

# BOWLS GAUTENG NORTH



DOC NUMBER BGN_DOC_016	VERSION 005	EFFECTIVE DATE 2021-09-01	REVISED DATE 2022-10-07
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## CONDITIONS OF PLAY COMPETITIONS

VERSION 05  
REVISED DATE: 2022-10-07

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## CONDITIONS OF PLAY (CoP)

These are the CoP for all Bowls GN Competitions and as such apply to all competitions played in the 2022 / 2023 season unless exceptions are indicated. (A separate document exists with the CoP applicable to the Bowls GN League.) This document as well as all published draws and results will be available on Bowls GN's website at [www.bowlsgn.co.za](http://www.bowlsgn.co.za)

### 1. DEFINITIONS AND ABBREVIATIONS

- 1.1. Refer to the Definitions and Abbreviations as per clause 2 of the Bowls GN Constitution.
- 1.2. For Singles games - The reference to teams in this CoP applies to the individual players.

### 2. ENTRIES

- 2.1. The various Bowls GN competitions will start at dates as published on Bowls GN calendar, and/or on the entry forms, and will be played on dates and at venues as published on the draw. The Executive Committee reserves the right to change dates if they deem it necessary.
- 2.2. Draws will be published approximately 2 (Two) weeks before the Competition start. Entries received after the official publication date will only be accepted where vacancies exist in drawn sections and upon the discretion of the Competition Secretary.
- 2.3. Players will qualify for competitions as follows:
  - 2.3.1. Masters, Veteran Masters and Junior Masters - See Bowls GN Selection Policy.
  - 2.3.2. Champion of Champions - Club champion or, if not available, club runner-up.
  - 2.3.3. All other - Only Registered Individuals (Players) of Member Clubs and Associate Members may participate, subject to the Bowls GN Bylaws.

### 3. FEES

- 3.1. **Entry Fees:**
  - 3.1.1. Bowls GN Masters, Veteran Masters and Junior Masters – No fees;
  - 3.1.2. Champion-of Champions – R 65 per player;
  - 3.1.3. Bowls GN Veteran Fours and Bowls GN Veteran Trips and BGN Veteran Pairs – R65 per player;
  - 3.1.4. All Other Bowls GN Competitions – R 65 per player.
- 3.2. Facility Fees. A facility fee is payable to the venue where competitions, except the Bowls GN Masters, Bowls GN Veteran Masters and Bowls GN Junior Masters are played as follows:
  - 3.2.1. Competitions played on Weekends – R20 per player per day;
  - 3.2.2. Competitions played on Weekdays - R10 per player per day.

## 4. PRIZE MONEY

- 4.1. Entry fees include a provision of R20 per player for prize monies. Prize monies payable will be calculated, by the Bowls GN Honorary Treasurer, and will be paid at the merit function in August.

## 5. FORMAT

- 5.1. Competitions are played in the following formats:

Competition	Section size	Time limit	Sectional play	Playoffs	Semi-Final and Final
All Singles	3	No	Round Robin, 21 shots	Knockout, 21 shots	Knockout, 21 shots
Pairs: Mixed and Open	4	No	Round Robin, 18 ends	Knockout, 18 ends	Knockout, 18 ends
Pairs: Veteran	4	No	Round Robin, 18 ends	Knockout, 18 ends	Knockout, 18 ends
Triples: Open	4	No	Round Robin, 18 ends	Knockout, 18 ends	Knockout, 18 ends
Triples: Veterans	4	No	Round Robin, 18 ends	Knockout, 18 ends	Knockout, 18 ends
Fours: Open	4	No	Round Robin, 15 ends	Knockout, 15 ends	Knockout, 21 ends
Fours: Veterans	4	No	Round Robin, 21 ends	Knockout, 21 ends	Knockout, 21 ends
Fours: Midweek	To be determined	No	Round Robin, 21 ends (3 sets of 7 ends)	Knockout, 21 ends (3 sets of 7 ends)	Knockout, 21 ends (3 sets of 7 ends)
Masters, Veteran Masters and Junior Masters	6	No	Round Robin, 21 shots	Knockout, 21 shots.	Knockout, 21 shots
Champion of Champions	3	No	Round Robin, 21 shots	Knockout, 21 shots	Knockout, 21 shots

- 5.2. All pairs games will be played with **three** bowls per player over 18 ends up to and including the final.
- 5.3. All trips games will be played with **two** bowls per player over 18 ends up to and including the final.
- 5.4. Teams must play on the same green for every round of sectional play played on a single day as far as is practically possible with regard to the available green space.
- 5.5. Bowls: Distinctive Marking, Legality and Stickers. Law 52.1.8.4 refers. Bowls in a set must have distinctive and similar markings on each side. If personalised stickers are used, all players in the team must use the same stickers. The Controlling Body may prescribe that stickers supplied by the Controlling Body must be used.

### 5.6. Round Robin Play

#### 5.6.1. Points

- 5.6.1.1. Singles: One point shall be awarded in a match for a win.

- 5.6.1.2. Midweek Fours: 1 (One) point will be earned per set and 2 (Two) points will be earned for an overall win. Total points available per game are 5 (Five) points.
- 5.6.1.3. Other: Two points shall be awarded in a match for a win and one point for a draw.
- 5.6.2. All teams are expected to play all rounds in the Round Robin phase. However, where the outcome of a game can have no influence on the determination of the winner of a section, the participants may, by mutual agreement and with consent of the tournament official, decide not to play their last round.
- 5.6.3. Section winners are determined by points scored, if equal the shot aggregate, if equal shot percentage, if still equal by the result of the game where these teams played each other.
- 5.6.4. Withdrawal, disqualification or defaulter - The opponent will get full points and number of shots equal to the average winning margin of all games played in that round of that section.
- 5.7. **Knockout Play.** Where a team does not show or withdraws, the game will be awarded to the opponent.
- 5.8. **Singles.**
  - 5.8.1. Bowls GN Masters are scheduled in two sections of 6 (Six). Round Robin will be played in 5 (Five) rounds with markers supplied by the Bowls GN TOSC. The winners of the sections will play against each other to determine the winner and runner-up of the competition.
  - 5.8.2. All other Singles, including the Champion of Champions, are scheduled in sections of 3 (Three). Round robin will be played in 3 (Three) rounds leaving one player each round with a BYE and having that player acting as the marker.
    - 5.8.2.1. In the first round, #1 will play against #2 with #3 to mark;
    - 5.8.2.2. In round two, the loser of the first round will play against #3 with the winner of round 1 to mark; and
    - 5.8.2.3. In round three, the winner of round 1 will play against #3 with the loser of round 1 to mark.
- 5.9. **Start of Play.** Play will start not later than the time indicated on the draw. A period of grace of not more than 10 (Ten) minutes will be allowed, unless prior notice is given with reasons acceptable to the Tournament Official at the venue of play, in which case a further 20 minutes grace may be allowed. Only the game affected will wait.
- 5.10. **Absence of Player(s)** - If the players are absent after the prescribed time has elapsed:
  - 5.10.1. In Singles the game shall be forfeited to the opponent,
  - 5.10.2. In pairs and triples, if there is no reserve or substitute available, the game shall be forfeited to the opponent.
  - 5.10.3. In a fours game, if one player is absent after the prescribed time has elapsed and no reserve or substitute is available, the game shall commence. Where a player is

absent at the start or during the game the number of bowls played by the defaulting team must be made up by the lead and second both playing three bowls singly and in turn. For the duration of the absenteeism, one quarter of the total shots scored (including 2 decimal places) must be deducted from the defaulting team's score at the conclusion of the game, or if the game is played in sets, at the conclusion of each set.

- 5.10.4. In a fours game, if more than one player is absent after the prescribed time has elapsed and no reserve/substitute is available, the game shall be forfeited to the opponent.
- 5.11. Tossing for opening play - Skips (or opponents in a Singles game) should toss with a coin. (See Law 5.2 of Laws of the Sport of Bowls South African Edition (Fourth Edition)).
- 5.12. Trial ends - One trial end in each direction shall be allowed.
- 5.13. Interval - No games will have an interval.
- 5.14. Dead Jack (Burnt Ends). In singles games, a dead jack, as described in Law 19, will result in a dead end and the end will be replayed. In all other games, a dead jack will not result in the end being declared a dead end. The jack will be re-spotted on the 2 meter mark as described in Law 56.5.3.
- 5.15. Restricting the movement of players during play
  - 5.15.1. **Fours**
    - 5.15.1.1. Leads and Seconds may not visit the head until the seconds of both teams have played all their bowls.
    - 5.15.1.2. Thirds may be permitted to visit the head after delivery of his/her first bowl on being invited by the Skip and with the approval of the opposing Skip.
    - 5.15.1.3. The Skips may visit the head after delivery of each of their bowls
  - 5.15.2. **Trips**
    - 5.15.2.1. Seconds may be permitted to walk up to the head after delivery of his/her first bowl, on being invited by the Skip after the approval of the opposing Skip.
    - 5.15.2.2. The Skips after delivery of each of their bowls.
  - 5.15.3. **Pairs**
    - 5.15.3.1. Leads may visit the head after delivery of their second bowls.
    - 5.15.3.2. Skips may visit the head after delivery of their second bowls.
  - 5.15.4. **Singles**
    - 5.15.4.1. Players may visit the head after delivery of their third bowls.

## 6. INCLEMENT WEATHER

- 6.1. Matches may be stopped because of darkness and/or inclement weather conditions by the Controlling Body and/or the Umpire/ Club Tournament Official (after receiving the permission of the Controlling Body):
  - 6.1.1. After appeal has been made by a player, or

- 6.1.2. If lightning is, according to a lighting meter, in a radius of 10 (Ten) km or less from the venue, or
- 6.1.3. According to the hosting club's regulations, even if the "lightning distance" according to the club's regulations is greater than 10(Ten) km.
- 6.1.4. Upon being informed by the hosting club's greenkeeper that the greens are unplayable, or will be damaged if play continues.
- 6.2. Stopped games must be resumed when conditions improve. No games may be abandoned until permission is granted by the Controlling Body and players are to remain available at the various venues until such permission was granted.
- 6.3. In the event where inclement weather prevents the completion of the game, the game will be completed on another date (if practically possible).
- 6.4. In the event of adverse weather conditions or for any other valid reason, the Controlling Body shall have the right to curtail the number of rounds/ends to be played to achieve a result.

## 7. TEAM COMPOSITION

- 7.1. Except for Veteran Pairs, Veteran Trips, Veteran Fours and Midweek Fours all players in a team must be members of the same club.
- 7.2. Except for Singles, declaration forms must be completed by skips prior to the start of their first scheduled game of the competition. The declaration form must reflect the names of the players and the reserve and show their Bowls SA registration number.
- 7.3. Reserves - A registered reserve may be used in all games, except for the singles games. If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available.
- 7.4. Substitutes - Substitutes shall be allowed as follows: In the event of there being no reserve available, or the registered reserve is already playing, the names of not more than four bowlers who have not played or been nominated as reserve for any participating team, shall be recorded on slips of paper and placed in a suitable container. The Skip of the opposing team shall draw a name, and this player shall substitute for as many rounds as they may be required but may not skip.
- 7.5. Use of players not registered on the declaration form other than substitutes will lead to disqualification of the team.
- 7.6. The Club Tournament Official and the Technical Official on duty will verify after each game that the participating players are recorded on the scorecard.
- 7.7. Players absent at scheduled time of play

The Tournament Official/Hosting Club shall report any members/teams failing to report for a match within the prescribed grace period, to the Bowls GN Secretary within 3 days from the date of the default. These players will automatically be prohibited from participating in any Bowls GN competition (excluding the Bowls GN League) for the next 12 months. Players thus affected have the right to appeal in writing to the Executive Committee to overturn the prohibition. It, however, remains the prerogative of the Executive Committee to overturn or maintain the automatic prohibition.

## 8. SCORECARDS

- 8.1. Scorecards for all Bowls GN competitions shall be completed in detail:

- 8.1.1. The surnames and initials must be recorded (including that of the reserve if nominated) on the scorecard for each match.
- 8.1.2. Shots must be recorded at the completion of each end.
- 8.1.3. The card must be signed by both skips/opponents at the conclusion of the game and the finishing time shall be recorded.

- 8.2. The umpire shall, after controlling the totals and the names of the players, sign the card

## 9. DRESS

- 9.1. In Masters, Veteran Masters and Presidents – Highest colours
- 9.2. In veteran team competitions and the Midweek Fours: the colours of the clubs of the individual players or the colours of the Bowls GN Senior Association.
- 9.3. In all other Competition: All players in the team are to wear club colours and shall be uniformly dressed.

## 10. FOOTWEAR

- 10.1. 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 2 (Two) mm (thickness of a matchstick), but no protuberances. The width of the rear part of the shoe shall be at least 50% of the widest part of the sole. Conventional sandals are acceptable providing they have a back strap.

## 11. USE OF CLUB FACILITIES

- 11.1. Clubs shall make their facilities available for matches when called upon by Bowls GN to do so.
- 11.2. The following restrictions on the use of greens shall be enforced:
  - 11.2.1. During the semi-finals and final of any Bowls GN competition no other play shall be allowed to play on the same green.
  - 11.2.2. During other rounds of Bowls GN competitions clubs may present other matches, including “tabs-in” on the same green. These matches must, however, be played on the rinks not utilised by Bowls GN.

## 12. DUTIES OF HOSTING CLUBS

- 12.1. The hosting clubs shall provide the Tournament Official and Technical Officials on duty and they will also provide them with lunches if applicable at no charge.
- 12.2. The hosting clubs shall prepare the greens for play, except if circumstances prescribe otherwise, in
  - 12.2.1. Singles: A North/South direction (all day)
  - 12.2.2. Other competitions: An East/West direction for morning play and a North/South direction for afternoon play,



- 12.3. The hosting club shall prepare the greens each playing day by ensuring that the greens are well prepared and by marking the centre line of each rink.
- 12.4. Scores
- 12.4.1. **BowlsDraw:** Hosting clubs shall preferably, after obtaining a password from the Competition Secretary, update scores and defaulters directly in the BowlsDraw data base.
- 12.4.2. **E-mail or WhatsApp:** Clubs who do not have access to the BowlsDraw database are to email or WhatsApp scores directly after each day's play to the competition secretary together with copies of the score cards.
- 12.5. Documentation: The hosting club must always forward all declaration forms and scorecards to the Competition Secretary within 7 days after the games played. (Appeals or corrections will only be considered based on the documentation received.)

### 13. MISCELLANEOUS

- 13.1. All games will be played in accordance with the Laws of the Sport of Bowls (Crystal Mark Fourth Edition) with the South African Regulations, unless changes have been specifically made in these Conditions of Play in accordance with Law 57.1
- 13.2. Any player may warm up before a game, time allowing and with the approval of the Tournament Official. Warm up should be as prescribed by the Laws.
- 13.3. Teams not playing for whatever reason, but due to play in the next round, may practice on any rink allocated by the Controlling Body.
- 13.4. The use of tobacco products, cellular phones and/or any electronical device on the green or within two metres from the perimeter of the green is strictly prohibited. The use of any alcoholic beverages by players during the course of a match is totally prohibited. Refer also Bowls GN's Code of Conduct.
- 13.5. Drug Testing. Players are to be aware of their responsibilities in regard the anti-doping programme and rules of the South African Institute for Drug Free Sport.
- 13.6. The Controlling Body will have the right to change game parameters and/or dates based on local or unforeseen conditions.
- 13.7. The Controlling Body, which is the Executive of Bowls GN, has delegated its duties and powers to the Competition Committee.

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