



BOLAND BOWLS

Conditions of Play - FOURS

1. Games in rounds 1 to 3 will be played over 15 ends and on a round robin basis. 2 Points for a win, 1 for a peel and nil if the game is lost.
2. Concluding the round robin, the 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:
 - 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. Playoff games will be played over 15 ends. Should a game be tied, an extra "SUDDEN DEATH" end must be played. The winner of this end will be declared the winner.
4. One trial end in each direction is allowed before the start of the game. (2 trial ends)
5. Burnt ends are NOT replayed. Jack to be spotted on 2m mark.
6. Only skips are allowed to visit the head and may do so only after delivery of their 1st bowl.
7. Boland Finals will consist of 1 section of 4 teams, played on a round robin basis and over 15 ends. Conditions set out in number 2 will again be applied to determine the winner. Play to start at 9:00.

WITHDRAWING DURING PLAY

Should a team withdraw at any time after commencement of sectional play, with or without the consent of the Controlling Body, all completed results involving that team, 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