

ALL CAPE TOURNAMENT

Conditions of Play

2023

INDEX

PAGE NO

1. Controlling Body	1
2. Jury of Appeal	1
3. Team Declaration	1
4. Reporting for Play & Green Fees	1
5. Warming-up	1
6. Practice	1
7. Trial Ends	1
8. Start of Play	2
9. Format of Play	2
10. Scoring	2
11. Re-Spotting the Jack	3
12. Restricting the Movement of Players	3
13. Interruption of Play	3
14. Distinctive Marking of Bowls & Legality	3
15. Stickers	3
16. Interchange of Players	3
17. Reserves & Substitutes	4
18. Dress	4
19. Alcohol, Tobacco & Cellular Telephones	4
20. Defaulters	4
21. Coaching	4
22. Prizes & Certificates	4

Conditions of Play

The Tournament shall be played in accordance with:

THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 4th EDITION, THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA and the CONDITIONS OF PLAY set out hereunder.

1. CONTROLLING BODY

The Tournament shall be under the control of Boland Bowls through the Tournament Committee and in association with the Jury of Appeal. Should any point arise which is not covered by the foregoing, the decision of the Controlling Body shall be final and binding.

2. JURY OF APPEAL

The Jury of Appeal shall consist of one member from each of the following:

- 2.1 2023 All Cape Tournament Committee
- 2.2 Boland Bowls Executive
- 2.3 Convener of Boland Bowls Technical Officials Standing Committee

3. TEAM DECLARATION

The skip of each team shall declare the members of his/her team before the first game is played (including the names of any reserves, if applicable). Thereafter no alterations or additions will be permitted. Correct names and full initials in CAPITAL letters as well as BSA membership numbers shall be recorded.

4. REPORTING FOR PLAY & GREEN FEES

On arrival at the venue of play each day (for the entire duration of the tournament), Skips shall report immediately to the Club Tournament official and pay the compulsory green fee of R30.00 per player. This fee includes midmorning tea/sandwiches and is payable irrespective of whether or not a team has a bye in the morning/afternoon session.

5. WARMING-UP

Players may, before commencement of play, obtain the permission of the Club Tournament Official to warm-up on the same green of play but not in the same direction of play. Playing to a jack or use of a mat is not permitted during warming-up sessions; all warming up must cease 10 minutes before the official start of play.

6. PRACTICE

A team awarded a walkover or having a bye may, at the discretion of the Club Tournament Official, play or practice on a rink on the green allocated to the Section concerned. (Playing to a jack and using a mat is permitted).

7. TRIAL ENDS

One trial end in each direction may be played prior to the commencement of a game.

8. START OF PLAY

- 8.1 At the start of the game, the winner of the toss shall, decide whether to take the mat and deliver the jack or let the opposing team play first.

9. FORMAT OF PLAY

- 9.1 The Tournaments are played separately according to gender and shall be played on a league basis, in sections of not more than 10 teams, 15 ends per game, with all teams in a section playing each other.
- 9.2 The first three places in each section will proceed to play on a knock-out basis in the championship, plate and bowl event.
- 9.3 Games during sectional play not to exceed two and half hours in total, calculated from the official starting time (09:00 for the morning session, 12:00 for second session and 15:00 for the afternoon session).
Tea will be served after first game and lunch after the second game.
- 9.3.1 The bell is sounded after two and half hours to stop play and the last end must be completed,
- 9.3.2 The score at the completion of the end in question will be taken as the final result.
- 9.3.3 Should an end be made dead after the final bell has been sounded, the jack must be re-spotted on the 2m mark and the end played to its completion.
- 9.4 Should a game be stopped due to inclement weather, the time will be extended by the equivalent amount of time for the delay, subject to the availability of time and at the discretion of the Tournament Committee.
- 9.5 The playoffs will be played over three rounds of 15 ends each and be limited to two and a half hours per game.

10 SCORING AND SECTION WINNERS

10.1 2 points will be awarded for a win 1 for peal

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

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

10.2.1 If less than 10 ends have been completed points will be shared, thus 1 point each

10.2.2 If more than 10 ends have been completed this will constitute a game and the highest scorer will be the winner of the game.

10.4 In knock-out play, if the final score is equal, an extra end/s shall, where necessary be played to achieve a result.

10.5 A team may concede in knock-out play once their losing margin either in points or shots is greater than the total number of possible points or shots in the ends still to be played.

11. RE-SPOTTING THE JACK (one re-spot position) -- ENDS MADE DEAD SHALL NOT BE REPLAYED

In the event of an end being made dead the jack will be re-spotted on the two (2) meter mark.

(If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 meters from the mat line, the end must not be declared dead. Instead, the jack must be placed with its nearest point of the jack to the mat line and the spot which is two meters from the ditch and on the centre line and play must continue. Should this spot be partly or completely covered by a bowl, the jack must be placed as close to the covered spot, between and in line with that spot and the corresponding spot on the opposite end of the rink, without touching a bowl).

12. RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

- 12.1 The provisions of Appendix A.4 of the Laws of the Sport of Bowls Crystal Mark 4th Edition, specifying the circumstances under which players are allowed to walk up to the head, shall apply. (There is no restriction in the laws as to when a player must move to the mat end except to play his/her bowl)
- 12.2 A lead, second and third player may only visit the head after they have played both their bowls. The skip may visit the head after each bowl has been played. When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their first bowl.

13. INTERRUPTION OF PLAY

A game in progress may be stopped by the Tournament Committee or upon appeal by the players to the Umpire, on account of darkness, adverse weather conditions, or any other valid reason. The Umpire shall submit the appeal to the Club Tournament Official who shall immediately seek the instruction of the Tournament Committee. All play must cease immediately upon the bell being rung. Incomplete ends shall be restarted should the game be resumed. In the event of adverse weather conditions or for any other valid reason, the Tournament Committee shall have the right to curtail the number of rounds or ends as well as to determine the winners/runners-up of sections on a lesser number of rounds.

14. DISTINCTIVE MARKING OF BOWLS AND LEGALITY

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

15. STICKERS

Stickers are allowed provided that all members of the team have them affixed to their bowls.

16. INTERCHANGE OF PLAYERS

No interchange of players will be allowed during the course of a game.

17. RESERVES AND SUBSTITUTES

Two reserves that are bona fide members of the same Club may be registered with the team prior to the commencement of the Tournament. Should a registered reserve act as a substitute for a different team, such reserve shall forfeit the right to be the reserve for the team he/she was originally registered for.

A substitute shall be permitted to replace a player who fails to appear within the maximum waiting period of 30 minutes after the scheduled commencement or restart of a game. A substitute shall also be permitted for a player who, for any valid reason acceptable to both skips and the Tournament Committee, is compelled to withdraw during the course of a game.

18. DRESS

All players must be dressed (including correct footwear) in compliance with the Laws of the Sport of Bowls. Coloured clothing may be worn subject to all members of the team being uniformly dressed.

19. 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 use of “two-way” radios is strictly prohibited.

The penalty for transgressing is as follows: Upon the first offence the Technical Official will warn the player via the Skip and record the players name and Club/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. If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year. A registered reserve may be used, or a draw for a substitute will be allowed. 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. Should a player commit a third offence he/she will be banned from taking part in the Tournament and be suspended from playing in the All Cape until after the completion of the tournament the following year.

20. DEFAULTERS

All teams are expected to fulfil their obligations to play all rounds of sectional play. Should a team withdraw before the conclusion of sectional play without a reason acceptable to the Tournament Committee or be part of a “rigged” game, the members of such a team render themselves liable to disciplinary action by their respective Districts.

21. COACHING

Coaching during a game is permitted; subject to the requirements of law 44 on page 86 of The Laws of the Sport of Bowls, Crystal Mark, 4th Edition, are met.

22. PRIZES & CERTIFICATES

Prizes will be awarded to the winners and runners up, in the Championship, Plate and Bowl events. Prize winners, attired in bowling dress, are requested to be in attendance at the prize giving which will be held immediately after close of play at Headquarters.

Certificates will be awarded to all teams reaching the knock-out stage of the Championship, Plate and Bowl events. The certificates of recipients not present at the prize giving will be forwarded to their respective Clubs/Districts.