

## **MENS BOWLING DIVISION**

### **FERNY GROVE BOWLS, SPORTS & COMMUNITY CLUB INC.**

#### **CONDITIONS OF PLAY**

#### **GENERAL CONDITIONS OF PLAY, MENS CLUB CHAMPIONSHIP GAMES, THURSDAY MENS PAIRS, SPONSORED CLASSIC FOURS.**

##### **1. General Conditions of Play**

- 1.1 All games conducted under the administration of the Mens Bowling Division; Ferny Grove Bowls Club shall be conducted in accordance with the “Laws of the Sport of Bowls” Crystal Mark Third Edition, Bowls Australia Domestic Regulations, Bowls Australia Policies, Bowls Queensland By-laws and Policies.
- 1.2 The Controlling Body retains the discretion to make changes to these Conditions
- 1.3 The Controlling Body may make changes to facilitate the orderly control of the game.
- 1.4 All players should ensure that they are familiar with and accept these Conditions of Play.

*NOTE: The Conditions of Play, Bowls Australia policies, Bowls Queensland By-Laws and policies are available on the Ferny Grove Bowls, Sports & Community website.*

*NOTE: More information is available at the BA home page / About BA / Constitution & Policies.*

*NOTE: More information is available at the BQ home page / Publications / Policies.*

##### **2 Appendix A Mens Club Championship Games.**

#### **CONDITIONS OF PLAY – ALL MENS CLUB COMPETITION GAMES**

**CONTROLLING BODY**      The Controlling Body will be the Mens Bowling Division Committee of the Ferny Grove Bowls, Sports & Community Club Inc.

The club competitions will be run by a Sub-committee consisting of the Games Director, Club President and Vice President.

## COMPETITIONS

These Conditions of Play apply to the following club competitions:-

- Mens A Singles
- Mens B Singles – *Open to any male bowler who has not won an A Singles at any club, or who has not previously won a B Singles at this club.*
- Mens Pairs
- Mens Triples
- Mens Fours
- Mixed Pairs
- Open (Men/Ladies) Novice Singles – *Open to any Bowler who has been playing bowls for less than four years at any club as at the closing time for nominations.*
- Open (Men/Ladies) Veteran Singles – *Open to any bowler who has attained the age of 70 years at the closing time for nominations.*
- Open (Men/Ladies) Veteran Pairs – *Open to any bowler who has attained the age of 70 years at the closing time for nominations.*

## NOMINATIONS

It is a condition of entry for these events that players are familiar with and accept the Conditions of Play

## ELIGIBILITY

Only bowlers who are registered financial, affiliated members of this club at the closing time for nominations shall be eligible to play in these competitions.

### **Mens A Singles, Mens Pairs and Mens Fours**

Any member of the Ferny Grove Bowls Club who is also a member of another Bowls club may play A Singles, Pairs, or Fours Championships provided they have declared to represent Ferny Grove Bowls Club at district level within the same official bowling year.

**Mens B Singles, Mens Triples, Mixed Pairs, Open (Men/Ladies) Novice Singles, Open (Men/Ladies) Veteran Singles and Open (Men/Ladies) Veteran Pairs**

Any member of the Ferny Grove Bowls Club who is also a member of another Bowls club and who plays championships with another Club is eligible to play Mens B Singles (if eligible), Mens Triples, Mixed Pairs, Open (Men/Ladies) Novice Singles, Open (Men/Ladies) Veteran Singles and Open (Men/Ladies) Veteran Pairs with the Ferny Grove Bowls Club in the same official bowling year.

**UNIFORM**

Ferny Grove Club Shirt (Latest *Club Shirt Approved*)

Bottle Green Pants / Shorts

**PRACTICE**

A Player or Team must not play on a rink on which they have drawn to play on in a game that day.

If a Player or Team Championship game rink that day has not been drawn or published, a Player or Team may practice on rinks 1, 2, 13, 14 when available.

If a player or Team has not yet played is due to meet a player or team that has already played on the same day, the player or team that has not yet played can practice as long as another rink is available apart from that on which the player or team has been drawn to play later that day.

**TRIAL ENDS**

Before the start of play in any game, or before continuing an unfinished game on another day, one trial end can be played in each direction using the number of bowls that will be used by the player during the game.

**SINGLES**

First to reach 25 shots, 4 Bowls

Marker must wear Club Uniform.

**PAIRS**

21 Ends, 4 Bowls (*playing 2x2*)

**TRIPLES**

25 Ends, 2 Bowls

**FOURS**

21 Ends, 2 Bowls

**DEAD ENDS**

Dead ends to be replayed (*No re-spotting the jack*).

**EXTRA ENDS**

In the event of a tied score at the end of the designated number of ends an extra end must be played to determine a winner. A toss of a coin is required with the winner of the toss to determine who shall play first.

## **PLAYER MOVEMENT**

### **DURING PLAY**

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:-

Singles game:

- Each Player: after delivery of their third and fourth bowls

Pairs game:

- The leads: after delivery of their second, third and fourth bowls; and
- The skips: after delivery of their second, third and fourth bowls

Triples game:

- The leads and seconds: after delivery of the second's, second bowl; and
- The skips: after delivery of each of their bowls.

Fours game:

- The leads, seconds and thirds: after delivery of the third's second bowl; and
- The skips: after delivery of each of their bowls.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above.

## **POSITION OF PLAYERS**

### **WHEN NOT PLAYING**

Players at the mat end not delivering a bowl should stand at least one (1) metre behind the mat.

Players at the head end (*jack end*) of the rink not controlling play should stand:

1. At least two (2) metres behind the jack if they are a member of the team in possession of the rink.
2. Behind the jack and away from the head if they are a member of the team in possession of the rink.
3. 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.

At the start of each end only the skip or his deputy will be at the head.

## **DELAYING PLAY**

No player, excluding skips, is permitted to remain at the head whilst their opposite number is delivering their bowl.

Any skip who goes to the head and remains there following delivery of their bowl shall stand behind the last bowl of the head closest to the bank or retire to the bank whilst their opposite number is delivering their bowl.

Skips who remain at the head end will return to the mat immediately their opponents bowl has come to rest.

## **REPLACEMENT AND**

### **SUBSTITUTE PLAYERS**

Bowls Australia Domestic Regulations (*Regulation 2*) apply.

### **GENERAL CONDITIONS**

Opening and closing dates/times for these competitions will be advertised on the club notice board.

All games will be played on a knockout (elimination) basis.

Subject to agreement between opposing teams, availability of rinks and consent of the Games Director, games must be played on or before the date set down.

In the event agreement is not reached by opponents, the competition will be played on a date and time, as set by the Controlling Body.

Play, Substitute or Forfeit – Games set down are to be played and a substitute provided if any one player is unavailable. Skips are responsible for the availability of their team players and/or provision of a substitute. The Committee reserves the right to forfeit player/s team or teams that fail to complete games by the due date.

It is expected that goodwill and cooperation will exist between all players competing in these competitions.

Singles games (*except Finals*) will not be permitted on a Saturday afternoon.

Pairs games will only be permitted on Saturday afternoons upon receipt of approval from the Games Director.

Wherever feasible, all-finals should be played on a Saturday Afternoon.

### **3 Appendix B Thursday Mens Pairs.**

#### **Conditions of Play - Thursday Men's Pairs**

##### Competition

- Unless affected by adverse conditions, competition shall consist of two games of two hours duration with a twenty minute break between the first and second games.
- Game 1 shall determine the division of teams in Game 2.
- Division of teams in Game 2 shall be, winners from Game 1 will form the Winners Division, and losers from Game 1 will form the Losing Division..
- In the event that winners from Game 1 result in an uneven number of teams, the losing team from Game 1 that lost by the least number of shots (if more than one team, then count back based on ends) shall play in the Winners Division in Game 2.
- Playing rinks in each game/division shall be determined by random open draw.

##### Play

- Play shall begin at the nominated starting time. Play shall cease at the completion of the end in progress when the finishing bell is rung.
- Jack to be spotted on T for dead ends.
- Should play be stopped by the ringing of the bell due to inclement weather, play shall cease immediately and the end replayed upon resumption of play.

##### Game

- A game shall consist of a minimum of five completed ends on any rink on any green.

##### Prize Money

- Unless affected by adverse conditions, prize money shall be distributed at the completion of play in the following divisions:
  1. Winner of Winners (highest Margin) - Two thirds of prize money pool
  2. Winner of Losers (highest margin) - One third of prize money pool
- Where affected by adverse conditions, prize monies shall be as follows:
  1. Where no games are completed, game fees shall be refunded in full.
  2. Where only the first game has been completed, prize money shall be distributed as follows:
    1. Highest winning margin - Two thirds of prize money pool
    2. Second highest winning margin - One third of prize money pool

- Should result be tied, then
  1. The team which won the most ends will determine result
  2. If result is still tied, highest score on first end /then second end etc/ will determine result
  3. If result is still tied, prize money will be split equally between teams involved.
- Should a team not enter their results ,i.e. win/lose/margin on the white board they will have no claim on prizes after results are announced.

**Games Director**

- The Games Director (or his nominee) shall have the authority to:
  1. determine the suspension of play due to prevailing conditions
  2. determine the cessation of play due to prevailing conditions
  3. distribute prize monies in accordance with these rules of play
- In all matters the decisions of the Games Director (or his nominee) are final and not subject to appeal.

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**4. Appendix C Sponsored Classic Fours**

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**FERNY GROVE BOWLS CARLTON CLASSIC**  
**Men's Fours Sunday 15<sup>th</sup> September 2019**

**PRIZES (only one prize per team except for Power Play)**

1<sup>st</sup> \$1200 / team (wins plus highest margin)

2<sup>nd</sup> \$600 / team (wins plus 2<sup>nd</sup> highest margin)

3<sup>rd</sup> \$320 / team (wins plus 3<sup>rd</sup> highest margin)

Round 2 & Round 3 Winners \$120 / team (highest winning margin)

Power Plays Winner (any team) \$200 / team (most Power Play points over all Games)

**Game Times 3 GAMES – 14 ENDS OR 2 HOURS - Play to start on bell**

- |                 |                  |   |            |                   |
|-----------------|------------------|---|------------|-------------------|
| • First Game    | 9.00am - 11.00am | * | LUNCH      | 1.30pm - 2.00pm   |
| • Second Game   | 11.15am - 1.15pm | * | Third Game | 2.10 pm - 4.10 pm |
| • Presentations | 4.30pm approx.   |   |            |                   |

## **Conditions and Format of Play**

- All matches shall be conducted strictly in accordance with the “Laws of the Sport of Bowls” Crystal Mark Third Edition with Domestic Regulations for Australia, Bowls Queensland By-laws and these Conditions and Format of Play.
- **Scoring will be 3 points for a win, 1 point for a draw, plus margins.**
- No trial ends permitted.
- Bowls to be on green 10 minutes before start of play for inspection by umpire. There is no restriction on any player or team using Decals.
- Dead ends are to be replayed. **An end killed after the finishing bell is not replayed but the jack shall be spotted on the T.**
- Movement of players:-  
Leads, Seconds and Thirds will only be permitted to approach the head after the Third has delivered his second bowl. The Third under exceptional circumstances may approach the head upon invitation from his Skip. Skips are not permitted to remain at the head whilst the opposition Skip is delivering his bowl.
- In the event of interruptions to ends by rain and skips mutually agreeing to leave the green, uncompleted ends will be finished upon returning to the green.
- If the bell is rung by the umpire due to unplayable greens or danger to players, play will cease immediately. All games are to be restarted on the ringing of the second bell and all ends must be restarted.
- In the event of rain 7 ends constitute a game. Prize money will only be distributed if 2 games of at least 7 ends have been played. Otherwise entry fees will be refunded.
- 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Prizes -
  - Should result be tied, wins plus highest total score of the tied teams will determine result.
  - If result is still tied, wins plus highest total ends won by the tied teams will determine result.
  - If result is still tied, prize money will be split equally between teams involved.
- Round Winners –
  - Should result be tied, highest score of the tied teams in that game will determine result.
  - If result is still tied, highest ends won by the tied teams in that game will determine result.
  - If result is still tied, prize money will be split equally between teams involved.
- The Games Director’s Committee shall be the Controlling Body and may alter the Conditions of Play or the Program, if necessary or expedient. All disputes will include an umpire. In all matters the decisions of the Controlling Body are final and not subject to appeal. All players competing acknowledge & accept these Conditions of Play.

### **POWER PLAYS**

- The skip of each team may elect to nominate one end per game as a power play prior to the jack being rolled. The skip is to ensure that all players on the rink are aware the power play has been called.
- Either team with or without possession of the mat can call the power play.
- The team who calls the power play will receive double points for the number of shots they score on that end.



- The team with the most points scored in the nominated power play ends over all games played in the tournament will **win the \$200 Power Play Prize.**
- If there is two or more teams equal with the highest number of points accumulated in the nominated Power Play ends , **a one bowl 'SHOOTOUT' will decide the winner.**
- The one bowl shootout will be played by the skips of each of the teams.
- The order of play for the shootout will be by a random draw conducted by the match committee.
- **The score for POWER Play ends will be circled on the score cards.**

Executive Mens Bowling Division Committee.

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