



SUNSHINE COAST DISTRICT BOWLS ASSOCIATION

RULES AND CONDITIONS OF PLAY FOR LADIES' DISTRICT CHAMPIONSHIPS

- Amended: 10/12/2023

Controlling Body: SCDBA Match Chair

Laws of the Sport of Bowls Crystal Mark 4th Edition Version 4.1 April 2023 plus all updated Laws and Policies of BA, BQ and SCDBA

It is a condition of entry for these Events that all players and coaches are familiar with and accept these Conditions of Play and abide by the SCDBA Code of Conduct.

The SCDBA Match Committee is the controlling body for all District Events and reserve the right to alter the format, times of play and venues to suit unforeseen circumstances, giving as much notice as practical, to achieve results.

CHAMPION OF CLUB CHAMPIONS

Yearly declared and affiliated winners of all Club Championships in Singles, Pairs and Fours are eligible to nominate for "District Champion of Club Champion". These events will be played as per "SCDBA 2024 Conditions of Play Club Champions" and not the below Conditions of Play.

ELIGIBILITY TO PLAY IN DISTRICT CHAMPIONSHIPS:

Only Declared and Affiliated Club Members may represent their Club for any District Championship Events.

LADIES DISTRICT CHAMPIONSHIPS

Event Types: - Singles, Pairs, Fours and Triples

CONDITIONS OF PLAY

SECTION 1 - FEES

ENTRY FEES

1.1 Payable direct to District Treasurer via on line with reference / code as per the relevant competition flyer. First names and phone numbers of players must be submitted to the Match Chair on the appropriate form. There will be no refunds to players after the Event closing date.

GREEN FEES

1.2 Competitors will pay green fees prior to commencement of play to the HOST Club. Host Clubs will determine the cost.

1.3 Green Fees for Finals will be at the discretion of the Host Club.

DRAW

- 1.4 All draws conducted by the Match Committee shall be an open draw.
- 1.5 Where there are unequal numbers for Post Section play, "Byes will apply
- 1.6 No "Next Best" will be permitted.
- 1.7 A minimum of 4 sections of 4 teams will constitute a championship draw for Fours, Triples and Pairs.
- 1.8 In all sectional Play when a Team/Player withdraws or forfeits, eligible Reserve Team/Player will be permitted.
- 1.9 Venues to be advised by the Controlling Body at least 1 week prior to the event.

SECTION 2—CHAMPIONSHIP SINGLES

SECTIONAL:

- 2.1 When the Singles are played as a "Section" of three (3) players, each player will act as marker when not playing.
- 2.2 Singles games to be played in sections of three (3)
- 2.3 A player from each section to draw for Rinks prior to play.
- 2.4 Each section is to play on that drawn Rink and Green for the whole day's play.
- 2.5 All Singles Players must remain to mark the last game in Sectional play.

Trial Ends:

- 2.5.1 Number 1 and 2 players have trial ends before 1st game.
- 2.5.2 Number 3 player then has trial ends on same rink between 1st and 2nd game.
- 2.6 All games to be 21 shots up for Sectional with a time limit of 2 hours and 20 minutes per game.
- 2.7 If the game is not completed because of inclement weather, bad light or any other justifiable or unforeseen circumstances, 14 shots will constitute a game.

POST SECTIONAL

QUARTER FINALS

- 2.8 Shall be knockout of 21 shots up with a time limit of 2 hours and 20 minutes.
- 2.9 14 shots will constitute a game with inclement weather or unforeseen circumstances. As per 2.7 above.

SEMI-FINAL AND FINALS

- 2.10 Shall be knockout of 25 shots up. No Time Limit.
- 2.11 Match Committee reserves the right to transfer game/s to another

SECTION 3 - CHAMPIONSHIP PAIRS AND FOURS

SECTIONAL

- 3.1 Shall be 3 games of 15 ends or a time limit of 2 hours & 15 minutes.
- 3.2 If a game is not completed because of inclement weather, bad light, or any other justifiable cause, then ten (10) ends will constitute a game in sectional play in Pairs and Fours.
- 3.3 The completion of two (2) rounds in sectional play of Pairs and Fours constitutes the completion of the sectional matches due to any unforeseen circumstances.

POST SECTIONAL

- 3.4 Knockout of 21 ends or a time limit of 3 hours and 30 minutes.
- 3.5 14 ends will constitute a game with inclement weather or unforeseen circumstances.

SEMI-FINALS & FINALS

- 3.6 SEMI-FINALS - Knockout 21 ends or a time limit of 3 hours and 30 minutes.
- 3.7 FINALS - 21 ends with No Time Limit

SECTION 4 - CHAMPIONSHIP 2 BOWL TRIPLES

SECTIONAL

- 4.1 Shall be 3 games of 21 ends or a time limit of 2 hours and 15 minutes.
- 4.2 If a game is not completed because of inclement weather, bad light, or any other justifiable causes, then fourteen (14) ends will constitute a game. As per 2.7 above.
- 4.3 The completion of two (2) rounds in sectional play of Triples constitutes the completion of the sectional play.

POST SECTIONAL

- 4.4 Shall be 21 ends for Quarter Finals time limit of 2 hours 15 minutes.
- 4.5 14 ends will constitute a game with inclement weather or unforeseen circumstances.

SEMI FINALS & FINALS

- 4.6 25 ends with No Time Limit

SECTION 5 - PLAYING SCHEDULES

SECTIONAL PLAY FOR PAIRS & FOURS

- Round 1: 9.00am—11.15am
- Lunch: 11.15am—12.00pm
- Round 2: 12.00pm—2.15pm
- Round 3: 2.35pm—4.50pm

SECTION 6 - THE PLAY

- 6.1 Play in all games will commence punctually, in accordance with times set out by the Controlling Body. All Players must report to the Match Committee prior to 8.30am for registration with the Controlling Body or advised as per the Draw Sheet for each Event.
- 6.2 Games will start at 9.00am.
- 6.3 Should an event be delayed by inclement weather or any unforeseen circumstance, the Match Committee will advise of any new arrangements and the players involved will make themselves available to play "when called". Late Arrivals. Domestic Regulations 2.6 will apply.
- 6.4 Players must attend the venue unless otherwise advised by the Match Committee. Domestic Regulations 2.6 will apply.
- 6.5 Failure to comply could invoke the "Play, Sub or Forfeit" Rule.
- 6.6 The venue Clubs will appoint the necessary officials, if the Match Committee cannot attend. The game will be under the control of the District Representatives.
- 6.7 Sectional play when a tie occurs - No extra ends are to be played.
- 6.8 If an end in Sectional or Knockout is made "dead", then Law 20 applies. If the end is made "dead" after the bell, then that end shall be replayed. If that end is then made "dead", the Jack will be re-spotted on the Tee as per Law 56.5.3.

SECTION 7 – TRIAL ENDS

- 7.1 Trial Ends will be under the control of the "Umpire-of-the-day".
- 7.2 One trial end each way will be allowed prior to the scheduled starting time of each day's play or on the resumption of a game on another day or at another venue, using as many bowls as are used in a game.
- 7.3 In the event of a player or team receiving a bye and not playing in the first game of the day, then they are entitled to one trial end provided the player or team has not practiced during the time prior to their first game of the day.
- 7.4 Players/teams receiving a bye in the first round, will be allowed to practice at the venue Club, prior to the finish of the first round's play and with the Match Committee's permission.

SECTION 8 - PLAYER MOVEMENT DURING PLAY

SINGLES

Players will only be allowed to walk up to the head as follows:

- 8.1 The opponents after delivery of their third (3rd) and fourth (4th) bowls. Law Book APPENDIX A.4.1
- 8.2 In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head as per Law APPENDIX A.4.2

SECTION 8- PLAYER MOVEMENT DURING PLAY (CONTINUED)

SINGLES

8.3 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 to the mat to deliver their own first bowl as per Law APPENDIX A.4.3

TRIPLES

8.4 The leads after delivery of their second bowl. A 4.1.6.1

8.5 The seconds after delivery of their second bowl. A 4.1.6.3 The skips after delivery of each of their bowls. A 4.1.6.2

8.6 The skips after delivery of each of their bowls. A.4.1.6.3

PAIRS

8.7 The leads after delivery of their 2nd,3rd & 4th bowls. A 4.1.2.1

8.8 The skips after delivery of their 2nd, 3rd & 4th bowls. A 4.2.2

FOURS

8.9 The leads after delivery of their 2nd bowl. A 4.1.7.1

8.10 The seconds after delivery of their 2nd bowl. A 4.1.7.2

8.11 The thirds after delivery of their 2nd bowl. A 4.1.7.3

8.12 The skips after delivery of each of their bowls. A 4.1.7.4

SECTION 9 - PLAYERS WHEN NOT PLAYING

DELAYING PLAY

If the Umpire, either by their own observation or an appeal from one of the skips or opponents in all events, decides that a player is playing in an unsportsmanlike manner by deliberately delaying play:

9.1 On the first occasion, the Umpire will warn the player

9.2 If the player commits the same offence a second time, the end will be regarded as completed and the opponents of the offender will score as many shots as there are bowls in use by such opponent.

9.3 If the player offends the third time, the game will be forfeited to the opponent.

9.4 A player or team intending to withdraw, must notify the Match Chair at least 72 hours prior to commencement of any Champion-

9.5 If a team withdraws before the start of play, this will be treated as a bye and no score recorded, as all teams will be equally affected.

9.6 Should a forfeit occur during Sectional Play, the remaining players/teams shall be credited with two (2) points for the win and shots margin equal to the average net shots recorded in all matches played in that round in their section (Fractions do not count).

SECTION 9 - PLAYERS WHEN NOT PLAYING (Continued)

DELAYING PLAY (Continued)

Teams/Player who receive a forfeit and who have paid green fees must be given a partial refund immediately from the host Club if there is only 1 game played on that day of Sectional Play.

9.7 All teams must play unless in the event of ill health and approved by the Match Controller of the day.

9.8 If players/teams know that they cannot win the Section and do not wish to play the last round they may leave with the Match Controllers permission.

9.9 A player/teams who forfeits in either Sectional or Knockout games, will be required to pay the necessary green fees to the venue Club within seven (7) days.

SUBSTITUTES

9.10 Eligible substitutes are permitted throughout the Competitions.

9.11 If a substitute is required at District level and above, the Controlling Body and Bowls Queensland must be advised in writing, including a valid reason, the name of the substitute and who the player is substituting for in every circumstance.

9.12 The Umpire of the day MUST be notified of any substitutes.

DISQUALIFICATION

9.13 If a player or team is disqualified for any reason, the player or team LAST DEFEATED by the disqualified player or team, shall take the place of the player or team disqualified

SECTION 10 - SCORING IN SECTIONAL PLAY FOR TRADITIONAL EVENTS

COMPLETED GAMES

10.1 The team scoring the highest number of shots in each match at the end of play will be the winner.

10.2 Two (2) match points will be awarded for each win and one (1) point for a tie.

10.3 Match points will be recorded together with shots for and against and the margin.

INCOMPLETE GAMES

10.4 A game with fourteen (14) ends or more—two (2) points for a win, plus margin and the opponent nil (0) points minus margin and one (1) point for a tie.

DETERMINING WINNERS IN SECTION PLAY

10.5 The team scoring highest number of match points will be declared the winner

10.6 In the event of two (2) or more teams scoring an equal number of match points, the team with the highest margin will be the winner.

10.7 If there is still equality, the “total shots against” each team will be divided into the “total shots for” each team. The team with the highest result will be declared the winner.

BYES IN SECTIONAL PLAY

10.8 These affect all teams equally and no score is to be recorded when a team receives a bye.

SCORECARDS

10.9 Scorecards will be signed as being correct by both Skips in Pairs and Triples and by both the Seconds in Fours and the completion time of the game will also be recorded prior to being handed to the Match Committee officials.

10.10 Marker and both opponents in Singles are to sign the scorecard along with the starting time and completion time of the game.

SECTION 11 -COACHING DURING A GAME

11.1 Players, who intend to receive coaching during a game, must inform the Match Committee of the Coach's name at least one (1) hour prior (preferably the night before) to the match commencement and the registered Coach cannot be changed for each game.

11.2 There shall only be one Coach per team.

11.3 Coaches shall be attired according to the requirements set down for players.

11.4 Coaches must submit their BA registration number to the Match Committee.

11.5 Only persons permitted behind the team during a game are the registered Coach and or Team Manager.

SECTION 12—PROVISION OF UMPIRES / MARKERS

12.1 In all games, the provision of non-playing National Accredited Umpires and / or assistants, whose names will be announced before play commences. This is obligatory and will be provided by the Host Clubs for all games.

12.2 Match Committee to appoint markers and umpires for all Singles Semi Finals and Final games.

12.3 When the Singles Championship is played with 3 players per section, each player in that section will act as marker when not playing and must mark the last game in Sectional Singles.

12.4 For Post Sectional Singles games, markers will be provided by the Host Club for the first game.

12.5 Defeated players MUST REMAIN at the venue until markers are drawn for the next game.

12.6 The District will supply the markers for Semi-Finals and Finals.