



CONDITIONS OF PLAY

2026 JUNIOR NATIONALS – UNDER 15, UNDER 18 & UNDER 25

Updated:24/03/2026

Distributed by: Bowls South Africa

Controlling Body: Bowls South Africa

Event: 2026 Junior Nationals

Dates: 29 March – 1 April 2026

Venue: Orangia Bowling Club, Bloemfontein

All games shall be played in accordance with:

- THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 4th EDITION; and
- 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

The Executive will appoint the Jury of Appeal consisting of:

- A member of the Bowls SA Executive, failing that a person nominated by the Executive at their sole discretion. **(Lyla Young)**
- A member of the Host District's Executive Committee, who is not a Member of the Tournament Committee. **(Leon Crawley)**
- 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). **(Marianne Hunt)**
- A person with a legal background, as nominated by the Bowls SA Executive Committee. (Need not be present at the Event). **(Bruce Burt)**

The decisions of the Jury of Appeal shall be final.

1. BOWLS – DISTINCTIVE MARKINGS, LEGALITY, REGISTRATION AND STICKERS

Bowls in a set of four must have distinctive and similar markings on each side and shall not have been tampered with. Development (Lotto) bowls may be used.

District stickers/bowl decals may be used.

2. MANAGERS/COACHES

Only the Team Managers/Coaches may talk to the players. Parents and spectators must please respect the 2-meter mark around the green. Consultation with the Manager/Coach consultations should be kept to a minimum.

3. FORMAT OF PLAY – ROUND ROBIN

The Greens will be stringed to 7 rinks (Orangia)

The tournament shall be played as follows:

Under 15 – two sections – 7 round robin games (2 on day 1, 3 on day 2, 2 on day 3).

All games will be 12 ends.

Under 18 – four sections – Blue & Yellow Sections - 5 rounds (3 on day 1, 2 on Day 2); Green & Red Sections – 7 Rounds (3 on day 1, 3 on day 2 and 1 on day 3).

All games will be 15 ends.

Under 25

The event shall be played as follows:

Each game shall consist of 3 sets of 5 ends (i.e. 15 ends).

The round robin phase of the tournament shall be played in FOUR sections, 3 sections of 6 teams and 1 section of 7 teams, with all teams in the same section playing each other on a league basis.

Yellow Section: 3 rounds of sectional play on Sunday, 3 rounds on Monday, one on Tuesday (Rounds 1 to 7)

Blue, Green & Red sections: 3 rounds on Sunday and two rounds on Monday (Rounds 1 – 5)

4. DURATION OF GAME & BELL RULE DURING ROUND ROBIN PLAY (SUNDAY – TUESDAY)

A time limit of 2 ½ hours per game, including the trial ends, is allowed. A bell will ring to start the game.

A warning bell will ring after 2 hours 15 minutes and a final bell will ring after 2 ½ Hours to stop play – the end being played must be completed.

5. POINTS AND SECTION WINNERS

Under 15

Three (3) points are allocated for each game won and one (1) point for a tie. The qualifying teams for the playoffs will be decided by the following sequential criteria: Points, highest net score, highest shot percentage, the team that won the game between the two teams in sectional play.

Under 18

Three (3) points are allocated for each game won and one (1) point for a tie. The qualifying teams for the playoffs will be decided by the following sequential criteria: Points, highest net score, highest shot percentage, the team that won the game between the two teams in sectional play.

Under 25

Points are allocated as follows:

Sets – 1 point for each set won and ½ point for a drawn set.

Game – 2 points for each game won and 1 point for a tie.

(Total points available for each game is thus 5 points).

The qualifying teams for the playoffs will be decided by the following sequential criteria.
Points, highest net score, highest shot percentage (i.e. shots for divided by shots against), the team that won the game between the two teams in sectional play.

6. **FORMAT OF PLAYOFFS AND FINAL PLAY (Tuesday & Wednesday)**

Under 15

Round 8 (Tuesday) – Semi Final – Red 1 vs Blue 2 & Red 2 vs Blue 1

Positional play for rest of section eg 3vs3, 4 vs 4

Final and 3rd place Play-off (1st session Wednesday)

Winner of Red 1 vs Blue 2 and Winner of Red 2 vs Blue 1 will play for Gold and Silver

Loser of Red 1 vs Blue 2 and loser of Red 2 vs Blue 1 will each receive a bronze medal but will play each other for the honour of achieving 3rd place.

Games shall consist of 12 ends – No time restriction

Under 18

Round 8 (Tuesday) – Blue 1 vs Yellow 2; Blue 2 vs Yellow 1; Green 1 vs Red 2; Green 2 vs Red 1 (Quarter Final)

Positional Play for the remainder of the sections eg 3 vs 3 Blue & Yellow sections and 3 vs 3 Green and Red sections etc

**Round 9 - Winner of Blue 1 vs Yellow 2 vs Winner of Blue 2 vs Yellow 1;
Winner of Green 1 vs Red 2 vs Winner of Green 2 vs Red 1 (Semi Finals)**

Final and 3rd /4th Place Play-Off (1st session Wednesday).

Final: Winners of Round 9

3rd / 4th Place Play-off: Loser of Round 9

Both teams in the 3rd / 4th Place Play-off will receive a Bronze Medal, however they will play each other for the honour of achieving 3rd place.

Games shall consist of 15 ends – no time restrictions.

Under 25

**Round 8: (Tuesday) - Blue 1 vs Red 2; Blue 2 vs Red 1; Green 1 vs Yellow 2
Green 2 vs Yellow 1 (Quarter Finals)**

Positional Play for the remainder of the sections eg 3 vs 3 Blue & Red sections and 3 vs 3 Green and Yellow sections etc

**Round 9: Winner of Blue 1 vs Red 2 vs Winner of Blue 2 vs Red 1
Winner of Green 1 vs Yellow 2 vs Winner of Green 2 vs Yellow 1
(Semi Finals)**

Final and 3rd /4th Place Play-Off (1st session Wednesday). Each game shall consist of 15 ends – no time restrictions.

Final: Winners of Round 9

3rd / 4th Place Play-off: Loser of Round 9

Both teams in the 3rd / 4th Place Play-off will receive a Bronze Medal, however they will play each other for the honour of achieving 3rd place.

Games shall consist of 3 sets of 5 ends (i.e. 15 ends). No time restriction

Should any game be tied an extra end or ends will be played until a result is achieved.

7. TEAMS

Under 15

Teams shall consist of four players of male, female or mixed gender who are under 15 years of age, including those who have reached the age of 15 within the year of the event (i.e. born in or after 2011). Players must be registered with Bowls South Africa (i.e. have a Bowls SA No).

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 most members or, in the event of all four being from different districts, in the name of the host district.

Under 18

Teams shall consist of four players of male, female or mixed gender who are under 18 years of age, including those who have reached the age of 18 within the year of the event (i.e. born in or after 2008). Players must be registered with Bowls South Africa (i.e. have a Bowls SA No).

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 most members or, in the event of all four being from different districts, in the name of the host district.

Under 25

Teams shall consist of four players of male, female or mixed gender who are under 25 years of age, including those who have reached the age of 25 within the year of the event (i.e. born in or after 2001). Players must be registered with Bowls South Africa (i.e. have a Bowls SA number).

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 most members or, in the event of all four being from different districts, in the name of the host district.

8. INDEMNITY FORMS

The Team Manager is responsible to ensure that they are in possession of a consent form for each player under the age of 18 for the duration of the event.

9. DRESS AND FOOTWEAR

9.1 DRESS

All competitors must appear on the green dressed in compliance with the Laws of the Sport of Bowls. Competitors are expected to wear their highest honours.

9.2 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 sole. 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.

10. DECLARATION

Before the commencement of the tournament, each Manager shall complete a team declaration form listing the full names of the players and reserve, with their Bowls SA numbers. The names on declaration form and 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, C, D or E to facilitate the perceived entry into an easier section).

Copies of the players' Identity Documents are to be submitted with the declaration form.

Team Managers must be in possession of a Police Clearance, this document must also be attached to the Declaration form.

11. WITHDRAWAL DURING THE TOURNAMENT

Under 15 & Under 18

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 for that and the remaining un-played games shall be allocated three (3) 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.

Under 25

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 for that and the remaining un-played games shall be allocated five (5) 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.

12. RESERVES AND SUBSTITUTES

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

Substitutes shall be allowed as follows:

As it is unlikely that a substitute will be available and in the interest of the tournament and players, a reserve from another team may be used as a substitute, with the consent of the Tournament Committee and the Manager of the reserve's team. This player may return to his/her team for future games.

- 13. DIRECTION OF PLAY**
Direction of play will change after the 2nd game each day. Direction of play for the play-offs is at the discretion of the Event Committee.
- 14. PRACTICE AND WARMUP**
Practice facilities to be arranged on Saturday by the Tournament Committee.
- No green space will be available for practice once the tournament has commenced. Any player may warm up prior to play commencing each day, time allowing and with the approval of the Controlling Body. During warm up bowls may be delivered to enable the player to warm/loosen up, however they must be in the opposite direction of expected play, should not be deliberate play and no target such as a jack may be used.
- 15. TOSSING FOR THE OPENING PLAY**
Managers shall toss a coin to determine which team plays first.
- 16. TRIAL ENDS**
Two trial ends i.e. one in each direction, may be played at the commencement of each game.
- 17. DEAD ENDS AND DEAD JACK**
There shall be no dead ends - should the jack be declared dead it shall be re-spotted on the centre 2m mark.
Should this spot be partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without it touching the bowl.
- 18. RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY**
The following restrictions of the movement of players during play shall be strictly applied:
Leads and seconds may only walk up to the head once all four players have delivered both their 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 bowl.
- 19. INTERRUPTION OF PLAY**
In the event of adverse weather conditions, which includes lightning activity, excessive heat and humidity, or for any other valid reason, the 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 all players need to vacate the green.
- 20. SMOKING/CELL PHONES.**
Smoking (including artificial or e-cigarettes such as Twisp), Alcohol, Cell Phones and any other technical devices will not be permitted within 2 metres of the green while play is in progress. This ruling applies to all Tournaments 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:

- 20.1 Upon the first offence the Technical Official will warn the player and record the player's name
- 20.2 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 the next round. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.
- 20.3 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 any further part in the Tournament and be suspended from playing in any other Bowls SA Tournaments for one year.

21. ALCOHOL

No alcohol to be consumed by players during the game.

Penalties for transgression as per point 25.1 – 25.3

22. RADIO / COMMUNICATION DEVICES

The use of "two-way" radios or smart watches for communication purposes are prohibited on the green.

23. DRUG TESTING

Players and their Coaches 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.

24. 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 4th Edition will apply.