CONDITIONS OF PLAY

U35 INTER-DISTRICTS CHAMPIONSHIPS

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Controlling Body:	**Bowls South Africa**
Event:	**2025 Bowls South Africa U35 Inter-Districts Championships**
Dates:	**20-23 September 2025**
Venue:	**Kimberley, Northern Cape**

ENTRY CONDITIONS

All games shall be played in accordance with:

The laws of sport of Bowls, The Domestic regulations of Bowls South Africa and the following **Conditions of play:**

1. AFFILIATION

1.1. Players must be a bona fide member of an affiliated club within the District Bowls Association, of Bowls South Africa (Bowls SA), which they are going to represent.

1.2. Should districts “loan” players from other districts, the “loaned” player must have a valid Bowls South Africa (BSA) membership number

1.3. International countries entrants must be members of their National authority (MNA)

2. TEAM COMPOSITION

2.1. Teams shall consist of four players of either male, female or mixed gender who are under 35 years of age, including those who have reached the age of 35 within the year of the tournament. Only players who have reached the age of 18 by the date of commencement of the event are eligible to participate in the event. BSA may use their discretion on this depending on circumstances from individual districts, One travelling reserve may accompany the team. Reserves may play in as many games as determined by the manager.

2.2. Where a District cannot field a full team or teams they may loan players from another District, with the consent of the player’s home District. The team being entered in the name of the District with the majority of members or, in the event of all four being from different districts, in the name of the host district.

3. FORMAT OF SECTIONAL PLAY

3.1. The tournament shall be played in four sections on a league basis over 15 ends with three sets of five ends each.

3.2. Each team in a section will play each other

3.3. Three rounds will be played Sat 20th and Mon 22 Sept 2025. Four

rounds will be played on Sunday 21 Sept. The final round robin game will be played on Tues 23 Sept

3.4. Semi Finals will be played on Tues 23 Sept followed by the final and prize giving. Prize-giving is expected to end at approximately 17:30 on Tues 23 Sept

4. SCORING AND SECTION WINNERS

4.1. Each game consists of 15 ends. (3 sets of 5 ends). One point is awarded to the team that wins a set and two points are awarded for the winning team

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

4.3. Should play be abandoned, or incomplete for any reason the scoring will be as follows:

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

4.3.2. 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 game points are shared equally.

4.3.3. The section winners 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. If this was also a tied game, a “sudden death” end must be completed to determine the end of the game.

5. WITHDRAWALS

5.1. 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. All remaining games, including any game in progress, shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated five 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.

6. PLAY-OFFS

Semi Finals

6.1. The Events Committee (EC) will, in the presence of the Managers of the teams involved, conduct an open draw for the winners of each section.

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

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

Finals

6.4 The finals will be played by the two winners of the semi-final round based on the same format as sectional play. There will be no play offs for bronze medal. Both losing semi-finalists will receive a bronze medal.

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

7. DURATION OF GAME AND BELL

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

7.2. A bell will ring to commence trial ends, 15 minutes before scheduled commencement of games.

7.3. A bell will ring to start the game, whether the trial ends are completed or not.

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

7.5. Any ends started before the last bell is rung must be completed.

8. WITHDRAWALS

8.1. Before the Start of the Event:

8.1.1. In the event that a player from a team is unavailable, the reserve will qualify to play.

8.1.2. If no reserve was nominated for the event, then a bona fide first call member, may be used as a substitute.

8.1.3. The Event Committee must be immediately informed of any changes or withdrawals.

8.2. During Sectional Play:

8.2.1. 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. All remaining games, including any game in progress, shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated five 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.

8.2.2. Reserves may be allowed to play as many games, as determined by the manager.

9. COMPLAINTS AND APPEALS

9.1. Any complaint pertaining to discrimination (albeit it racial, religion, etc) and/or Safeguarding incidents must be reported directly to the Executive Committee Member on duty. Such matters will be dealt with in accordance with the Bowls SA Disciplinary Procedures and/or the Bowls SA Safeguarding Policy.

9.2. All appeals, whether to the Events Committee and/or to the Jury of Appeal should be done within 1 hour of the finalisation of the game concerned, and/or the decision by the Events Committee.

10. JURY OF APPEAL

The Executive will appoint the Jury of Appeal consisting of:

10.1. A member of the Bowls SA Executive, failing that a person nominated by the Executive at their sole discretion.

10.2. A member of the Host District's Executive Committee, who is not a Member of the Tournament Committee.

10.3. A member of the National Standing Committee: Technical Officials (NSCTO) or, in the absence of such a member, the Convenor of the staging District's Technical Officials Standing Committee or their nominee (may not be a member of the Events Committee).

10.4. A person with a legal background, as nominated by the Bowls SA Executive Committee. (Need not be present at the Event).

The decisions of the Jury of Appeal shall be final.

11. ALTERATIONS TO FORMAT AND LENGTH OF GAMES

11.1. The Controlling Body, through its Event's Committee in conjunction with the Bowls SA Executive Committee Member on duty, reserves the right to alter the format, times of play, greens and venues to suit local unforeseen circumstances, giving as much notice as practicable. The preferred method of contact in these circumstances will be via SMS/WhatsApp.

11.2. The Controlling Body, through its Event's Committee in conjunction with the Bowls SA Executive Committee Member on duty, has the power to alter or amend the programme of the event as it considers necessary or appropriate if the weather or other conditions are unsuitable. The Controlling Body can also suspend play temporarily in any game or abandon any game, if it decides that this is essential to successfully carry out or finish the event. (Law 55.3.4)

11.3. Players must not leave the venue on game day until eliminated from the competition as game time may be altered and/or extra games scheduled by the Controlling Body, through its Event's Committee in conjunction with the Bowls SA Executive Committee Member on duty, as required for the effective running of the event.

12. TRIAL ENDS

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

12.2. The Controlling Body reserves the right to amend the number of trial ends played in the case of unforeseen circumstances (as per law 5.1.2, Laws of the Sport of Bowls).

13. PRACTICE

As per Law 4**,** Laws of the Sport of Bowls.

14. GREEN AND DIRECTION OF PLAY

14.1. Two (2) greens will be used at each venue. The sections will alternate venues each day.

14.2. Play should be in the morning direction for rounds 1 and 2 and afternoon direction for round 3 (20th, 22nd, 23rd Sept).

14.3 On day two (21st Sept), there are four sessions. Play should be in the morning direction for rounds 1 and 2 and afternoon direction for round 3 and 4.

15. TOSSING FOR OPENING PLAY

Skips should toss a coin. (Law 5.2).

16. SCORECARDS

16.1. Final scorecards must be checked and signed by the players responsible for keeping the card and they must ensure that the time of completion of the game is noted on the scorecard (under Domestic Regulation 3.2).

16.2. Errors in the processing of a result of any scorecard that has been signed by the participating players/teams will not be amended due to the impact on other results and sectional qualifiers. All signed scorecards will be taken as final. Exceptions will only be made if the players concerned can prove to the Tournament Director that a genuine error has occurred.

17. RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

17.1. Leads and seconds may not walk up to the head.

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

17.3 Skips may walk up to the head after the delivery of their first bowl. When a player at the head walks 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.

18. DEAD ENDS

Dead ends are to be re spotted on the centre 2m mark

19. DRESS AND FOOTWEAR

19.1. Participants are required to wear their District Colours for the duration of this Championship.

19.2. Players and Umpires shall wear heelless footwear which has either a

smooth or ribbed sole (Maximum depth of 2mm of the ribbed section of the sole contacting the green, or the thickness of a matchstick) while playing on the green or acting as an Umpire. Shoes with protrusions are not acceptable. The width of the rear part of the sole must be at least 50% of the widest part of the sole.

20. DISTINCTIVE MARKINGS, BOWLS STICKERS AND DECALS

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

20.2. District stickers may be used. If stickers are used, all players in the team must have the same stickers

20.3. Districts must provide their team with **Decals/Boards** for use in flipboards.

21. LIVE- STREAMING AND PHOTOGRAPHY

21.1. Bowls SA reserves the right to commission, take and/or use photographs or live-stream material taken during this event for further promotional purposes. Select matches at the event may be live streamed or broadcast through Bowls SA's chosen communications channel at the discretion of the Controlling Body.

21.2. By entering the Bowls U35 Event all participants have automatically given consent for themselves to be filmed/videoed, live-streamed or photographed by Bowls SA.

22. INTERRUPTION OF PLAY

22.1. In the event of adverse weather conditions, which includes lightning activity, excessive heat and humidity, or for any other valid reason, Club Tournament Official (CTO) shall temporarily suspend play. Play shall stop immediately and only resume when authorised by the CTO. Only the Controlling Body in conjunction with Bowls SA Executive duty member may abandon play and 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 and shall refer any appeal by the players to the CTO or in the absence of the CTO to the umpire who should stay vigilant to the weather pattern. Once the appeal is accepted everyone will come off.

22.2. **Heat and Discomfort** - The CTO should be guided by applying suspension of play once the discomfort index exceeds 36 degrees in Temperature and 39 % in Humidity. Should the heat index reach the level for 'Great Discomfort', a compulsory 10-minute break must be taken by all players after 10 ends. Play must be suspended if the heat index reaches the extreme danger zone until such time the temperature decreases, or a decision of abandonment is made.

22.3. **Lightning -** The CTO shall assess the proximity of the lightning strikes by using a lightning meter. There must be Lightning detectors available at the Clubs in Districts where Lightning is prevalent. If the lightning is 15 km away the players must leave the greens immediately unless busy with scoring the end, if the end has been completed but measuring has

not taken place they must score and leave the green. The lightning strike must be clear for 15 minutes in the 15km radius before they can go back on the greens. Any ends not completed will be replayed. Lightning Meters which reflect a distance of less than 15km will initiate a temporary evacuation of the green.

22.4. Where games are played at a Country Club the greens must be evacuated when the siren is sounded.

22.5. In the event of adverse weather conditions or any other reason causing a temporary disruption in play during a playing session, the CTO shall decide when play should be stopped and resumed.

23. SMOKING/ALCOHOL/CELL PHONES

23.1. 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. This ruling applies to all events under the control of Bowls South Africa.

Where ***live scoring*** apps are used, the designated person on the rink may use a cell phone for the purposes of live scoring only.

The **penalty** for transgressing is as follows:

23.2. Upon the first offence the Technical Official will warn the player via the Skip (or the player in singles) and record the players name and Club.

23.3. 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.

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

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

23.6. 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.

24. RADIO'S

The use any electronic devices such "two-way" radios smart watches, earphones and earplugs during play is prohibited.

25. DRUG TESTING

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

26. GENERAL

Should any matters arise not specifically covered in these Conditions of Play, then the Bowls SA Modus Operandi (Events) and/or the Laws of the Sport of Bowls Crystal Mark 4th Edition will apply.