

# **BOWLS SOUTH AFRICA PERFECT DELIVERY VETERAN 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 Event 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 Event 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 played 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

Two 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 – twelve.

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, SCORE BOARDS AND FLIP BOARDS**

The Skip losing the toss shall be responsible for the scorecard and the opposing skip responsible for the scoreboard and flip board. The Skips may delegate these duties to a member of their team

### **Score cards**

Must reflect the number of shots end by end and accumulative shots **for each individual set**, starting at zero at the beginning of each set i.e. ends 8 and 15. Also points per set, total points and total shots after 21 ends.

### **Score Boards**

Must reflect the total number of shots for each individual set, starting at zero at ends 8 and 15.

### **Flip Boards**

Must reflect the number of ends completed and the continuous accumulative scores.

## **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, after 21 ends, the sides are tied on points and shots, extra end/s will be played until a shots result is achieved.

## **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, using the Bowls South Africa policy document on inclement weather, shall decide when play should be stopped and resume. Participants shall leave the green immediately on instruction to do so. Lightning strike danger is to be assessed electronically by the Event Official

In the event of adverse weather conditions or any other valid reason cause play to be terminated prematurely, only the Event 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.

## **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 (7 ends) has been completed, the team with the greatest number of shots, based on completed ends, will be the winner.

**OVERALL** Once one set (7 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

## **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 twelve points (six set points, four game points and two side bonus 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 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, who, if available shall play in the same position as the withdrawing player.

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.

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 to the mat to deliver their own first bowl. (Appendix 4.3 refers)

## **DEAD ENDS AND JACK**

Should the end or jack be declared dead then the end is to be replayed.

## **ALCOHOL, TOBACCO AND CELLULAR TELPHONES**

Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell phones and Handheld 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.

## **DRUG TESTING**

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

## **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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