

JBA 2 BOWL MIXED TRIPS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club – MIXED gender

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with reserves, who may be introduced any time.
- 2.2 Reserves. One reserve who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced once the game has started.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes 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.

- 4.1 Three players of MIXED gender.
- 4.2 Bowls: - Two bowls.
- 4.3 Sections: - Sections of four teams.
- 4.4 Categories: - Open
- 4.5 Length of Games: - All games to be eighteen (18) ends and extra ends if tied in knockout.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - Two points for a win and one point for a draw.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: teams with the highest number of shots.

6. TRIAL ENDS

- 6.1 Sectional play: - One trial end at start of sectional play only.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END)

- 7.1 Sectional play: - Respot on centre two metre mark.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL

- 8.1 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.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.

10. BREAKS

- 10.1 During the game: - No break.
- 10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.