

WARWICK BOWLS SOUTH AFRICA MEN'S AND WOMEN'S NATIONAL CHAMPIONSHIPS

CONDITIONS OF PLAY

All games shall be played in accordance with:

- THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 3rd 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

A Jury of Appeal appointed by Bowls South Africa will be constituted as follows:

- * A Member of Bowls South Africa Executive or a nominee;
 - * A Member of the Host District's Executive Committee who shall not be a member of the tournament committee;
 - * Convener of the Staging Districts Technical Officials Standing Committee or an acceptable nominee.
- The decision of the Jury of Appeal shall be final.

BOWLS - DISTINCTIVE MARKING, LEGALITY AND STICKERS

Bowls in a set of four must have distinctive and similar markings on each side.

Club personalised stickers may be used, however, only Controlling Body stickers will be acceptable at semi and final stages.

FORMAT OF PLAY

PAIRS AND FOURS

- 1.1 The Fours Championships (3 round per day) is to be played with two bowls on a league system in sections of six teams, over 15 ends. The play-offs of section winners shall be on a knockout basis.
- 1.2 The Pairs Championships (3 rounds per day) is to be played with four bowls on a league system in sections of six teams, over 15 ends. The play-offs of section winners shall be on a knockout basis.
- 1.3 All games of sectional play in the pairs and fours are to be completed, as net shots could decide section winners.
- 1.4 In knockout play the same format as used in section play will be used up to and including the quarter finals. The Semi Finals and Finals will be played over 21 ends. In the event of a peel an extra end or ends will be played until a result is achieved.
- 1.5 Teams must play on the same green for every round of sectional play.

SINGLES

The Open and Senior Singles is to be played with four bowls to 21 shots on a knockout basis.

Three rounds per day shall be played, unless decided otherwise by the Tournament Committee.

Should a player not register for the first round the opponent shall have a walkover into the second round.

POINTS ALLOCATION AND SECTION WINNERS - PAIRS AND FOURS

3 Points for winning the game and 1 Point if the game is peeled.

The section winner shall be the team with the most points, and if a tie, the following sequential criteria will be used until a winner is determined. Net shots, shot percentage (i.e. shots for divided by shots against), the winner of the game between the two teams during section play, and if still a tie, a one end tie-breaker will be played.

ELIGIBILITY

Entry to the Pairs and Fours Championships is open to international teams registered with a World Bowls Member National Authority.

The Singles Championship entry is restricted to bona fide members of Bowls South Africa.

PAIRS AND FOURS TEAMS

Teams must consist of either two or four players for the respective disciplines, all registered at the same club. (Refer Dual members below)

Players may enter the Pairs without playing in the Fours.

Clubs may enter more than one team.

DUAL MEMBERS

Team members must all be members of the same club and may not represent more than one club during the tournament. In the event of a player not representing his club of 'first choice' he or she must supply documentary proof, with the official entry form, that their club of 'first choice' is agreeable to them playing for a club at which they have dual membership. No player may represent more than one club in all three disciplines.

MEMBERSHIP CARDS / PROOF OF MEMBERSHIP

All participants must be in possession of a current Bowls South Africa Membership Card or proof of membership of their National Authority. Any player participating in an event who is found not have a current proof of membership will be disqualified together with that player's team.

DRESS AND FOOTWEAR

DRESS

All competitors must appear on the green dressed in compliance with the Laws of the Sport of Bowls. Coloured clothing may be worn subject to all members of a team being uniformly dressed. It is acceptable for individual members in a team to wear either long pants or shorts in the same team during competitive play. Players reaching the final stages may be required to wear special shirts issued by the Controlling Body.

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.

DECLARATION FORMS

Skips must complete these forms at the commencement of the tournament. The name of the Reserve, if applicable, must be recorded. Names of the players must be PRINTED WITH FIRST NAMES AND SURNAMES plus contact telephone numbers. No nicknames are to be used. It is important that each player's Bowls South Africa Membership number is entered. After commencement of the first game no alterations to the declaration form are allowed.

WITHDRAWALS PRIOR TO THE TOURNAMENT

Should a team have to withdraw from these championships before the commencement, the Tournament Secretary must be advised immediately. The entry fee will not be refunded once the draw has been completed and published.

WITHDRAWING DURING SECTIONAL PLAY PAIRS AND FOURS

Should a side withdraw at any time after commencement of sectional play, 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 three 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.

RESERVES AND SUBSTITUTES

USE OF RESERVES

In both the Pairs and the Fours a registered reserve may be used and the reserve may skip. A substitute may only be used if a reserve is already playing or was not registered.

USE OF SUBSTITUTES

In the event that there are no reserves or the registered reserves are already playing, the names of not more than Four bowlers, who have not played for any team participating in the Tournament, shall be recorded and placed in a hat/container; and the opposing Skip for that match shall be allowed to draw out one name from the hat/container and

the Controlling Body should accept this name. This player will be allowed to play for the team for as many matches as he/she may be required, but may not Skip.

NB : To obviate the necessity of having to apply the 25% Law, teams should at all times have their full complement of players. A reserve or substitute must be used in the event of a player not being able to commence a game or has to fall out during play.

The Domestic Regulations of Law 33.9 will be applied in the extreme circumstance where no substitute is available. In that case one fourth of the shots scored must be deducted from the defaulting team for the ends played whilst a player is missing from a team.

DIRECTION OF PLAY

PAIRS & FOURS

During sectional play, the direction of play for the first two rounds each day shall be in the morning direction and changed to the afternoon direction for the third round.

SINGLES

Play shall be in the same direction for all three games.

PRACTICE AND WARM UP

Teams/players not playing for whatever reason, but due to play in the next round, may practice on any rink allocated by the Controlling Body.

Any team/player may warm up before any game, time allowing and with the approval of the Controlling Body. Warm up should be in the opposite direction of expected play. Warm up should not be deliberate play and no target such as a jack may be used, but bowls may be delivered to enable the player to warm/loosen up.

TOSSING FOR OPENING PLAY

Skips in a team game or opponents in a Singles game, should toss with a coin. See Law 5.2 of 'Laws of the Sport of Bowls' Crystal Mark Edition.

TRIAL ENDS

One trial end in each direction may be played at the commencement of each game in all three disciplines.

RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

FOURS

Leads and Seconds may not walk up to the head.

After delivering their first bowl, Thirds may be permitted to walk up to the head on being invited by the Skip after he/she has the approval of the opposing Skip.

Skips, after delivery of their first bowl.

PAIRS

Leads may not walk up to the head. Skips may visit the head after delivery of their second bowl.

SINGLES

After playing their third bowl. Players may request permission from the marker to visit the head should circumstances

DEAD ENDS

Ends declared dead are to be replayed. The procedure of spotting the Jack will not apply.

INTERRUPTION OF PLAY

In the event of adverse weather conditions or any other reason cause a temporary disruption in play during a playing session, the Club Tournament Official shall decide when play should be stopped and resume. Lightning strike danger is to be assessed electronically.

In the event of adverse weather conditions or any other valid reason cause play to be terminated prematurely, only the Tournament Committee in conjunction with Bowls SA Executive duty member, shall have the right to curtail the number of rounds to be played and/or ends required to win a match in order to determine the winner.

Umpires shall not be responsible to call off the players during lightning/thunderstorm activity, unless an appeal has been made by the player/s.

SMOKING/ALCOHOL/CELL PHONES.

Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell Phones and Hand Held TV 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.

The penalty for transgressing is as follows:

Upon the first offence the Technical Official will warn the player via the Skip (or the player in singles) and record the players name and Club.

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 in the next round. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.

The player has the right of appeal to the Jury of Appeal.

In a team event, a registered reserve, may be used, or a draw for a substitute will be allowed.

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 part in the Tournament and be suspended from playing in any other Bowls SA Tournaments for one year.

RADIO'S

The use of "two-way" radios during play is prohibited.

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 3rd Edition will apply.

Revised – April 2017