DELIVERY SENIOR INTER DISTRICTS CONDITIONS OF PLAY

All games shall be played in accordance with:

THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 3rd 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 Host District's Executive Committee who shall not be a member of the tournament committee;
- Convener of the Staging District's Technical Officials Standing Committee or an acceptable nominee.

BOWLS DISTINCTIVE MARKINGS, LEGALITY AND STICKERS

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

District stickers may be used.

FORMAT OF PLAY

The tournament shall be played in two sections on a league basis with all teams in the same section playing each other. Each game shall be player over 21 ends split into three sets of seven ends each.

START OF PLAY

At the start of the game, the winner of the toss shall, decide whether to take the mat and deliver the jack or let the other side play first.

At the start of the second and third set, the winner of the previous set must take the mat and deliver the jack. If the set is drawn, the winner of the last scoring end in that set must take the mat and deliver the jack.

At the start of any other end the winner of the previous end must take the mat and deliver the jack.

SCORING

One point is awarded to the team that wins a set

Two points are awarded for the winning team per game

Three bonus points are awarded for the overall winning side i.e. nett aggregate shots of the combines two teams.

In the event of set, game or match being drawn, the relative points will be shared.

Total number of points available per match – thirteen.

Should play be abandoned for any reason the scoring will be as follows:

SETS One point scored for the winner of each completed set. The points for incomplete sets are to be shared.

GAME Once two sets (14 ends) have been completed, the team with the greatest number of shots, based on completed ends, will be the winner. If less than two sets have been completed, the points are shared equally.

OVERALL The bonus points are awarded to the side with the greatest number of shots, based on all completed ends, irrespective of how many ends have been completed

SCORE CARDS AND SCORE BOARDS

Score cards and score boards must reflect the total number of shots for each individual set and the overall game.

SECTION WINNERS

The winners and runners up in each section will be decided by the following consequential criteria. Points, Highest net score, Highest shot percentage i.e. shots for divided by shots against. The side that won the game between the two sides in section play. If still a tie a one end tie breaker until a result is achieved.

PLAYOFFS

The winners of each section will play one another in the final, for Gold and Silver.

There will be no playoff between the runners-up as both runners-up will receive a bronze medal.

If tied after 21 ends in the final game, an extra end/s will be played until a result is achieved.

SIDES

A side shall consist of two fours teams all of whom must be bona fide first call members of their district. A reserve of the same standing may be registered.

BOWLS SOUTH AFRICA MEMBERSHIP CARDS

All participants must be able to produce a current membership card; failure to do so could result in disqualification.

DRESS AND FOOTWEAR

DRESS

All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls. Coloured clothing may be worn subject to all members of the side being uniformly dressed. It is acceptable for individual members in a team to wear either long pants or shorts in the same team during competitive play.

FOOTWEAR

Players, Umpires and Markers shall wear conventional shoes or sports shoes which have a continuous sole or a sole with a channel rise in the middle of the sole, as long as the sole is clearly in one piece and the heel area does not sit at a different height to the front of the shoe. To assist in traction the sole can have indented grooves up to 2 mm (thickness of matchstick), but no protuberances. The width of the rear part of the shoe shall be at least 50% of the widest part of the sole. Conventional sandals are acceptable providing they have a back strap. The National Authority reserves the right to allow or disallow the use of specific colours and brands of footwear.

SIDE DECLARATION

Before the commencement of the tournament, each Manager/Captain shall complete a team declaration form listing the full names of the players and reserve, with their Bowls South Africa numbers. The Manager may be registered as a reserve.

TEAM COMPOSITION

Thirty minutes before the start of every round, the Manager/Captain of each side will hand to the tournament official the Team Composition Form stating the names of each fours team, reserve and the rink each fours team has elected to play on.

If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available, but they may not skip.

WITHDRAWING DURING THE TOURNAMENT

Should a side withdraw at any time after commencement, with or without the consent of the Controlling Body, all their completed results up to the point of withdrawal shall stand. That game and the remainder of the games shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated five points (four game and one bonus point) and the net total of shots equal to the average net total of shots scored by the winners of all the other games played in the same round/s of the same section.

If, without consent from the Controlling Body, then suitable disciplinary action may be taken by Bowls South Africa.

RESERVES SUBSTITUTES

USE OF RESERVES

A registered reserve may be used.

If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available, but they may not skip.

A substitute may only be used if a reserve is already playing or was not registered.

USE OF SUBSTITUTES

Substitutes shall be allowed as follows:

In the event of there being no reserve, or the registered reserve is already playing, the names of not more than four bowlers who have not played for any participating team shall be recorded on slips of paper and placed in a suitable container. The Manager/Captain of the team concerned shall draw a name, and this player shall substitute for as many rounds as they may be required but may not skip.

DIRECTION OF PLAY

Afternoon play shall be in the opposite direction to morning play.

PRACTICE AND WARMUP

Sides not playing for any reason, but due to play in the next round may practice 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 but bowls may be delivered.

TOSSING FOR THE OPENING PLAY

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

TRIAL ENDS

One trial end in each direction may be played at the commencement of a game.

RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY

Leads and seconds may not walk up to the head.

Thirds may be permitted to walk up to the head after delivering their first bowl and by invitation of the Skip.

Skips, after delivery of their first bowl.

DEAD ENDS

Dead ends are to be replayed.

INTERRUPTION OF PLAY

In the event of adverse weather conditions or for any other valid reason, the Controlling Body shall have the right to curtail the number of rounds/ends to be played to achieve a Result. Umpires shall not be responsible to call off players during lightning/thunderstorm activity, unless the players have made an appeal.

ALCOHOL, TOBACCO AND CELLULAR TELEPHONES

Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell phones and Hand Held TV devices will not be permitted within 2 metres of the green while play is in progress.

The penalty for transgressing is as follows:

Upon the first offence the Technical Official will warn the player via the Team Manager and record the players name and District.

Upon any subsequent offence by the same player, the Technical Official shall report the player to the Controlling Body, who shall take suitable action, which may include suspending the player from playing in the next round. If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year. In a team event, a registered reserve may be used, or a draw for a substitute will be allowed.

The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.

The player has the right of appeal to the Jury of Appeal.

Should a player commit a third offence he/she will be banned from taking part in the Tournament and be suspended from playing in any other Bowls SA Tournaments for one year.

RADIOS

The use of "two-way" radios is strictly prohibited.

PERFECT DELIVERY PLAYER OF THE TOURNAMENT

In short the rules are as follows:

1. Every game is in count. In other words if you have JBA (men) playing against EGB (men), you have 2 games at hand. The 4 from JBA playing the 4 from EGB as well as the other game of 4 from JBA against the 4 from EGB. Therefore you will have 2 nominations (1 per game) for "**Player of the Game**" in such a contest.
2. The managers of both sides must consult with one another and nominate the **Player of the Game** amongst the 8 participants (4 from JBA and 4 from EGB) who played the best bowls. If the 2 managers cannot agree on a player, the manager of the winning side will nominate the **Player of the Game**.
3. The name of the **Player of the Game** should be encircled on the score card. In essence it means that every score card should have a name (only 1 name) on it that is encircled.
4. Prepared sheets with all the names of the players will be made available to the tournament officials at the various hosting clubs. The TO must complete these sheets and fax it to the number indicated on the sheet. Our office will accumulate the results after every day's play.
5. In order to finalize the results in time for the Closing ceremony, we will only take into account the results of the first 8 sessions (Monday to Thursday). The results of the Friday morning session as well as the final will not be taken into account. If we have a tie after the 8th session, Perfect Delivery will decide on the winner.
6. There will be separate competitions for the Men and Women.
7. NB – this is not a personality contest, but a skills contest. Therefore the bowler playing the best bowls should be nominated, not the bowler with the best look or personality!
8. The bowler with the most "**Player of the Game**" nominations will be the "**PERFECT DELIVERY PLAYER OF THE TOURNAMENT**", winning a trophy, personalized Perfect Delivery cap and bowls bag.

GENERAL

If anything should arise that is not specifically covered in these Conditions of Play, then the Laws of the Sport of Bowls – Crystal Mark 3rd Edition will apply.

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