

# **KWA ZULU NATAL BOWLS**

## **CONDITIONS OF PLAY**

All games shall be played in accordance with:-

- The laws of the sport of Bowls Crystal Mark 3<sup>rd</sup> Edition; and
- Domestic regulations of Bowls South Africa; and the following
- Conditions of play

### **CONTROLLING BODY**

The tournament shall be under the control of KZN Bowls and in association with the Tournament Committee and Jury of Appeal.

### **JURY OF APPEAL**

A Jury of Appeal of KZN Bowls will be constituted as follows:

- Chairman of the Tournament Committee;
- A member of the host District's Executive Committee who shall not be a member of the Tournament Committee;
- Convener of the staging District's Technical Officials Standing Committee or an acceptable nominee.

The decision of the Jury of Appeal shall be final.

### **FACILITIES USAGE FEE (Green Fees)**

A fee per round or day will be charged to participants for the use of the venue in all rounds up to and including the quarter finals. This fee is retained by the host club. The amount of the fee will be declared by KZN Bowls.

### **BOWLS – DISTINCTIVE MARKING, LEGALITY AND STICKERS**

Bowls in a set of four must have distinctive and similar markings on each side. Club personalised stickers may be used, however, only Controlling Body stickers will be acceptable at semi and final stages.

### **FORMAT OF PLAY**

1.1 The Fours Championships (3 rounds per day) is to be played with two bowls on a league system in sections of six teams, over 15 ends. The play-offs of section winners shall be on a knockout basis.

1.2 The Pairs Championships (3 rounds per day) is to be played with four bowls on a league system in sections of six teams, over 15 ends. The play-offs of section winners shall be on a knockout basis.

1.3 All games to be completed as net shots could decide section winners.

1.4 In knockout play the same format as used in section play will be used up to and including the quarter finals. The semi finals and finals will be played over 21 ends. In fours and pairs an extra end or ends will be played in the event of a peel.

1.5 Teams must play on the same green for every round of sectional play

1.6 SINGLES

To be played on a Round Robin format with three (3) players per section.

1<sup>st</sup> round - Player #1 vs Player #2 and Player #3 is the marker.

2<sup>nd</sup> round – Winner of the first round is the marker with the loser playing Player #3.

3<sup>rd</sup> round - Winner of Player #1 vs Player #2 plays Player #3 with marker being the other person in this section.

Rink Allocation:

Players will draw for a rink after each game.

NB Players may NOT play on the same rink twice.

All games will be the player first to 21 shots.

After Round Robin format the tournament will continue on a knock-out basis.

#### **POINTS ALLOCATION & SECTION WINNERS**

- 3 (three) points for winning the game and 1 (one) point if the game is peeled.
- The Section 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. Net shots, shots percentage (i.e. shots for divided by shots against), the winner of the game between the two teams during section play, and if still a tie, a one end tie-breaker will be played.

## **TEAMS**

- Teams must consist of either four or two players for the respective disciplines, all registered at the same club. (refer Dual Members below);
- Players may enter the Pairs without playing in the Fours;
- Clubs may enter more than one team.

## **DUAL MEMBERS**

Team members must all be members of the same club and may not represent more than one club during the tournament. In the event of a player not representing his club of 'first choice', it is agreeable to them playing for a club at which they have dual membership.

## **MEMBER'S CARDS/PROOF OF MEMBERSHIP**

All participants must be in possession of a current Bowls South Africa Membership card or proof of membership from their district. Any player participating in an event who is found not to have current proof of membership will be disqualified together with that player's team.

## **DRESS AND FOOTWEAR**

### **DRESS**

All competitors must appear on the green dressed in compliance with the Laws of the Sport of Bowls. Coloured clothing may be worn subject to all members of a team being uniformly dressed. It is acceptable for individual members in a team to wear either long pants or shorts in the same team during competitive play. Players reaching the final stages may be required to wear special shirts issued by the Controlling Body.

### **FOOTWEAR**

Players, Umpires and Markers shall wear conventional shoes or sports shoes which have a continuous sole or a sole with a channel rise in the middle of the sole, as long as the sole is clearly in one piece and the heel area does not sit at a different height to the front of the sole. To assist in traction the sole can have indented grooves up to 2mm (thickness of a matchstick), but no protuberances. The width of the rear part of the shoe shall be at least 50% of the width of the sole. Conventional sandals are acceptable providing they have a back strap. The District authority reserves the right to allow or disallow the use of specific colours and brands of footwear.

## **DECLARATION FORMS**

Skips must complete these forms at the commencement of the tournament for the Pairs and Fours. The name of the reserve, if applicable, must be recorded. Names of the players must be PRINTED WITH FIRST NAMES AND SURNAMES plus contact telephone numbers. No nicknames are to be used. It is important that each player's Bowls South Africa Membership number is entered. After commencement of the first game no alterations to the declaration form are allowed.

## **WITHDRAWALS PRIOR TO THE TOURNAMENT**

Should a team have to withdraw from these championships before the commencement, the Tournament Secretary must be advised immediately. The entry fees will not be refunded once the draw has been completed and published.

## **WITHDRAWING DURING THE CHAMPIONSHIPS**

Should a side withdraw at any time after the commencement, with or without the consent of the Controlling Body, all their completed results up to the point of withdrawal shall stand. That game and the remainder of the games shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated two points (singles – one point) and the net total of the shots equal to the average net total of shots scored by the winners of all the other games played in the same round/s of the same section.

If without consent from the Controlling Body, then suitable disciplinary actions may be taken by KZN Bowls.

## **RESERVES AND SUBSTITUTES**

### **USE OF RESERVES**

In both the Fours and the Pairs a registered reserve may be used. A substitute may only be used if a reserve is already playing or was not registered.

### **USE OF SUBSTITUTES**

In the event that there are no reserves, or registered reserves are already playing, the names of not more than four bowlers, who have not played for any teams participating in the Tournament, shall be recorded and placed in a hat/container, and the opposing skip for the match shall be allowed to draw out one name from the hat/container and the Controlling Body should accept this name. This player will be allowed to play for the team for as many matches as he/she may be required but may not skip.

NB: To obviate the necessity of having to apply the 25% law, teams must at all times have their full complement of players. A reserve or substitute must be used in the event of a player not being able to commence a game or has to fall out during play. In extreme circumstances, where no substitute is available, Law 33.9 will apply. One fourth of the shots scored must be deducted from the defaulting side. The 25% deduction is only applied for the ends played whilst a player is missing from a team.

### **DIRECTION OF PLAY**

#### **FOURS & PAIRS**

During sectional play, the greens are to be played in the morning direction for the first two rounds each day and changed to the afternoon direction during the lunch break for the third round.

#### **SINGLES**

During sectional play, the greens are to be played in the morning direction for all games.

### **PRACTICE AND WARM UP**

- Teams/players not playing for whatever reason, but due to play in the next round, may practice on any rink allocated by the Controlling Body.
- Any teams/player may warm up before any game, time allowing and with the approval of the Controlling Body. Warm up should be in the opposite direction of expected play. Warm up should not be deliberate play and no target such as a jack may be used, but bowls may be delivered to enable the player to warm/loosen up.

### **TOSSING FOR OPENING PLAY**

Skips in a team game or opponents in a Singles game, should toss with a coin. See Law 5.2 of 'Laws of the Sport of Bowls' Crystal Mark 3<sup>rd</sup> Edition

### **TRIAL ENDS**

- One trial end may be played at the commencement of a game during sectional play.
- One trial end in each direction may be played at the commencement of the semi-finals and final.

## **RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY**

### **FOURS**

Leads and Seconds may not walk up to the head.

After delivering their first bowl, Thirds may be permitted to walk up to the head on being invited by the Skip after he/she has the approval of the opposing Skip.

Skips, after delivery of their first bowl.

### **PAIRS**

Leads may not walk up to the head.

Skips may visit the head after delivery of their second bowl.

### **SINGLES**

After playing their third bowl.

## **DEAD ENDS**

Ends declared to be dead are to be replayed. The procedure of spotting the jack will not apply.

## **INTERRUPTION OF PLAY**

In the event of adverse weather conditions or any other valid reason, the Tournament Committee shall have the right to curtail the number of rounds to be played and/or ends required to win a match in order to determine the winner.

Umpires shall not be responsible to call off the players during lightning/thunderstorm activity, unless an appeal has been made by the player/s.

## **SMOKING/ALCOHOL/CELL PHONES**

Smoking (including artificial devices or e-cigarettes such as Twisp), alcohol, cell phones and handheld TV devices will not be permitted with 2 metres of the green whilst play is in progress. The ruling applies to all tournaments under the control of KZN Bowls.

The penalty for transgressing is as follows:

- Upon the first offence the Technical Official will warn the player via the skip (or the player in singles) and record the player's name and club.
- Upon the subsequent offence by the same player, the Technical Official shall report the player to the Controlling Body, who shall take suitable action, which may involve suspending the player from playing in the next round. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.

- The player has the right to appeal to the Jury of Appeal.
- In a team event, a registered reserve may be used, or a draw for a substitute will be allowed.
- If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year.
- Should a player commit a third offence he/she will be banned from taking part in the tournament and be suspended from playing in any other KZN Bowls Tournament for one year.

#### **RADIOS**

The use of “two-way” radios during play is prohibited.

#### **GENERAL**

If anything should arise that is not specifically covered in these Conditions of Play, then the Law of the Sport of Bowls – Crystal Mark 3<sup>rd</sup> Edition will apply.

Date: May, 2018