

SHIELD JBA PRO 10

1 ELIGIBILITY

Eligibility. All competitors shall be bona fide members of clubs affiliated to the JBA.
Each team shall be members of the same club and of any gender.

2 RESERVES / SUBSTITUTES

General. Declaration form with one reserve who may be introduced any time.
Reserves. One reserve who has played for no other team in the same tournament.
Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced after the game has started. One original player must always be present.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes (20) before the scheduled time of play. A ten (10) minute grace period is permitted provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional play then knockout.
Teams/Sides. Two players of any gender.
Bowls. Two bowls each player.
Sections. Sections of 8
Categories. Open
Length of Games. All games ten (10) ends.

5 SCORING

Scoreboard. One scoreboard.
Scorecard. One scorecard.
Points Allocation
Sectional Play. Four points for shot, three points for second, two points for third and one point for fourth. In the case of two bowls being equidistant points available to be shared.
Winners of
Sectional Play. Winners are decided in the following sequence: points, net shots, shot percentage, game between two players.
Winners of
Knockout Play. Team with the most points, if a tie extra end(s) to be played until there is a winner.

6 TRIAL ENDS

Sectional play. One Trial end in each direction before every game
Knock-Out. One Trial end in each direction before every game.

7 DEAD JACK (Burned End)

Sectional Play. Re-spot on centre two metre mark.
Knockout Play. Re-spot on centre two metre mark.

- 8 **WITHDRAWAL**
- Withdrawal during Sectional Play. Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- Withdrawal during Knockout Play. Win awarded to the opponent.
- 9 **GAME STOPPAGES**
- CB has the right to determine, at their sole discretion, section winners and runners-up based on lesser number of rounds.
- 10 **BREAKS**
- During the Game. No break.
- Between Games. Tea break after second game, lunch after fourth game.
- 11 **UMPIRES**
- No playing umpire allowed.
- 12 **PRIZES AND AWARDS**
- Prizes are awarded to the top eight finishers. Prize money is determined by the controlling body based on the number of entrants and sponsorship.
- 13 **DRESS CODE**
- All teams to dress the same.
- 14 **Others**