



BOLAND BOWLS

Conditions of Play – LEAGUE 2026

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 regional representative, a representative (captain/manager) from each of the competing 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 separate Men's and Ladies' Leagues. B-Leagues may also be formed. Due to the limited number of playing members at certain clubs, these clubs can, where deemed necessary by each region, be amalgamated with other clubs to form a 'composite' club for purposes of participating in the league matches. Players may also be loaned from other clubs subject to compliance with the requisite regulations.

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

3. Format of Play:

3.1. Each league will be contested by teams of 5 players (Trips and Pairs) of the clubs in the region on a round robin basis – i.e., each team playing against each other once.

3.2. A maximum of 10 teams per league (Premier and B) with the maximum of 2 teams (of 5) from the same club in the PREMIER LEAGUE.

3.3. Automatic Promotion / Relegation between last place in Premier and first place in the B leagues to apply. The maximum of 2 teams per club (of 5) in Premier League still applies. Accordingly, the promotion/relegation is subject to this restriction.

3.4. Should a club have 2 teams (of 5) entered, interchanging of players between Team A and Team B of that club is only allowed during the duration of the league on the grounds of the unavailability of a player – e.g., medical grounds, work obligations, etc. A maximum of 2 changes may be made per round.

3.5. This restriction is not applicable to clubs reaching the Boland Final – i.e., a club with 2 teams in a league may draw on any of the players who represented the club in the round robin phase.

3.6. It is however permitted to interchange players between the Premier and B League.

3.7. Teams of 5 players are permitted to interchange players between the pairs and trips sides after each game.

3.8. The regional round robin matches will be played over 3 days with 3 rounds per day.

i.e., 9 Rounds over 3 days plus the round robin Boland Final.

3.9. During league phase, games will be played and scored over 18 ends, divided into 3 sets of 6 ends each.

3.10. The playing format is 2 bowl trips and 3 bowl pairs.

3.11. The Boland Final will also be played over 18 ends, divided into 3 sets of 6 ends each.

4. Venues:

The venues are to be determined by each region.

5. Regional Winners:

5.1. The winners of each region will qualify for the round robin Final.

5.2. The 4th qualifying team for the final will be another team from the region with the highest number of league entries.

6. Dates:

To be communicated with entry.

7. Scoring:

7.1. In the **League Matches**, games will be played over **18 ends, divided into 3 sets of 6 ends**. 1 point is awarded to the side winning a set and two points are awarded to the side winning the match on shot aggregate. 2 points are awarded to the overall winning team – i.e., the team with the highest net shot aggregate of both sides. In the event of a set, game or match being tied, then the relative points will be shared. Total number of points available per match – 12.

7.2. **The Boland Final** will be contested on the same format – i.e., 3 games of **18 ends each to be played on a round robin basis, divided into 3 sets of 6 ends each**. 1 point for winning the set and 2 points for winning the game – total of 5 points per game. In addition, 2 points will be awarded to the team with the best net aggregate. Again, a total of 12 points available.

7.3. On conclusion of the round robin stages, the winner will be the team with the most points and in the event of a tie, the following sequential criteria will be used to determine a winner:

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 team will consist of 5 Players making up 2 sides – i.e., 1 x trips and 1 x pairs.

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

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

9. Trial Ends:

One trial end in each direction may be played before 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 take the mat. 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 the 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.