

**SUNSHINE COAST**



**DISTRICT MENS BOWLS ASSOCIATION**

# **SCDMBA PENNANT CHAMPIONSHIPS**

## **RULES AND CONDITIONS**

**AMENDED 23/06/2017**

## DISTRICT CLUBS TELEPHONE & FAX NUMBERS

<b>Club</b>	<b>Telephone</b>	<b>Fax</b>
<b>SCDMBA Asst. Secretary</b>	<b>5493-4056</b>	
Buderim	5445-1104	5476-9154
Caloundra	5491-1961	5491-9541
Coolum Beach	5446-1153	5446-4422
Cooroy	5447-6051	5442-6365
Headland	5478-0400	5478-0422
Club Kawana	5493-1296	5493-9055
Maleny	5494-2335	5494-2338
Mapleton	5445-7479	5445-7479
Club Maroochy	5443-1307	5443-1292
Mooloolaba	5444-1387	5444-6026
Nambour	5441-1076	5441-4759
Nambour Heights	5441-2713	5476-3340
<b>Pacific Paradise</b>	<b>5448-7132</b>	<b>5448-8071</b>
Palmwoods	5445-9190	5445-0199
Pelican Waters	5492-1032	5492-1066
Tewantin-Noosa	5449-7155	5449-7661
Woombye	5442-1480	5442-2470
Yandina	5446-7126	5472-8192

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## **1. ELIGIBILITY / ENTRIES**

- a) Open to all male bowlers both senior and junior, of clubs which are affiliated with the Sunshine Coast District Men's Bowls Association (SCDMBA) and subject to the Laws of the Sport of Bowls in Australia Crystal mark 3<sup>rd</sup> Edition, Bowls Queensland By-laws, Bowls Australia Policies and SCDMBA By-Law H and the Conditions of Play governing Pennants. Any player from interstate wishing to play pennant in a District must obtain an Interstate Pennant Declaration from the state he came from. This declaration will be sent to Bowls Queensland and upon receipt of same, Bowls Queensland will advise the District who will in turn advise the club concerned.
- b) A player must be a financial bowling member of the Club he elects to represent for a minimum of fourteen, (14) days prior to the date of commencement of this competition. However, no member may play Pennant for more than any one Club in this district in any one Calendar year. The Controlling Body may waive either of these requirements if extenuating circumstances exist. No club will be permitted to play in this event if that club is not financial at the commencement of the competition.
- c) The Controlling Body shall disallow any player from playing Pennant if he is not financial in any Bowls Club of which he is a member, or is currently under suspension or expulsion.
- d) The SCDMBA Pennant (all Divisions) will be the District Championships.
- e) The winner of each Pennant Division will be the District Champions for the Division they won.
- f) The Pennant championship as well as other District Championships will be conducted as set out in Bowls Queensland Conditions of Play and General Information.

## **2. CONTROLLING BODY**

- (a) The Match Committee and Management Committee of the SCDMBA shall be known as the CONTROLLING BODY. They shall control the Event and reserve the right to alter the format, times of play and greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.
- (b) Subject to these Rules and Conditions, the Controlling Body shall have the power to inquire into and adjudicate should any dispute arise under any/all circumstances and its decision shall be final.

## **3. DURATION OF COMPETITION**

- a) The Season shall commence for all divisions in August or earlier as per the dates on the draw sheets and shall conclude as per the dates on the draw sheets, unless extended or changed by the Controlling Body. All clubs are to note that it may be necessary for some Divisions to play Double Headers as the pennant season timetable is very tight.
- b) Finals to be held as per the draw sheet unless changed by the Controlling Body.

#### 4. CONDITIONS OF PLAY

- a) Number of Divisions – As required. Divisions 1 – 8 shall have, **wherever possible**, 2 sections of 4 clubs playing home and away and extra divisions may be necessary depending on number of entries. **All divisions will be playing home and away where possible but some divisions may have to play a round robin depending on the numbers of clubs entering.**
- b) No Club shall have more than one (1) Side in Division 1. All Divisions shall be determined by the Match Committee giving regard to promotions and demotions with a maximum of two Sides per club in Divisions other than 1.
- c) Number of players in a side—For Division 1 to 5 the number of players in a side will be twelve (12), made up of three (3) teams of four (4) players in each team. The remaining Divisions will each comprise of eight (8) players, made up of two (2) teams of four (4) players in each team.
- d) Promotion of Sides – The winning sides of all Divisions, that is the Sides that win that Pennant for the year, will be promoted to the next higher Division taking in to consideration **clause b above**.
- e) Demotion of sides – The Side with the lowest score in all Divisions demoted to the next lowest division notwithstanding a Club may already have a Side in that Division and taking in to consideration b above.
- f) When fixtures round are finalised and published, no further changes will be considered excepting for errors or omissions.

#### SECTIONS

- a) Any club may enter a team in each section of any division except Division 1, subject to the number of teams in that Division and with the approval of the match committee.
- b) However, any club that enters a team in each section of any division shall not interchange any player between sections after round three (3). Any club which does interchange such a player shall have both teams disqualified from that division.

#### 5. MOVEMENT OF PLAYERS

A player may play in any Division up to and including Round 5. After which time, the following Promotion and Demotion Rules will apply.

- a) **Promotion** – a player may be promoted to a higher division. Having played there once, he may be moved back to the Division he was promoted from. If he plays in the promoted Division for two (2), or more consecutive games, he can only be demoted to the next lowest Division in which his Club has a Side.
- b) **Demotion** - Except for clause 1 above, a player can only be demoted to the next lowest division in which his club has a side.

#### 6. QUALIFICATION OF A PLAYER

- a) A player must play a minimum of three (3), games in a Division to qualify for the Final, in that Division where a final is played.
- b) Where a Side has qualified for a Final, and through some unexpected reason, a qualified player is not available and no other players have qualified, a player

may be used from a lower Division, after consultation and agreement from the Controlling Body.

- c) All clubs with teams in the finals shall submit their Finals team list for each final to the District by the Tuesday before the finals. **NO PLAYER SHALL PLAY IN ANY MORE THAN ONE FINAL DURING THE CURRENT YEAR'S EVENT.**

## 7. POSITION OF & PLAYER MOVEMENTS

- a) **Note: Players will only be allowed to walk up to the head as follows.**

**The Leads:** after both the leads have delivered their second bowl.

**The Seconds:** after both the seconds have delivered their second bowl.

**The Thirds:** after both the thirds have delivered their second bowl.

**The Skips:** may go to the head after either skip's first bowl

- b) Restricting the movement of players does not prohibit a player being called to the head by the skip, however care should be taken not to delay play.
- c) Delaying Play: Players, excluding skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl.
- d) Any skip remaining at the head end shall retire behind the head. Skips must return to the mat immediately their opponent's bowl has come to rest.
- e) If the umpire, either by their own observation or on appeal from one of the skips decides that a player/team is acting in an unsportsmanlike manner deliberately delaying play: i) On the first occasion the umpire will warn the player/team; ii) If the player/team commits the same offence a second time the end will be regarded as completed and the opponent/s of the offender/s will score as many shots as there are bowls in use by such opponent/s; iii) If the player offends the third time the game will be forfeited to the opponent/s.
- f) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- g) Players at the head end not controlling the head should stand a minimum of two (2) metres behind the head, or on the surrounds of the green if the jack is in the ditch or well clear of the head if it is not possible to stand on the surrounds.
- h) At the start of each end only the skip or his deputy will be at the head.

## 8. INTERCHANGE OF PLAYERS

- a) After round five (5), **in all Divisions** no interchange/demotion of players will be permitted during the remaining rounds including the final other than the promotion/demotion outlined in clause 5.

Where a Club has two or more sides in a Division then the provisions of clause 4(b) shall apply.

## 9. SCORING

- a) The position of the sides in each Division/Section will be determined as per Law 26.
- b) **In all Divisions** the scoring will be 6 match points for the win, 3 match points for a draw and nil match points for a loss. In addition all winning teams in a side shall be awarded 1 point per rink win. There will be ½ point awarded for a rink draw but nil points for a loss.
- c) At the end of the season the Side with the highest number of match points shall be declared the winner of that section. Should two Sides finish with equal points the Side with the highest margin will be declared the winner. Should the margins be equal then the side with the higher percentage as per Law 27.4 shall be declared the winner.
- d) The Match Committee recorder will, at the conclusion of each round, record the match points , progressive points, shots FOR, AGAINST and also the MARGIN.

## 10. FINALS

- a) **Division's 1 – 8 finals with sections will be a Round Robin over 1 day. These Division's finals format will be 1 first game Section Yellow winner plays Section Blue runner up & Section Yellow runner up plays Section Blue winner. The two winners will then play off.**
- b) **For Divisions that have played a round robin, (no sections), then the following shall apply, there shall be a one (1) day playoff involving the top four (4) teams. Team One (1) versus Team Four (4) and Team Two (2) versus Team Three (3) in the first game with the winners of those games playing off on the afternoon of the scheduled Finals day.**
- c) The finals may be held at a neutral venue as determined by the Controlling Body. Should any team/s fail to play the finals in the proper spirit the penalties shall be incurred as decided by the SCDMBA. It is expected that all games will be played in the north/south direction and greens to run at 14-16 seconds (under normal conditions).
- d) In the event of a tie, at the completion of the game each team in a Side will play extra end or ends as required until a decision is reached. No player is to leave the venue until all ends are completed in case there is a requirement for an extra end to be played.

## 11. INCOMPLETE TEAM OR SIDE

Play may proceed as set out in Law 39.2 of the Laws of the Sport of Bowls in Australia.

If a player is unavoidably running late but is on his way then that rink will not commence until the player arrives or when ½ an hour is up, whichever is the sooner and then play shall commence as normal. If the player is still not in attendance after the ½ hour time delay then play shall commence on that rink as per Law 39.2.2. When the player arrives the card shall be ruled off at the point the player takes his place in the team and play shall continue as normal. At the completion of the play on that rink the team with the tardy player shall lose ¼ of the shots scored up to the point the cards were ruled off as per Law 39.2.2.2. If the play on that rink lasts for the duration of the game then the team with the player short shall lose ¼ of their total score.

## **12. PENALTIES AND / OR FORFEITS**

The penalty for a breach of any conditions relating to promotion and demotion of players will be:

During rounds 1 to 6 the loss of maximum points two (2) and the loss of average marginal points lost by the losing Clubs in that round in that Division.

In the Final, disqualification of the Side.

- a) Any infringement of any Law, SCDMBA By Laws or Rules and Conditions of Play for the Competition will involve either disqualification or replay as the Controlling Body may determine
- b) Where a withdrawal has occurred without sufficient cause the Controlling Body may impose a penalty.
- c) In the case of a withdrawal, forfeiture or disqualification, the Side which has withdrawn, forfeited or was disqualified will receive no game points and the loss of the average marginal points lost by the losing Sides in that round in that division.
- d) The Side receiving the forfeit or a win through disqualification will receive the maximum game points and the average marginal points gained by the winning Sides in that round, in that Division and / or sections in that Division.

## **13. INCLEMENT/EXTREME WEATHER**

- a) A decision to play or otherwise, will be made no later than 9:30am prior to the scheduled start of play by the host club or if it impacts across the majority of the Sunshine Coast then the District will make the decision. If games proceed and it turns out that the majority of all games in the District were washed out on the day then all games will be considered washed out and these will not usually be replayed. If less than the majority of the games are washed out then the sequence of the draw as set out will be continued. The District can decide to postpone or abandon any game depending on the circumstances. Any rescheduled games may be played on a Sunday or at any other time by mutual agreement of the clubs involved and the District must be informed accordingly.
- b) If during rounds 1 to 6, any matches where the maximum ends have not been played, a minimum of 50 ends for a side comprising three teams will constitute a completed round, and 33 ends for a side comprising two teams. Where the minimum number of ends have not been played the match will be considered abandoned, not replayed, and such games will be declared drawn. Each Side will then be allocated half the match points on offer.
- c) Should any individual match or matches be impossible to commence due to inclement weather or an unplayable green at a particular Club or Clubs, and the balance of the remaining matches of that round are unable to be completed, then the match or matches not commenced will be played prior to the FINALS, should the result of that particular game or games have a bearing on the overall competition results. Play under lights will be permitted.
- d) In the event of inclement weather during the Final, and the games cannot be completed on the day, the unfinished match will be completed at a time and venue to be determined by the Controlling Body.
- e) Artificial lights may be used during all Rounds including the Final.
- f) Extreme Weather: This event is to be conducted under the Bowls Queensland Extreme Weather Policy.

#### **14. DEATH OF A PLAYER**

If after commencement of any sectional pennant matches the death of a player occurs at the Club all matches at the Club will be terminated and,

- (a) If not less than 50 ends, (12 players per side) or 33 ends (8 players a side), have been completed by the sides the match will be decided on the aggregate score at the time of termination but,
- (b) If fewer ends than (a) have been played, the match will be deemed to be a tie.

#### **15. CARDS**

Cards must be drawn in the presence of the respective Side Manager of both Clubs competing no later than 30 mins before the scheduled starting time on the day of play. It is the responsibility of each Club to supply their own score cards.

#### **16. PRACTICE**

As per Law 4 practice shall be allowed up until 10 minutes prior to the scheduled starting time and shall be allowed on any available rink. This replaces the need for trial ends. This will also allow for the inspection of bowls in a timely manner prior the scheduled start time.

#### **17. INSPECTION OF BOWLS / TEMPORARY MARKINGS (DECALS)**

- a) The umpire of the day will inspect the bowls prior to the start of each round.
- b) Clubs are requested where possible to provide their players with distinguishing temporary markings (decals) to be affixed as per Law 52.1.8 and DR 4.7. It is each individual club's decision as to whether they use decals or not. Each club must have a policy as to whether they use large and small rings or centre dots and large rings..
- c) All bowls in a Side must be similarly marked.

#### **18. COMMENCEMENT OF MATCH**

- a) The scheduled starting time for the match will be 1.00 pm however the game may be commenced earlier if practice has been completed and the bowls inspected.
- b) No play shall start later than 1.30 pm.

#### **19. GREEN FEES**

- a) During Rounds 1 to 6, green fees will be paid to the players Home Club, at the Clubs ruling rate.
- b) Green fees will not be paid for the Finals. The District shall give an ex gratia payment to the host **clubs to assist with** their expenses.

#### **20. ENDS TO BE PLAYED**

All matches will be 21 ends per team within a Side, except where provision is made under Clause 13, Inclement Weather / Failing Light.

## **21. ATTIRE**

- a) Attire will be as per Bowls Queensland By-Law 14.
- b) Coloured Club or white shirts, registered and approved are to be worn and each player and the Manager in a Side must be similarly attired. Trousers or shorts are permitted and can be a matter of individual choice within each team however they must conform to each club's approved attire policy.
- c) Where a player is incorrectly attired, he shall not be permitted to participate until he becomes correctly attired.
- d) The Controlling Body shall exercise discretion where there are extenuating circumstances such as a player replacing a player.
- e) The Controlling Body shall have sole discretion regarding attire. It is not the responsibility of the umpire of the day to determine the suitability or otherwise of any attire being worn.

## **22. AFTERNOON TEA**

Afternoon Tea may be supplied at green side at the Home Clubs option .

## **23. ELECTRONIC/ARTIFICIAL DEVICES**

The use of electronic devices, eg. mobile telephones, radios, ipods, ipads and paging devices, is not permitted within six (6) metres of the Green during play. After a warning from the Controlling Body, except in special circumstances which has been approved by the umpire e.g. ("on call" emergency personnel), non-compliance can result in disqualification of the Player/Side.

Any player using an Artificial Device for the delivery of a bowl in this event shall have available for perusal at all times during the course of the event, by an umpire or other accredited official, either a card or some other official documentary proof issued by Bowls Queensland of their right to use such an Artificial Device.

The penalty for the player not producing the required document is that the player cannot use the device. If the player chooses not to play then he may be allowed an eligible substitute in a team game.

## **24. UMPIRES**

- a) The host Club shall appoint an accredited National Umpire as Umpire of the day to commence duties before the match starts.
- b) An accredited Measurer may be appointed but his / her duties will be limited to measuring on the Green only. Official attire must be worn.

## **25. SIDE MANAGER'S ROLE INC. OPTION FOR 10 MIN BREAK.**

- a) Each Side shall have a Manager who shall be at the venue in sufficient time, but no later than 30 minutes before the scheduled start time, to complete all pre match formalities, including draw for opponents, toss for the mat on behalf of his Side and obtaining Umpires approval for any substitutes, coaches or use of electronic devices.
- b) Once the blind draw has been done no further changes are permitted.
- c) The Manager also must have correctly printed score cards for his Side.

- d) Team Managers can agree prior to start of play, to a 10 min. break to apply halfway through their game taking into account weather conditions, likely speed of play and consideration for players involved.
- e) If only one team manager wants a 10 min. break then they toss for one option or the other.

***Both Managers Must Sign Pennant Result Sheet.***

## **26. REPRESENTATION**

Each host Club must appoint a responsible person to represent the Controlling Body, if required with regard to Dress Regulations and Appeals. This person must not be the Umpire of the day.

## **27. INFRINGEMENTS**

- a) Any contravention of these Conditions of Play may result in the disqualification of a Side for that match, unless stated otherwise in these Conditions, with all match points being awarded to the opposing Side.
- b) A decision by the Controlling Body shall be made after consideration of all the relevant facts. This decision will be final and not subject to appeal.

## **28. APPEALS / PROTESTS PROCEDURE**

- a) Appeals against an Umpires decision based on interpretation of the Laws shall be dealt with as per Bowls Australia policy.
- b) Challenge to Bowls shall be dealt with as per Law 52.4

A protest resulting from alleged infringement of these Conditions: such protests shall be lodged with the Secretary of the Controlling Body by the Secretary of the protesting Club no later than 4 PM on the Tuesday after the match concerned, accompanied by a deposit of a fixed amount decided each year by the SCDMBA, which shall be returned if the protest is upheld.

- c) Participants are reminded that true sportsmanship and common sense shall prevail.

## **29. COACHING DURING MATCH**

- a) Players who intend to receive coaching during a match, must inform the respective Match Committee and Umpire before the game starts and shall only be coached as per Law 44. Any person coaching a side must hold BA accreditation.
- b) There shall be only one coach per side on any one day.

## **30. NOMINATION FEES**

- a) Each Club is required to forward to the District Secretary a nomination fee as advised by the District Secretary, for each Side entered in the Championship.
- b) **All Fees to be paid by 14<sup>th</sup> July.**

## **31. DIVISIONAL WINNERS**

Winners of Divisions shall be the side that wins the final as per clause 10.

### **32. RESULTS**

- a) Result sheets are available from the District and can be downloaded from our website.
- b) The host Club will be responsible **to email** the results of the days play to the Match Committee Recorder, **as per the email address** on page 2 of this booklet, as soon as practicable after cessation of play, but no later than 6.30 pm on the Sunday after play.
- c) Where the host Club fails to observe this requirement without sufficient cause, a deduction of one (1) point will apply for each result not forwarded by the stipulated time.

### **33. ALLOCATION OF CLUBS**

During a nominated period after the conclusion of the Pennant Season but before the commencement of the next Pennant season, Clubs will be invited to fill their allocated positions, based on the results of the concluded Pennant season subject to Clause 4.

### **34. ACCEPTANCE / NON-ACCEPTANCE OF POSITIONS**

- a) Clubs that are unable to accept the offered positions must do so in writing to the Secretary of the SCDMBA.
- b) If a Club withdraws a Side, it must be from their lowest division.
- c) If a Club is able to field an additional Side, **they must apply in writing to the** secretary of the SCDMBA and any re-allocation of Sides will be at the discretion of the Controlling Body.

### **35. PENNANT FLAG / BADGES**

- a) The winning team of each Division will be presented with a Pennant Flag and a lapel badge for each member of the side.
- b) The Runners-up in each Division will be presented with a Pennant Flag.**
- c) Clubs may purchase additional badges if required.
- d) To be eligible, a player must have played 50% of matches in Round play.
- e) Request for additional Pennant Championship badges must be in the hands of the District Secretary within 10 days of the Pennant Championship Finals.