CONDITIONS OF PLAY

OPEN, "B" and VETERAN INTER DISTRICT EVENT

Updated: 20/11/2026
Distributed by: Bowls South Africa

Controlling Body:	**Bowls South Africa**
Event:	**2027 Bowls South Africa Open, "B" and Veteran Inter District**
Dates:	**8-12 March 2027**
Venues:	**Open - Ekurhuleni; "B"- Port Natal; Veterans - Border**

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

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

Players need only bring 2 bowls to the event, due to excess weight on airlines. Players Bowls will not be inspected. If decals are used, the whole team must uniformly use them

2. 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.

3. 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. (Refer Point 19)
At the start of the second and third set, the winner of the previous set in each game 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.

4. 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 combined 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 game points are shared equally.
OVERALL - The bonus points are awarded to the side with the greatest number of shots, based on all completed ends, only if **14** ends or more have been completed by both sides. If 14 ends were not completed by both teams, the overall points will be shared.

5. 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

5.1 Scorecards

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, as well as points per set, total points and total shots after 21 ends.

5.2 Scoreboards

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

5.3 Flipboards

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

6. 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 tied a one end tie breaker to be played until a result is achieved.

7. 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.

8. SCORING FOR 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 points achieved during sectional play. If still equal the following sequential criteria shall be followed, highest combined shot difference, then highest combined shot percentage, then lastly highest combined number of ends won. If still equal the gold medal shall be shared by the two sides.

9. SCORING FOR 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 commencing shall determine the winner. Thereafter the scoring will be as follows during the final, 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) have 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.

10. SIDES

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

11. BOWLS SOUTH AFRICA MEMBERSHIP CARDS

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

12: DRESS AND FOOTWEAR

DRESS
All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls. It is expected that District colours should be worn and uniformly dressed. It is acceptable for individual members in a team to wear either long pants or shorts/skorts 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. Asics bowls shoes, which do not have a continuous sole may be worn. **The National Authority** reserves the right to allow or disallow the use of specific colours and brands of footwear.

13. SIDE DECLARATION FORM

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

14. TEAM COMPOSITION FORM

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.

Once the Team Composition form has been signed and declared with the tournament official, there should be no change in team composition during that particular round of play.

Should teams transgress, the penalty will be forfeiture of all points for the team in that round, and the negative value of shot aggregate (the net total shots equal to the average net total of shots scored by the winners of all games played in the same round/s of the same section). The opposing team 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.

15. 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.

16. RESERVES AND 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 any position.

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.

17. DIRECTION OF PLAY

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

18. 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.

19. TOSSING FOR THE OPENING PLAY

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

20. TRIAL ENDS

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

21. 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)

22. DEAD JACK (BURNT ENDS)

Dead ends are to be replayed.

In the event of a jack being declared dead the end is to be replayed.

23. 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 Event Official (EO) shall temporarily suspend play, Play shall stop immediately and only resume when authorised by the EO. Only the Controlling Body in conjunction with the Bowls SA Executive member on duty 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 EO.

Heat and Discomfort

The EO should be guided by applying suspension of play once the discomfort index exceeds 36 degrees in Temperature and 39 % in Humidity.

Lightning

The EO shall assess the proximity of the lightning strikes either by using a lightning meter or by counting off the seconds between the observed strike and hearing the thunder (3 seconds per kilometer. Strikes at 16 kilometers (i.e. 48 seconds) should initiate a temporary evacuation of the green.

24. INCLEMENT WEATHER

Refer Chapter 7 “Bowls SA Inclement Weather Conditions Policy”, in Bowls SA ***Policies and Regulations*** Document Updated 1 Nov 2026

25. SMOKING

Refer Chapter 10 “Bowls SA Smoke Free Policy”, in Bowls SA ***Policies and Regulations*** Document Updated 1 Nov 2026.

26. ALCOHOL

Refer Chapter 11 “Bowls SA Smoke Free Policy”, in Bowls SA ***Policies and Regulations*** Document Updated 1 Nov 2026.

27. ELECTRONIC DEVICES

Refer Chapter 12 “Bowls SA Personal Electronic Devices Policy”, in Bowls SA ***Policies and Regulations*** Document Updated 1 Nov 2026.

28. 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.

Refer Chapter 6 “Bowls SA Drug Free Sport Policy and Procedure”, in Bowls SA ***Policies and Regulations*** Document Updated 1 Nov 2026.

29. 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.

20 November 2026