



# STATE MIXED PAIRS MANDATORY CONDITIONS OF PLAY AT DISTRICT LEVEL

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## 1. NOMINATIONS

It is a condition of entry for this Event that players are familiar with and accept these Conditions of Play.

## 2. GREEN FEES

**District & Group Level:** As per Local ruling rate.

**State Finals:** \$40.00 per team is to be forwarded to Bowls Queensland with the notification of the group winners.

## 3. ELIGIBILITY FOR GROUP/STATE PLAY-OFFS

The competition is open to all financial male and female members of clubs affiliated with that District Association. For the State play-offs, teams should be that which won the Group Finals.

(a) Either gender may skip but teams must comprise of members of clubs, (but not necessarily of the same club) from within their District's boundaries.

(b) Players under suspension or expulsion are ineligible to play.

## 4. TRIAL ENDS

(a) Trial ends shall be under the control of the venue's club's Games Controller or the Controlling Body. 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 match.

(b) Practice shall cease one (1) hour prior to the scheduled starting time on the day of play.

## 5. DURATION OF PLAY

Each team shall play twenty-one (21) ends

## 6. INCOMPLETED MATCH / COMPETITION

If a match is not completed because of inclement weather, bad light or any other justifiable cause, then a total of sixteen (16) ends shall constitute a match.

## 7. SCORING

(a) The Team scoring the highest number of shots in each match at the end of play, shall be the winner.

(b) Two (2) match points shall be awarded for each such win.

(c) In the event of a tied score, each team shall be awarded one (1) match point.

(d) Match points shall be recorded together with shots for and against and also the margin.

## 8. DETERMINING WINNERS

(a) The team scoring the highest number of **match points** shall be declared the winner.

(b) In the event of two (2) or more team scoring an equal number of match points, the team with the highest difference between "total shots for" and "total shots against" (**margin**) shall be declared the winner.

(c) 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.

## 9. DETERMINING A FINALS WINNER

If at the completion of 21 ends or bell the scores are equal an extra end will be played by the teams to determine the winner.

## 10. PLAYER MOVEMENTS DURING PLAY

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

(a) **The Leads:** after delivery of their third and fourth bowls.

(b) **The Skips:** after delivery of their second, third and fourth bowl

Restricting the movement of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.



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(c) **Delaying Play:** No player, excluding Skips, is permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip that remains at the head shall stand behind the last bowl of the head or retire to the bank. Skips who remain at the head will return to the mat immediately their opponent's bowl has come to rest.

If the umpire, either by their own observation or on appeal from one of the Skips decides that a player is playing in an unsportsmanlike manner by deliberately delaying play:

- On the first occasion the umpire will warn the player;
- If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offender will score as many shots as there are bowls in use by such opponent; and
- If the player offends the third time the game will be forfeited to the opponent.

## 11. POSITION OF PLAYERS WHEN NOT PLAYING

(a) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.

Players at the head end not controlling the head should stand a minimum of two (2) metres behind the head, or on the surrounds of the green if the jack is in the ditch, or well clear of the head if it is not possible to stand on the surrounds.

(b) At the start of each end only the Skip or Deputy will be at the head.

## 12. SUBSTITUTES

Eligible substitutes are permitted throughout the competition.

**Note:** If a substitute is required at District level and above the Controlling Body and Bowls Queensland must be advised in writing including a valid reason, the name of the substitute and who the player is substituting for in each and every circumstance. The Umpire of the day must also be notified of any substitutes.

**Note:** There will be no substitutes allowed for ineligible players. Should any club or District allow a substitute for an ineligible player the offending club or District will be forfeited from all State events for the current year.

## 13. DISQUALIFICATION

**Should there be a Challenge to Bowls under Law 52.4 during Sectional, Post Sectional play a player may play with another set of Legal bowls until the result of the test is known.**

(a) If there is a Challenge to Bowls in the final the result of that final shall not be declared until the outcome of the Bowls challenge is known.

(b) If a team is disqualified for any reason, the team LAST DEFEATED by the disqualified team shall take their place.

## 14. COACHING DURING MATCH

Players who intend to receive coaching during a match, must inform the respective Match Committee and Umpire of the Coach's name as soon as practicable before the start of play but not less than 30 minutes prior to the match commencing and the Coach cannot be changed for each match. Any person who is nominated as a coach or manager shall strictly adhere to the conditions in Law 44. There shall be only one coach per team.

**Please note:** Any person wishing to coach in this event must hold Bowls Australia coaching accreditation and must show it when registering.

## 15. 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, iphone, ipads, radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.



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### 16. SOCIAL MEDIA

To assist in ensuring that interactions between players and officials are harmonious the following will be included in the Conditions of Play as permitted by Appendix A.1.4.11. Code of Conduct and Disciplinary Procedures.

- (a) "No player shall use Social Media to make derogatory comments about any Club, District, Bowls Queensland, any official, the event or any other player for the duration of the competition. Any infringement of this Condition shall render the offender liable to disqualification from the event".

### 17. LIGHTS

Games may be played or completed under lights if required.

### 18. ATTIRE (MEN & WOMEN)

- (a) Attire will be as per Bowls Queensland By-law 14.
- (b) All attire must have BA logo as outlined in the BA National logo policy.
- (c) Each player and the manager or coach in a team must be similarly attired. (If a composite team of different clubs, then players may wear their own registered Club Uniform).

**Men's & Ladies Match Committees**