

**BOWLS SOUTH AFRICA**  
**UNDER 30 INTER-DISTRICT TOURNAMENT**  
**CONDITIONS OF PLAY - 2019**

All games shall be played in accordance with:

**THE LAWS OF THE SPORT OF BOWLS, 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; and the
- 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 SECTIONAL PLAY**

The tournament shall be played in four sections on a league basis over 15 ends with three sets of five ends each. Each team in a section playing each other.

Three rounds will be played each day on Sunday and Monday, with one round on Tuesday morning.

**DURATION OF GAME & BELL RULE DURING SECTIONAL PLAY, SEMI-FINAL AND FINAL**

A time limit of 2 hour 15 minutes per game is allowed.

A bell will ring to start the game.

A warning bell will ring after 2 hours and a final bell will ring after 2 hours 15 minutes to stop play.

The last end must be completed, which includes replaying dead ends.

**SCORING AND SECTION WINNERS**

One point is awarded to the team that wins a set and two points are awarded for the winning team.

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

Total number of points available per match – five.

Should play be abandoned for any reason during sectional play, 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 (10 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.

The section winners and runners-up will be decided by the following sequential criteria:-

Points, Net Shots, Shot Percentage. Should equality still exist, the winner of the game between the tied sides shall determine the winner.

**INTERRUPTION OF PLAY**

In the event of adverse weather conditions or any other reason cause a temporary disruption in play during a playing session, the Club Event Official shall decide when play should be stopped and resume. Lightning strike danger is to be assessed electronically.

In the event of adverse weather conditions or any other valid reason cause play to be terminated prematurely, only the Tournament Committee in conjunction with Bowls SA Executive duty member, shall have the right to curtail the number of rounds to be played and/or ends required to win a match in order to determine the winner.

Umpires shall not be responsible to call off the players during lightning/thunderstorm activity, unless an appeal has been made by the player/s.

## **PLAYOFFS**

Playoffs will be played over 15 ends in the same format as sectional play

### **Semi-Finals (Tuesday 2<sup>nd</sup> round)**

The Tournament Committee will, in the presence of the Managers of the teams involved, conduct an open draw for the winners in each section.

The four team names to be placed in a receptacle. The first two drawn shall play each other, as shall the third and fourth.

The draw will only take place after the completion of the round robin phase.

### **Finals – (Tuesday 3<sup>rd</sup> Round)**

The final is to be played by the two winners of the semi-final round.

There will be no play offs for the runners-up as both section runners-up will receive a Bronze medal.

Should the game be a tied in the playoff games, an extra end or ends will be played until a result is achieved.

### **PERMANENT ABANDONMENT OF PLAY PRIOR TO COMMENCING THE FINAL**

Should play be abandoned before play commences, the winner shall be the side with the highest side points achieved during of sectional play. If still equal the following sequential criteria shall be followed, highest combined shot difference, then highest combined shot percentage, then highest number combined sets won and lastly highest combined number of ends won. If still equal the gold medal shall be shared by the two sides

### **PERMANENT ABANDONMENT OF PLAY DURING THE FINAL**

Should play be permanently abandoned for any reason prior to the completion of the first set, the process described in abandoning play prior to play commencing shall determine the winner.

Thereafter 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 one set (5 ends) has been completed, the team with the greatest number of shots, based on completed ends, will be the winner.

**OVERALL** Once one set (5 ends) has been completed, the bonus points are awarded to the side with the greatest number of shots, based on all completed ends.

In the event that combined points are even, the winner shall be decided by the following sequential criteria, highest combined shot difference, highest combined shot percentage, highest combined ends won. If still equal the gold medal shall be shared by the two sides

## **TEAMS**

Teams shall consist of four players of either male, female or mixed gender who are under 30 years of age, including those who have reached the age of 30 within the year of the event.

One travelling reserve may accompany the team.

## **BOWLS SOUTH AFRICA MEMBERSHIP CARDS**

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

## **DECLARATION**

Before the commencement of the tournament, each Manager shall complete a team declaration form listing the full names of the players and reserve plus their Bowls South Africa numbers. The names on the declaration form and the entry form should be the same, unless unforeseen circumstances dictate otherwise.

No swapping of teams from that designated on the entry form will be allowed. (e.g. Team A on the entry form may not be changed to B or C, to facilitate the perceived entry into an easier section)

## **DRESS AND FOOTWEAR**

### **DRESS**

All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls.

District allocated clothing must be worn and all members of the team are to be uniformly dressed. It is acceptable for individual members of a team to wear either long pants or shorts in the same team during competitive play.

### **FOOTWEAR**

Players and Umpires 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 different height to the front of the shoe.

To assist traction the sole can have indented grooves up to 2 mm (thickness of a 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

Bowls South Africa reserves the right to allow or disallow the use of specific colours and brands of footwear.

## **WITHDRAWAL DURING THE TOURNAMENT**

Should a team 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 (3 set points and 2 game points) 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 AND SUBSTITUTES**

### **USE OF RESERVES**

A registered reserve may be used.

If a team player has to withdraw during a game for legitimate reasons he/she may be replaced by a registered reserve if available.

If a reserve is nominated for more than one team and is utilised in a specific team he/she may only play for that team in any subsequent rounds.

### **SUBSTITUTES**

Should one or more substitutes be available a draw shall be carried out in compliance with the Laws of the Sport of Bowls and the Bowls SA Domestic Regulations.:

### **DIRECTION OF PLAY**

Day 1 – Rounds 1 & 2 AM direction Round 3 PM direction.

Day 2 – Round 4 AM direction Rounds 5 & 6 PM direction

Day 3 – Round 7 and Semi-finals AM direction, Final PM direction

### **TRIAL ENDS**

One trial end in each direction will be allowed for all games in accordance with **Law 5.1**. In trial ends players can use any combination of bowls taken from different sets

Trial ends can be commenced up to 15 minutes before the official start time for the round and if not played before will be included in the time limits.

### **PRACTICE 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 but bowls may be delivered.

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

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

### **RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY**

- Leads and seconds may not walk up to the head before they have played their two bowls.
- 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 bowls.

### **DEAD ENDS**

Dead ends are to be replayed.

### **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. 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.

A registered reserve may be used, or a draw for a substitute will be allowed.

If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year.

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.

### **DRUG TESTING**

Managers, Coaches and Players are to be aware of their responsibilities with regard to the anti-doping programme and rules of the South African Institute for Drug Free Sport.

### **GENERAL**

Should any matter arise not specifically covered in these Conditions of Play, the Laws of the Sport of Bowls will apply.

18 September 2019