

BOLAND 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 6 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. Six 'composite' clubs from each of the three regions 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 Boland Bowls, be amalgamated with other clubs to form a 'composite' club for purposes of participating in the league matches.

2.2. The recommended division of clubs into six league 'composite' clubs is set out below and may be altered by Boland Bowls in conjunction with the majority of the participating clubs in the region.

A. WEST COAST REGION:

Lagoon, Langebaan CC, Mooresburg (including Vredendal, Lutzville, Clanwilliam, Porterville, Piketberg and Hopefield), *West Coast Military* (including Langebaan Air Force), *Velddrif* and *Yzerfontein* (including Darling).

B. CAPE WINELANDS REGION:

Paarl (including Wellington), *Ceres* (including Tulbach), *Worcester, Hexvallei* (including Brandvlei), *Robertson* (including Montagu) and *Bonnievale*.

C. OVERBERG REGION:

Swellendam (including Barrydale and Riviersonderend), *Bredasdorp* (including Napier, L'Agulhas and Witsand-PB), *Caledon* (including Greyton and Villiersdorp), *Hermanus, Kleinmond* (including Grabouw) and *Franskraal*.

3. Format of Play:

3.1. The league will be contested by sides from 6 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 3 Saturdays with all the 6 competing clubs from each region playing at the same venue and with each club playing 2 matches per day – i.e. one match in the morning and one match after lunch.

3.3. In the 3rd round there will be 1 morning match only.

3.4. Matches will be played and scored along the same lines as those now played in the annual BSA Inter Districts – i.e. 21 ends divided into 3 sets of 7 ends each.

4. Venues:

4.1. The venues will be determined by Boland Bowls in conjunction with authorized members of the 6 competing clubs.

4.2. The venues will be rotated – 3 venues for the 1st season with the remaining 3 venues to be utilized over the following season if at all practical and feasible. Should a particular venue not be suitable/available for league play, then that venue will be replaced by the next venue on the demarcated list.

4.3. The Men and Ladies matches will be played at different venues for the 1st and 2nd rounds, with a 2 green venue being allocated for the 3rd round so as to facilitate both the Men and Ladies sides for the morning single round final matches and resultant joint lunch and prize giving function thereafter.

5. Regional Winners:

5.1. The winners of each region will qualify for the round-robin final to be held in Worcester on the Sunday week following the last scheduled league Saturday.

5.2. One of the sides coming 2nd in the league of the region with the highest combined affiliated Boland membership will also partake in the round-robin final.

6. Dates:

The following league dates dovetail with the annual BSA Inter Districts which are scheduled to be held between 12 and 16 March 2018:

- The three Saturday dates – 3rd, 10th and 17th February 2018
- Date for Final – Sunday 25th February 2018.

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 one point 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 – eleven.

7.2. The **Final** will be contested on the same format and conditions as the Boland Bowls fours finals – 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 one point will be awarded to the side with the best net aggregate.

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 the rink on which each team has been selected to play on.

8.3. Players may be interchanged after the completion of a match but an interchanged player may not be allowed to skip another team.

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:

Thirds may be permitted to walk up to the head after delivering their first bowl and only at the invitation of the skip. 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:

Burnt ends are to be replayed.

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 8 and 15. Points per set, total points and total shots after 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 8 and 15.

14.3. Flip Boards:

They must reflect the number of ends completed and the continuous accumulated scores.

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.
