

Cunningham District Bowls Association Inc

Mixed Night Pennants

Conditions of Play

2017

Table of Contents

Clause		Page
	Definitions	1
1	Entries	2
2	How played	2
3	Dress	2
4	Divisions	2
5.1	Games	3
5.2	Weather permitting	3
5.3	No dead ends	3
6	Player movement during play	3
7	Scoring	3
8	Semi-Finals and Finals	4
9	Green fees	4
10	Umpires	4
11	Managers	4
12	Method of draw, etc	5
13	Eligibility of players	5
14	Substitutes	5
15	Penalties	5
16	Positions	6
17	Pennants	6

Definitions

- Team** means a composition of four (4) players – two (2) men and two 2 ladies playing in any order.
- Side** means three (3) teams of four (4) players each (twelve (12) players)
- Game** means a contest under these Conditions between two (2) opposing teams of four (4) players.
- Match** means a contest of three (3) games between opposing sides in order of the draw that is conducted by the Match Committee.

Match Committee

means the Cunningham District Ladies' Match Committee.

Management Committee

means the Management Committee of the Cunningham District Bowls Association.

1 Entries

- 1.1** Member Clubs of the Cunningham district Bowls Assn. may enter any number of sides each of twelve (12) players. Clubs will be guaranteed at least one (1) entry.
- 1.2** A Club with insufficient men or ladies may apply to the Match Committee to play with another Club as a combined side.
- 1.3** An application for a combined/joint side is to be applied for to the Match Committee before nominations close.
- 1.4** Entries accompanied by the entry fee shall be on the official entry form and received by the District Secretary by the date stated.
- 1.4** The entry fee shall be determined by the District Management Committee.
- 1.5** The Club Secretary shall certify the eligibility of the entered players.

2 How Played

- 2.1** All games will be played in accordance with the Laws of the Sport of Bowls, World Bowls Crystal Mark 3rd Edition 2015, District Rules and Conditions herein.
- 2.2** The competition shall be under the total control of the Match Committee.

3 Dress

- 3.1** Bowls Qld Dress Regulations shall apply. Players to wear Club uniform. Players from combined sides to wear own club uniform.

4 Divisions

- 4.1** Sides may be divided into sections according to the number of entries received.
- 4.2** Up to eight (8) Clubs shall form a section and each section shall contain, as far as is practicable, the same number of Clubs.
- 4.3** Each section shall play a round robin series to be followed by semi finals, preliminary final and final to find an ultimate winner.
- 4.4** Sections are not graded – All are equal.
- 4.5** The final series will be played on Tuesday, Wednesday, Thursday nights following the conclusion of the season.
- 4.6** The venues for finals play will be determined by the first and second placed teams with the highest scores in each Section.

5 Games

- 5.1** Sides will play a series of matches against participating Clubs in their section once only.
 - 5.1.1** Individual Club time tables showing venues and dates of play will be issued by the Match Committee prior to the commencement of the competition.
- 5.2** All games of the season will be played on a Wednesday night.
 - 5.2.1** Clubs without lights will arrange to play at an adjoining Club of choice. The host Club shall receive all green fees and provide all facilities including umpires. The Match Committee shall be advised of any such arrangements.
- 5.3** Weather permitting all matches will be eighteen (18) ends with a 2½ hour time limit.
 - 5.3.1** Play will commence at 6.30p.m. Trial ends at 6.10 pm – time permitting.
 - 5.3.2** Play may commence up to 7.30pm. If play has not started by that time or if less than 30 ends have been played.....
 - 5.3.2.1** The host club (by mutual agreement) may reschedule the match. However it must be finalized prior to the next round. Otherwise no points will be awarded. However, if a washed out game has bearing on the final results, the Match Committee may reschedule the game.
 - 5.3.2.2** If play is rescheduled because less than 30 ends have been played, then play must continue with the scores as they were when play ceased. Otherwise no points will be awarded.

5.3.3 Thirty ends shall constitute a match. In the event of rain or other preventing continued play after 30 ends have been played, the match shall be declared and the scores at the time shall be the final result.

5.4 NO DEAD ENDS

Respotting the Jack: Law 56.5.1

Three re-spot positions Laws 56.5.2.1 ; 56.5.2.2 and 56.5.2.3

6 Player movement during play

(As per Laws of the Sport of Bowls Appendix A4.1.7.)

6.1 After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

6.1.1 The leads: after the second in their team has delivered their second bowl.

6.1.2 The seconds: after delivery of their second bowl.

6.1.3 The thirds: after delivery of their second bowl.

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

7 Scoring

7.1 Score sheets shall be issued to the competing Clubs (these are also available on the Web Site). Completed score sheets shall be faxed or electronically sent to the Match Committee on the night of the match. The scorecards shall be retained by the competing clubs for two (2) weeks beyond the finals and then destroyed.

7.2 2 points shall be awarded for each match win.
1 point shall be awarded for each tied total match score
0 points awarded for a loss.
2 points shall be awarded for each rink win and one point for a rink draw.

8 Semi Finals and Finals

8.1 Played if necessary depending on the number of entries.

8.2 The teams placed first and second in each division after round robin games have been completed will play off over three nights for the right to play in the final:

8.2.1 On the first night, the divisional winners will play in semi-final 1 with the winner progressing directly to the final on the third night, and the loser progressing to the preliminary final on the second night.

8.2.2 On the first night, the divisional second-place-getters will play in semi-final 2 with the winner progressing to the preliminary final.

8.2.3 On the second night, the loser of semi-final 1 and the winner of semi-final 2 will play in the preliminary final with the winner progressing to the final on the third night.

8.3 These games will commence at 6.30 p.m.

8.4 Played for 18 ends or 2½ hour time limit.

8.5 If weather intervenes, the match may be rescheduled or continue on another date.

8.6 A tied score will be resolved by each of the three rinks playing an extra end until a winner is determined.

8.7 Match Committee shall determine location and timing of matches.(4.5 and 4.6)

9 Green Fees

A set green fee of \$12 has been determined by the Management Committee and shall be paid to the host Club.

10 Umpires

The host Club shall appoint a qualified umpire. In the event no qualified umpire is available, an unqualified person may act. No unqualified person shall act if a qualified person is available.

11 Managers.

11.1 A playing or non-playing manager shall be appointed for each side entered.

11.2 Clubs shall be responsible for issuing all managers copies of these rules.

11.3 The manager shall;

11.3.1 Collect and pay over all green fees.

11.3.2 Collect and distribute score cards. Retain them after the event.

11.3.3 Complete results sheet together with the opposing manager and after the match fax them to the Match Committee.

11.3.3 Conduct the draw for opponents and rinks with the opposing side manager. Complete by 6.00pm if possible.

11.3.4 Toss to determine who shall play first. A skip cannot reverse this toss.

11.3.5 Attending as necessary to any scoreboard.

11.3.6 The manager shall be responsible for initiating any appeal if necessary.

12 Method of Rink Draw etc.

- 12.1 The draw shall be made jointly by the opposing team managers.
- 12.2 Both Clubs skips' names will be written on their own scorecards. The two managers then exchange cards and shuffle them. One manager will place the three cards face down and this will be followed by the other team manager placing his three cards one each on top of the cards already placed.
- 12.3 These three sets of two cards will become opponents.
- 12.4 While the cards are face down the managers will draw for rinks and those will be written on the cards.
- 12.5 The rinks will be kept as consecutive as far as is possible.
- 12.6 Team managers will complete filling in the cards.

13 Eligibility of Players

- 13.1 Only a financial player for that Club for that District year may enter the competition.
- 13.2 A player becomes registered in a section on or before the third night of the season and cannot be moved to another section after the third night.
- 13.3 A player may play in only one section in any weekly period.
- 13.4 Should a Club play an ineligible player, the match shall be forfeited to the opponents, who shall get all total match and rink points.
- 13.5 A player must have played a minimum of three (3) games to be eligible for finals play.
- 13.6 Approval of the Match Committee must be sought for a person who has not played 3 games to play in the finals stating legitimate reasons.

14 Substitutes

- 14.1 If a side is one or more players short when play commences, a substitute maybe requested from the host Club and the player may play in any position except that of a skip. Only one substitute is permitted per team. If appropriate, the original player may rejoin the team in their original position DR 2.5.3 (Crystal Mark 3rd Edition).
- 14.2 Should the host Club be unable to provide a substitute (only one per team) then DR 2.5: 2.5.1.1, 2.5.1.2, 2.5.1.3 shall apply (Crystal Mark 3rd Edition)

15 Penalties

- 15.1 If a side fails to attend any match of the series the players will be disqualified for the rest of the competition.

15.2 The disqualified side shall lose total match points and total rink points and these shall be awarded to the opposing side.

16 Positions

The position of the Clubs shall be determined in order by total match points. In the event of a tie: in order of total rink points. If a tie still exists then by the greatest surplus of shots for and against them.

17 Pennants

The winning side playing in the final shall be awarded a District pennant badge and the Club a miniature pennant flag. Fourteen (14) Individual Flags (12 players plus 2 reserves) shall be eligible for a pennant badge. Extra pennant badges can be ordered by the Club through the District Secretary and paid for by the Club for any other players who participated.