

**BOWLS SOUTH AFRICA**  
**UNDER 30 INTER-DISTRICT TOURNAMENT**  
**CONDITIONS OF PLAY - 2022**

All games shall be played in accordance with:

**THE LAWS OF THE SPORT OF BOWLS, THE 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; and the
- Convener of the Staging District's Technical Officials Standing Committee or an acceptable nominee.

**BOWLS - DISTINCTIVE MARKINGS, LEGALITY AND STICKERS**

Bowls in a set of four must have distinctive and similar markings on each side and shall not have been tampered with.

District stickers may be used

**FORMAT OF SECTIONAL PLAY**

The tournament shall be played in four sections on a league basis over 15 ends with three sets of five ends each. Each team in a section playing each other.

The sections of nine teams to play a cross-section game in each of the nine rounds

The sections of eight teams to play drawn cross-section games in rounds eight and nine.

Three rounds will be played each day on Monday, Tuesday and Wednesday.

**DURATION OF GAME & BELL RULE DURING SECTIONAL PLAY, SEMI-FINAL AND FINAL**

A time limit of 2 hour 15 minutes per game is allowed.

A bell will ring to start the game.

A warning bell will ring after 2 hours and a final bell will ring after 2 hours 15 minutes to stop play.

The last end must be completed, which includes replaying burnt end/s.

**SCORING AND SECTION WINNERS**

One point is awarded to the team that wins a set and two points are awarded for the winning team.

In the event of a set, game or match being drawn, the relative points will be shared.

Total number of points available per match – five.

Should play be abandoned for any reason the scoring will be as follows:

**SETS** One point scored for the winner of each completed set. The points for incomplete sets are to be shared.

**GAME** Once two sets (10 ends) have been completed, the team with the greatest number of shots, based on completed ends, will be the winner. If less than two sets have been completed, the points are shared equally.

The section winners and runners-up will be decided by the following sequential criteria:-

Points, Net Shots, Shot Percentage. Should equality still exist, the winner of the game between the tied sides shall determine the winner.

## **PLAYOFFS**

Format of play as per sectional play i.e. fifteen end games in three sets of five ends

### **Semi-Finals (Thursday 1st round)**

The Tournament Committee will, in the presence of the Managers of the teams involved, conduct an open draw for the winners in each section.

The four team names to be placed in a receptacle. The first two drawn shall play each other, as shall the third and fourth.

The draw will only take place after the completion of the round robin phase.

### **Finals – (Thursday 2<sup>nd</sup> Round)**

The final is to be played by the two winners of the semi-final round.

There will be no play offs for the runners-up as both section runners-up will receive a Bronze medal.

Should the game be a tied in the playoff games, an extra end or ends will be played until a result is achieved.

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## **TEAMS**

Teams shall consist of four players of male, or female, or mixed gender who are under 30 years of age, including those who have reached the age of 30 within the year of the event.

One travelling reserve may accompany the team.

## **BOWLS SOUTH AFRICA MEMBERSHIP CARDS**

All participants must be able to produce a current membership card; failure to do so could result in disqualification.

## **DECLARATION**

Before the commencement of the tournament, each Manager shall complete a team declaration form listing the full names of the players and reserve plus their Bowls South Africa numbers. The names on declaration form and entry form should be the same, unless unforeseen circumstances dictate otherwise. No swapping of teams from that designated on the entry form will be allowed. (e.g. Team A on the entry form may not be changed to B or C, to facilitate the perceived entry into an easier section)

## **DRESS AND FOOTWEAR**

### **DRESS**

All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls.

District clothing shall be worn. It is acceptable for individual members of a team to wear either long pants or shorts in the same team during competitive play.

### **FOOTWEAR**

Players and Umpires 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 different height to the front of the shoe.

To assist traction the sole can have indented grooves up to 2 mm (thickness of a 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

Bowls South Africa reserves the right to allow or disallow the use of specific colours and brands of footwear.

## **WITHDRAWAL DURING THE TOURNAMENT**

Should a team withdraw at any time after commencement, 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 five points (3 set points and 2 game 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**

A registered reserve may be used.

If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available.

### **SUBSTITUTES**

Should one or more substitutes be available a draw shall be carried out in compliance with the Laws of the Sport of Bowls and the Bowls SA Domestic Regulations.:

As it is unlikely that a substitute of the correct age group will be available and in the interest of the tournament and players, a reserve from another team may be used as a substitute, with the consent of the Tournament Committee and the Manager of the reserve's team. This player may return to his/her team for future games.

### **DIRECTION OF PLAY**

Play shall remain in the same direction on each specific day and shall be changed from day to day.

### **TRIAL ENDS**

One trial end in each direction will be allowed for all games in accordance with **Law 5.1**. In trial ends players can use any combination of bowls taken from different sets

Trial ends can be commenced up to 15 minutes before the official start time for the round and if not played before will be included in the time limits.

### **PRACTICE AND WARM-UP**

Teams not playing for any reason, but due to play in the next round may practise on a rink allocated by the Controlling Body.

Players may warm up before a game with the approval of the Controlling Body but must be in the opposite direction of expected play. No target such as a jack may be used but bowls may be delivered.

### **TOSSING FOR THE OPENING PLAY**

Managers shall toss a coin to determine which side plays first.

### **RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY**

- Leads and seconds may not walk up to the head before they have played their two bowls.
- Thirds may be permitted to walk up to the head after delivering their first bowl and by invitation of the Skip.
- Skips, after delivery of their first bowls.

### **DEAD ENDS**

Dead ends are to be replayed.

### **INTERRUPTION OF PLAY**

In the event of adverse weather conditions, which includes lightning activity, excessive heat and humidity, or for any other valid reason, the Event Official (EO) shall temporarily suspend play, Play shall stop immediately and only resume when authorised by the EO. Only the Event Controlling Body in conjunction with the Bowls SA Executive member on duty may abandon play and shall have the right to curtail the number of rounds/ends to be played to achieve a result. Umpires shall not be responsible to call off players during lightning/thunderstorm activity and shall refer any appeal by the players to the CEO.

#### **Heat and Discomfort**

The EO should be guided by applying suspension of play once the discomfort index exceeds 36 degrees in Temperature and 39 % in Humidity.

## **Lightning**

The EO shall assess the proximity of the lightning strikes either by using a lightning meter or by counting off the seconds between the observed strike and hearing the thunder (3 seconds per kilometer. Strikes at 16 kilometers (i.e. 48 seconds) should initiate a temporary evacuation of the green.

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.

## **ALCOHOL, TOBACCO AND CELLULAR TELEPHONES**

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.

The penalty for transgressing is as follows:

Upon the first offence the Technical Official will warn the player via the Team Manager and record the players name and District.

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.

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.

## **DRUG TESTING**

Managers, Coaches and Players are to be aware of their responsibilities in regard to the anti-doping programme and rules of the South African Institute for Drug Free Sport.

## **GENERAL**

Should any matter arise not specifically covered in these Conditions of Play, the Laws of the Sport of Bowls will apply.

**18 July 2022**