



BOLAND BOWLS

Conditions of Play - LEAGUE

All league matches shall be played in accordance with:

The Laws of the Sport of Bowls Crystal Mark Edition 4th 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. Clubs will participate in each of the Men's and Ladies' Leagues. B-Leagues can also be formed. Due to the limited number of playing members at certain clubs, these clubs will, where deemed necessary by each sub district, be amalgamated with other clubs to form a 'composite' club for purposes of participating in the league matches. Players can also be borrowed from other clubs with permission from both clubs.

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 of 5 players (Trips and Pairs) of the clubs in the region on a league basis with all the sides playing each other once. Maximum of 12 Sides per league (Premier and B) with maximum of 2 sides (of 5) per club in PREMIER LEAGUE. In this, the inaugural event, preference will be given to different clubs to enter but if the 12 allocated positions cannot be filled, clubs will be allowed to enter a 2nd side into the Premier league. This allocation shall be made after the closing date and subject to the number of entries received. Automatic Promotion/Relegation between last place in Premier and first place in B. Maximum of 2 sides (of 5) in Premier League still applies. So, the promotion/relegation is subject to this restriction. The final standings will determine the allocation for next season.

3.1.1. When there are 2 sides (of 5) of the same club entered, no interchanging of players between Side A and Side B of that club is allowed for the duration of the league. It is however permitted to interchange players between the Premier and B League. A side (5 players) may interchange players between the pairs and trips teams after every round.

3.2. The Regional matches will be played over 3 days. 4 Rounds per day for day 1 and 2. 3 Rounds on day 3. (11 ROUNDS PLUS BOLAND FINAL).

3.3. During league phase, games will be played and scored over 15 ends, divided into 3 sets of 5 ends each: 2 bowl trips and 3 bowl pairs. During the finals, games to be played over 18 ends, divided into 3 sets of 6 ends each.

Playing Schedule:

DAY 1 & 2 (15 ends)		DAY 3 (15 ends)		BOLAND FINAL (18 ends)	
ROUND 1	9:00 – 10:50	ROUND 1	9:00 – 10:50	ROUND 1	9:00 – 11:20
Drinks	10:50 – 11:10	Drinks Break	10:50 – 11:10	Drinks Break	11:20 – 11:40
ROUND 2	11:10 – 13:00	ROUND 2	11:10 – 13:00	ROUND 2	11:40 – 14:00
LUNCH	13:00 – 13:30	LUNCH	13:00 – 13:30	LUNCH	14:00 – 14:30
ROUND 3	13:30 – 15:20	ROUND 3	13:30 – 15:20	ROUND 3	14:30 – 17:00
Drinks	15:20 – 15:40				
ROUND 4	15:40 – 17:30				

4. Venues:

4.1. The venues are determined by Sub District

5. Regional Winners:

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

5.2. One of the sides coming 2nd in the regional leagues will with the highest % of possible points, also qualify for the round-robin final.

6. Dates:

To be communicated with entry

7. Scoring:

7.1. In the **League Matches**, games will be played over **15 ends, split into 3 sets of 5**. 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 **18 ends each to be played on a round robin basis, split into 3 sets of 6 ends each**. One point for winning the set and 2 points for winning the game – maximum of 5 points per game. In addition, 2 points will be awarded to the side with the best net aggregate, again twelve points available.

7.3. 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:

7.3.1 Net shots.

7.3.2 Shot percentage (shots for, divided by shots against) and the winner will be the one with the higher result.

7.3.3 The winner of the game when the two played each other.

8. Team Composition:

8.1 A side shall consist of 5 Payers - 2 teams (1 x trips and 1 x pair)

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 of the same side 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 before delivery of their last 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 NOT replayed. Jack to be spotted on 2m mark.

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. Points per set, total points, and total shots after 18 ends must also be reflected.

14.2. Score Boards:

They must reflect the total number of shots for each individual set, resetting to zero at the start of each set.

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 handheld TV devices are not permitted within 2 metres of the green while play is in progress.