

## Conditions of Play Veteran Singles

- 1. Games in rounds 1 to 3 will be played on a round robin basis. 1 Point for a win and nil if the game is lost. The first player to reach 21 shots will be declared the winner. No shots more than 21 must be recorded on the score card.
- 2. Concluding the round robin, the winner shall be the player with the most points and if a tie, the following sequential criteria will be used until a winner is determined:
  - 2.1 Net shots.
  - 2.2 Shot percentage (shots for, divided by shots against) and the winner will be the one with the higher result.
  - 2.3 The winner of the game when the two played each other.
- 3. Where there are sections of three players only, it is expected of the player with the bye to be a marker in that round. Host clubs must please arrange for markers in sections with four players and during playoffs.
- 4. In Knock-out or Play-off games, the player who reaches 21 shots first will be declared the winner and progress to the next round.
- 5. One trial end in each direction is allowed before the start of the game. (2 trial ends)
- 6. Burnt ends are to be replayed.
- 7. Players are allowed to visit the head ONCE per end.
- 8. Boland Finals will consist of 8 players, and played on a knock-out basis, starting with 4 QF's. The winners of the QF's will progress to the CUP play-offs. The losers of the QF's will progress to the PLATE play-offs. 3 Games guaranteed. Play to start at 9:00.

## WITHDRAWING DURING PLAY

Should a player 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 be scratched. Where knock-out games are played, the game will be forfeited, and the opponent will be declared the winner.

REMEMBER, THE ACCURACY OF THE SCORECARD IS THE RESPONSIBILITY OF THE SKIPS AND NOT THAT OF THE UMPIRE OR MATCH OFFICIAL