

WEST COAST MEN'S & LADIES' LEAGUE

CONDITIONS OF PLAY

All league matches shall be played in accordance with:

The Laws of the Sport of Bowls Crystal Mark Edition 3rd Edition, the Domestic Regulations of Bowls South Africa and the following Conditions of Play:

1. Controlling Body:

The Controlling Body on the league day will consist of a District/Regional Representative, a representative (captain/manager) from each of the competing 'composite' clubs and the local club green keeper. The Controlling Body shall indicate to everyone concerned who the specific Tournament Official for the day will be.

2. Participating Clubs:

2.1. 'Composite' clubs or the number that entered will participate in each of the Men's and Ladies' Leagues. Due to the limited number of playing members at certain clubs, these clubs will, where deemed necessary by West Coast Bowls, be amalgamated with other clubs to form a 'composite' club for purposes of participating in the league matches.

2.2. The division of clubs into league 'composite' clubs are to be determined by each region.

3. Format of Play:

3.1. The league will be contested by sides from 8 or less of the 'composite' clubs in the region on a league basis with all of the sides playing each other once.

3.2. The matches will be played over 2 days with each club playing 2/3 matches per day.

3.3. Matches will be played and scored over 15/21 ends divided into 3 sets of 5/7 ends each.

Ladies will play 2 games per day of 3 set of 7 ends and the men 3 sets of 5 ends.

4. Venues:

4.1. The venues are determined by West Coast Bowls.

4.2. The venues will be rotated.

4.3. The Men and Ladies matches will be played at different venues for the 1st and 2nd days.

5. Regional Winners:

5.1. The winners of each region will qualify for the round-robin final to be held in Worcester.

6. Dates:

The following league dates

- Saturday – 22 May 2021, 5 June 2021
- **Date for Final Saturday – 26 June 2021.**

7. Scoring:

7.1. In the **League Matches**, one point is awarded to the team winning a set and two points are awarded to the team winning the match on shot aggregate.

A further two points is awarded to the overall winning side – i.e. the side with the highest net shot aggregate of both teams.

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

Total number of points available per match – twelve.

7.2. The **Final** will be contested on the same format – i.e. 3 games of 15 ends each to be played on a round robin basis, split into 3 sets of 5 ends each. One point for winning the set and 2 points for winning the game – maximum of 5 points per game. In addition Two point will be awarded to the side with the best net aggregate, again twelve points available.

7.3. The winning side, runner-up, etc. will be determined by totaling the points accumulated by both of the 2 teams in each of the 4 participating sides. The total net shot aggregate of each side is to be taken into account so as to differentiate the sides finish level on points.

8. Team Composition:

8.1. A side shall consist of 2 teams of 4 members in each team and all participants **must be** affiliated members of Boland Bowls.

8.2. Twenty minutes before the start of each round the Manager/Captain of each side will hand to the Tournament Official the names of each of the 2 Skips and team members and the rink on which each team has been selected to play on.

8.3. Players may be interchanged after the completion of a match.

9. Trial Ends:

One trial end in each direction may be played at the commencement of a match.

10. Restriction of the movement of players during play:

Only Skips may be permitted to walk up to the head after delivery of their first bowl;

11. Tossing for the opening play, usage of the mat and delivery of the jack:

11.1. The Managers / Captains will toss a coin and the winner will decide whether to take the mat and deliver the jack or let the other side play first. At the start of the second and third sets, the winner of the previous set must take the mat and deliver the jack.

11.3. If a set is tied, the winner of the last scoring end must take the mat and deliver the jack. At the start of any other end the winner of the previous end must take the mat and deliver the jack.

12. Interruption of play:

12.1. In the event of any adverse weather conditions, or for any other valid reason, the Controlling Body will have the right to curtail the number of ends by ringing a bell and then each team must complete the end in progress.

12.2. If play is subsequently abandoned, then the Controlling Body will determine whether, in terms of the Laws of Bowls, enough ends have been finalised to be able to decide whether the match should be considered completed or not.

13. Burnt Ends:

a Jack out of bounds will be replaced on the centre 2m spot (no burnt ends)

14. Score Cards, Score Boards and Flip Boards:

The skip losing the toss will be responsible for the scorecard and the opposing skip will be responsible for the scoreboard and flip board. The skip may delegate these duties to another member of the team.

14.1. Score Cards:

They must reflect the number of shots end by end shots accumulated **for each individual set**, starting at zero at the beginning of each set – i.e. ends 6/8 and 11/15. Points per set, total points and total shots after 15/21 ends must also be reflected.

14.2. Score Boards:

They must reflect the total number of shots for each individual set, starting at zero at ends 6/8 and 11/15.

15. Use of Reserves and Substitutes:

15.1. A registered reserve may be used if a player withdraws during a game for legitimate reasons and a substitute may be used if the reserve is already playing or is not available.

15.2. Should a reserve not be available then a substitute may be drawn from the bank, with the consent of the opposing skip.

16. Alcohol, Tobacco and Cellular Phones:

Smoking, alcohol, mobile phones and hand held TV devices are not permitted within 2 metres of the green while play is in progress.
