



Bowls Queensland

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MEMO

To: BQ Directors, Section Presidents, District & Club Secretaries
From: Bowls Queensland
Date: Friday 15 May 2009 **Ref:** 09/046
Subject: 2009 Model Conditions of Play

The Board at its January meeting agreed that the conditions of play for events such as the Champion of Club Champions should be better publicised.

Districts and Clubs would then have a better understanding which would enable their own conditions of play to conform to Bowls Queensland's.

Champion of Club Champions start at club level and as such, all clubs are required to conduct their competition for this event inline with the state conditions of play. The conditions of play have been sent to clubs and districts and they are available on the Bowls Queensland website.

The Joint Match Committee has written a model conditions of play for the Champion of Club Champions to ensure all players are playing under the same conditions when reaching the finals.

Enclosed please find the model conditions of play for Club Championships.

The conditions of play are available as a word document. If you would like a copy please email events@bowlsqld.org.

In partnership with:



Peter Turnbull
CEO

For and on behalf of
Joint Match Committee

**BOWLS QUEENSLAND
MODEL CONDITIONS OF PLAY FOR
CLUB CHAMPIONSHIPS
GENERAL INFORMATION**

1. (a) These conditions are meant to act as a guide for Clubs Games Directors/Match Committees and are not meant to override Clubs Rules or By-Laws but to bring all competition in line with State Championships and Champion of Club Champions.
2. **CONTROL & CONDUCT OF THE EVENT**

The Games Director or persons appointed by the Club shall be the Controlling Bodies for this event: They may alter the Conditions of Play or the program if necessary or expedient.
A Disputes Committee should be appointed to consider any complaint and this committee should include at least one umpire.
3. **ELIGIBILITY**
 - (a) The Championships are open to all eligible and financial male and female members of the Club at the time nominations close and for the duration of the Competition/s.
 - (b) Players who are members of 2 or more Clubs may play in their championships but must declare to their District which Club they are playing Champion of Club Championships for before the competition starts (Conditions of Play C of C Clause 4d).
 - (c) Players under suspension, expulsion, or disqualification for any reason are ineligible to play.
4. **NOMINATIONS**
 - (a) It is a condition of entry for this Event that players are familiar with and accept the Conditions of Play.
 - (b) Nominations on the prescribed nomination form for each discipline must be accompanied by the prescribed fee and must reach the Club on the nominated closing date.
 - (c) Any nomination received after the closing date shall not be considered for the Draw.
 - (d) Nomination fees will not be refunded after the Draw has been made.
5. **GREEN FEES**
 - (a) Fees to be set by the Club
6. **THE PLAY**
 - (a) Play in all matches shall commence punctually in accordance with the times set out on the schedule issued by the respective Controlling Body.
 - (b) All players must report to the venue Club 30 minutes prior to the scheduled starting time.
 - (c) Should any Event be delayed by inclement weather or any unforeseen circumstance, the Match Committee will advise of any new arrangements and the players involved shall make themselves available to play "when called."
 - (d) Failure to comply could invoke the "Play or Forfeit" Rule.
 - (e) The Club shall appoint the necessary officials who shall be under the control of the Games Director/ Match Committee.
7. **RINKS**
 - (a) Matches, morning matches in an east-west direction, and the afternoon matches in a north-south direction.
 - (b) In Singles matches, it is preferred that the direction remains unchanged throughout the day as non time limit matches can delay play unnecessarily should the direction of the green be changed during the day.

CONDITIONS OF PLAY

1. THE COMPETITIONS

- (a) The Competitions shall be known as theClub Championships.
- (b) All matches shall be conducted strictly in accordance with the "Laws of the Sport of Bowls" - Crystal Mark Edition with Domestic Regulations for Australia, Bowls Queensland By-laws, and these Conditions of Play.
- (c) All Events shall be subject to an Open Draw.
- (d) The disciplines shall be Singles, Pairs, Triples and Fours and shall be played concurrently.
- (e) Triples shall Two Bowls in traditional format.
- (f) Pairs, Triples and Fours shall commence as sectional play (if enough players or else knockout) of four (4) teams per section to obtain section winners who will then continue on a knockout basis until a winner is obtained.
- (g) Singles shall be knockout throughout the Competition.(Losers must make themselves available to mark a future game)

2. TRIAL ENDS

- (a) Trial ends shall be under the control of the venue Club's Games Official. One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the game.
- (b) In the event of a player or team receiving a bye and not playing in the first match of the day, then they are entitled to two (2) trial ends provided the player or team has not practiced during the time prior to their first game of the day.
- (c) Practice shall cease one (1) hour prior to the scheduled starting time on the day of play.
- (d) Trial Ends before Finals play shall be at the discretion of the Games Director/Match Committee.

3. PLAYING SCHEDULES

- (a) **Sectional Play**
 - (i) **Order of Play**

Round 1	1 v 2	3 v 4
Round 2	1 v 3	2 v 4
Round 3	1 v 4	2 v 3

Knockout Play

- (b) **Singles and All Post Sectional**
To be played as soon as rinks and players become available.

4. DURATION OF PLAY

- Depending on byes and the Draw, players could be required to play three (3) or four (4) rounds on a given day depending on opponents and rink availability.
- (a) **Singles** twenty-five (25) shots up – knockout.
 - (b) **Pairs and Fours** Twenty one (21) Ends
(if sectional play reduce the number of ends eg. Eighteen (18) ends.
 - (c) **Triples (two bowls)** twenty five (25) ends.
(if sectional play reduce number of ends eg. Twenty one (21) ends.

5. SCORING IN PAIRS, TRIPLES and FOURS SECTIONAL PLAY

- (a) **Completed Match**
 - (i) The team scoring the highest number of shots in each match at the end of play, shall be the winner.

6. DETERMINING SECTIONAL WINNERS FOR, PAIRS, TRIPLES & FOURS

- (i) The team scoring highest number of **match points** shall be declared the winner.
- (ii) In the event of two (2) or more teams scoring an equal number of match points, the team with the highest difference between "total shots for" and "total shots against" (**margin**), shall be the winner.
- (iii) If there is still equality, the "total shots against" each team shall be divided into the "total shots for" each team. The team with the **highest result** shall be declared the winner.

7. BYES IN SECTIONAL PLAY

These affect all players/team in a section equally and no score need be recorded when a player/team receives a bye.

8. SCORING IN PAIRS, TRIPLES & FOURS POST SECTION PLAY(where played)

Section winners shall play off on a knockout basis in accordance with the Draw and the appropriate number of ends as specified, with the number of shots for and against being recorded.

9. PLAYER MOVEMENTS DURING PLAY

Note: Players will only be allowed to walk up to the head as follows:

(a) Singles

The opponents: after delivery of their third and fourth bowls.

(i) Pairs

The leads: after delivery of their third and fourth bowls. The skips: after delivery of their second, third and fourth bowls.

(c) Triples (Two Bowls)

The leads: after delivery of their second bowl. The seconds: after delivery of their second bowl.

The skips: after delivery of each bowl of their bowls.

(d) Fours

The leads: after the second player in their team has delivered their second bowl. The seconds: after delivery of their second bowl. The thirds: after delivery of their second bowl. The skips: after delivery of each of their bowls.

(e) Delaying Play

Players, including skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl but shall retire to the bank. They will return to the mat immediately their opponent's bowl has come to rest. **Penalties will apply for deliberately delaying play.**

10. POSITION OF PLAYERS WHEN NOT PLAYING

- (i) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- (ii) Players at the head end not controlling the head should stand a minimum of two (2) metres behind the head, or
- (iii) On the surrounds of the green if the jack is in the ditch, or
- (iv) Well clear of the head if it is not possible to stand on the surrounds.
- (v) At the start of each end only the Skip or his Deputy will be at the head

12. FORFEITS

- (i) Should either Singles player or a team fail to arrive within thirty (30) minutes of the scheduled starting time, then player/teams shall forfeit the right to continue.

13. SUBSTITUTES / REPLACEMENT PLAYERS

- (i) Eligible substitutes are permitted throughout the Competitions.
- (ii) Eligible replacement players will only be allowed for valid reasons.

Note: The Controlling Body and Umpire must be advised in every circumstance.

14. DISQUALIFICATION

Should there be a Challenge to Bowls under DR 2 during Sectional, Post Sectional, and Knockout play a player may play with another set of Legal bowls until the result of the test is known as per Law DR2.

- (a) Where the result of the test is not available in a practicable timeframe, under Domestic Regulation 2.5.1.3. the tournament/event conditions of play will prevail.
- (b) If a team or player is disqualified for any reason, the team or player LAST DEFEATED by the disqualified team or player shall take their place.

15. SCORECARDS

Scorecards shall be signed as being correct by skips and the completion time of the match will also be recorded prior to being handed to the Match Official. From the Quarter finals, **All** scorecards shall be handed to a Match Committee member'

16. TEMPORARY MARKINGS (DECALS)

Where temporary bowls markings (decals) are permitted, all players and teams shall use identical coloured discs on each side of their bowls. (Large and small rings). All bowls discs in a team event must be identical.

17. COACHING DURING MATCH

Any Player who intends to receive coaching during a match, must inform the Match Committee and Umpire of the Coach's name at least one (1) hour prior to the match commencing and the Coach cannot be changed for each match.

18. ELECTRONIC COMMUNICATION DEVICES

All electronic communication devices located within six (6) metres of the green whilst a match is in progress **SHALL BE SWITCHED OFF**. These include mobile phones, pagers, transistor radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

19. LIGHTS

Games may be played or completed under lights if required.

20. PROVISION OF UMPIRES / MARKERS

- (a) In all matches, the provision of non-playing National Accredited Umpires and/or assistants (whose names shall be announced before play commences) is obligatory.
- (b) In semi finals and finals, the Umpire's Committee shall officiate or oversee.
- (c) In finals, Markers will be appointed by the Match Committee.
- (d) Markers shall be attired according to the requirements set down for players.

21. ATTIRE

- (a) Attire will be as per Bowls Queensland By-law 19/ Club Rules or By-Laws.

Joint Match Committee