



PERFECT DELIVERY GAUTENG OPEN CHAMPIONSHIP

July 2023

CONDITIONS OF PLAY

A. CONDITIONS OF PLAY

Unless otherwise stated, all matches shall be played in compliance with these Conditions of Play as well as the “Laws of the Sport of Bowls Crystal Mark Fourth Edition 1 October 2022”, and the “Domestic Regulations” as may be applicable.

This version of the Conditions of Play is the only version to be used in the 2023 tournament – all previous versions, or from any source but the official Gauteng Bowls and Sables Bowling Association websites, are null and void.

1. Drug free sport

- 1.1. Bowls is a drug free sport and the letter and spirit of the “Prohibited Substances” must be observed during the tournament. It is the responsibility of each player to ensure that any medication that they may take, whether prescribed by a doctor or not, is not a prohibited substance.
- 1.2. The consumption of alcohol by any player, manager or coach during a playing session during the tournament is totally prohibited. A playing session commences with the placing of the mat for the first bowl and is completed when the score card has been signed.
- 1.3. Any player to be found transgressing this rule shall be reported to his/her district which will in take such action as laid down in their constitution for breaches of the competition conditions and shall notify the Executive of Gauteng Bowls of such outcome. Should there be a further transgression The Competition Committee shall report the incident(s) to the Executive of Gauteng Bowls, who will deal with it and take such action as laid down in their constitution for breaches of the competition conditions and duly notify the member’s district of the outcome.

2. Jury of Appeal

- 2.1. The Committee will appoint a Jury of Appeal, which shall consist of:
 - 2.1.1. A Member of the Executive of Gauteng Bowls or a Nominee; and
 - 2.1.2. A member of the Host District’s Executive Committee, who is not a Member of The Committee; and
 - 2.1.3. The Chairperson of the Host District’s Technical Officials Standing Committee or a nominee of that Committee.
- 2.2. All decisions of the Jury of Appeal shall be final.

3. Eligibility of Players

- 3.1. A player participating in the Gauteng Open Bowls Championships Pairs, Mixed Pairs, Fours and Singles events may only do so through one District and one Club, that being the player’s “club of first choice” or the players dual membership club. Should the player choose the latter said player must supply documentary proof with the official entry form that their club of first choice agrees.
- 3.2. The Bowls SA membership card, that must be always available, determines the club at which the member is registered as “first choice”.
- 3.3. The only discipline where an exception can be made and a player may represent more than one club is the Mixed Pairs event where a player is a Dual Member and said player, although representing their club of first choice in any or all of the Singles, Pairs and Fours disciplines, is not representing their club of first choice in the Mixed Pairs. Said player must supply documentary proof with the official entry form that their club of first choice agrees with such an entry.

4. Withdrawals

- 4.1. Should any team in the Pairs, Mixed Pairs and Fours or a participant in the Singles withdraw before the commencement of the tournament, the Tournament Secretary must be advised at Headquarters immediately.
- 4.2. In the event of a team, or participant in the Singles, withdrawal from the Championship after commencement and before the completion of the league play, with or without the consent of the Controlling Body, all points scored will be expunged.
- 4.3. In the event of a team withdrawing without the consent of, or informing the Controlling Body, both the players and the Club concerned may be banned from the next Tournament

5. Refunds

- 5.1. No refunds will be made to players or teams withdrawing from the Tournament once the draw has been completed.

6. Dress and Footwear

- 6.1. All players must be dressed in accordance with the Laws of the Sport of Bowls, section A2 and A3, as well as Domestic Regulations section A.2.2 and A3
- 6.2. Club approved coloured clothing may be worn subject to all members of a team being dressed uniformly.

7. Advertising

- 7.1. Advertising on clothing in conflict with the Sponsor's business will not be allowed without the specific permission of the Tournament Committee, whose decision will be final.

8. Reporting for Play

- 8.1. Skips of the Pairs, Mixed Pairs, Fours and the participants in the Singles events shall report to the Tournament Official immediately on arrival, but no later than 08h30. A Player or Team that has a bye in the first session for the day, shall report to the Tournament Official by no later than 10h00.
- 8.2. Declaration Forms must be completed in full and returned to the Tournament Official prior to the commencement of the first day's play.
 - 8.2.1. Christian names (no nicknames), surnames and BSA membership numbers of all players, including reserves, must be entered.
 - 8.2.2. A contact number for the team or the participant in the Singles event must be provided.
 - 8.2.3. All participants, including the declared reserves, BSA membership cards must be available.
- 8.3. A reserve or reserves for the Fours, Pairs and Mixed Pairs, may be declared / recorded. No reserve is permitted in the Singles events.
- 8.4. The "entered" players in any team in the Fours, Mixed Pairs and Pairs may be altered prior to the commencement of the tournament. No alteration or addition will be allowed after signing the declaration form and the start of the first game.
- 8.5. Participants will not be required to pay green fees; these has already been covered in the original entry fees.
- 8.6. Players with disabilities may make use of an artificial device for delivering the jack or bowl which must be declared on the first day of play as part of the Declaration Form.

9. Late arrivals

- 9.1. In a singles game, Mixed Pairs and Pairs, a player / team failing to arrive within 30 minutes of the starting time shall forfeit the game to their opponents, unless the Tournament Official has been contacted and, for good reasons, condones the late arrival:

However:

- 9.2. A Fours team arriving at a venue with a player short and electing to play with three players shall be allowed to do so subject to Law 39.2.2.1 and 39.2.2.2:
- 9.3. The lead and second player of the team with one player short, shall each play three bowls.
- 9.4. The team shall also forfeit 25% of the total shots scored by them, including decimals, in each of the ends where the defaulting team is one player short.

10. Format of Play

- 10.1. The Singles will be played on a League system in Sections of 3 (three) players.
 - 10.1.1. The first player to reach 21 shots will be declared the winner.
 - 10.1.2. The player having a 'bye' will be marking during that round.
 - 10.1.3. The players are required to play all 3 games and players must remain at the venue for the duration of play.
 - 10.1.4. Further playoffs will be decided on a knockout basis, the winner will be the first player to reach 21 shots.
- 10.2. The Mixed Pairs will be played on a League system in Sections of 4 (four) teams over 18 ends, each player playing 3 (three) bowls.
 - 10.2.1. Section winners will play their first playoff round at the same venue as their Section League games were played.
 - 10.2.2. Further playoff games up to and including the Finals will also be played over 18 ends playing 3 (three) bowls each.
 - 10.2.3. Should any of the playoff games end in a draw on completion on the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 5.2.
- 10.3. The Pairs will be played on a League system in Sections of 6 (Six) teams over 18 ends, each playing 3 (three) bowls.
 - 10.3.1. Section winners will play their first playoff round at the same venue as their Section League games were played.
 - 10.3.2. Further playoff games up to and including the Finals will also be played over 18 ends with each player playing 3 (three) bowls.
 - 10.3.3. Should any of the playoff games end in a draw on completion on the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 5.2.
- 10.4. Fours will be played on a League system in Sections of 6 (Six) teams over 15 ends.
 - 10.4.1. Section winners will play their first playoff round at the same venue as their Section League games were played.
 - 10.4.2. Playoff games, up to and including the last 16 teams will be played over 15 ends.
 - 10.4.3. Quarter-finals, Semi-finals and the Final will be played over 21 ends.
 - 10.4.4. Should any of the playoff games end in a draw on completion on the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 5.2.

11. Decals

- 11.1. Clubs decals will be permitted provided each member of the team have the same decals affixed to their bowls.
- 11.2. The Tournament Committee will provide decals during the Quarter-finals, Semi-finals and Finals of the tournament.

12. Practice and Warm Up

- 12.1. Any team/player may warm up before any game, time allowing and with the approval of the Tournament Official.
- 12.2. Warm up must be in the opposite direction of play and may not be deliberate play by using a jack or other target. Use of a mat is allowed.
- 12.3. Teams/players not playing for whatever reason, but due to play in the next round, may practice on a rink allocated by the Tournament Official.

13. Tossing for Opening Play

- 13.1. The Skips in a team game or opponents in a Singles should toss a coin to determine who starts the game.

14. Trial Ends

- 14.1. Pairs, Mixed Pairs and Fours,
 - 14.1.1. In the Section play - 1 (one) trial end may be played at the commencement of the first game and the fourth game, or when a Section is moved to another green.
 - 14.1.2. In the playoff stages up to and including the last 16, 1 (one) trial end per game may be played.
 - 14.1.3. In the Quarter-Finals, Semi-finals and Finals, 1 (one) trial end in each direction may be played.
- 14.2. Singles,
 - 14.2.1. In the Section play - 1(one) trial end may be played per game.
 - 14.2.2. In the playoff games 1(one) trial end in each direction may be played.

15. Dead Jack / Dead End (Laws 19 and 20)

- 15.1. In sectional, knockout and quarter final games the jack will be re-spotted on the centre line on the 2-meter mark.
- 15.2. In the Semi-final and Final games, dead ends will be replayed in a direction to be agreed by the 2 skips, or opponents in a singles game. If they cannot agree, the end must be replayed in the same direction as it was originally played.
- 15.3. A Dead End is not counted as a completed end and the first to play in the dead end must also start the re-played end.

16. Slow Play and visits to the head

- 16.1. Slow play will not be tolerated under any circumstances and players will have to comply with these undermentioned conditions:
 - 16.1.1. Singles games – A player, in possession of the mat may only visit the head after the player's third bowl has been delivered. Should a need arise for a player to visit the head after the players second bowl has been delivered, permission may be obtained from the marker. Permission may be granted or refused, depending on the pace of play and the time left before the next session must start – refer 16.4 below
 - 16.1.2. Pairs and Mixed Pairs games – Leads may not visit the head. The Skip may visit the head after the Skip's second bowl has been played.

- 16.1.3. Four's games – Leads and seconds may not visit the head. After delivering their first bowl, Thirds may be permitted to visit the head on being invited by the Skip with the approval of the opposing Skip. After taking position at the mat, Skips may visit the head after delivery of their first bowl.
- 16.2. Laws of the Sport of Bowls – Law 13 (Possession of the Rink) and Law 12 (Position of the Players) will be strictly applied.
- 16.3. The Committee reserves the right to apply Annexure A.5 to A.5.6 [Delaying (slow) play] of The Laws of the Sport of Bowls and put a team on the clock, if required.
- 16.4. Starting times are as follows in the Section round-robin phases:
- Game 1 – start 09h00
 - Game 2 – start 11h30
 - Game 3 – start 14h30.

17. Scoring and Score Cards

- 17.1. In the Pairs, Mixed Pairs and Fours, competitors will be furnished with a scorecard, which must be completed by filling in the names of players of all players participants. (Names must correlate with the Declaration Forms completed although positions may differ).
- 17.2. Scores must be entered on the completion of each end. Skips may delegate the completion of the scorecards to a team member but will be ultimately responsible for the accuracy of scorecards.
- 17.3. At the completion of each round, the finishing time must be recorded, the scorecard signed by both Skips, who will insert the time that play ceased, and handed to the Tournament Official.
- 17.4. In the Singles event both the players and the Marker must sign the scorecard and ensure the finishing time of the game is recorded before the card is handed to the Tournament Official.
- 17.5. Should there be opposing teams in the Mixed Pairs, Pairs or Fours or players in a singles game, that find themselves in the position that they can no longer influence the outcome/results of their Section before playing the final round of Sectional play, the two Skips / players may request the Tournament Official to abandon their last game.

18. Determination of Game and Section Winners

- 18.1. In the Pairs, Mixed Pairs and Fours Sectional play, 2(two) points shall be awarded for a win and 1(one) point for a game drawn.
- 18.2. In the event of a points tie on completion of the Sectional play, a Sectional Winner will be decided by the following sequential criteria:
- 18.2.1. Points, Net Shots, Shot Aggregate, Winner of the game during Sectional play.
- 18.2.2. Should equality still exist a deciding end will be played to determine the outright winner.
- 18.3. In the Singles Sectional play 2(two) points shall be awarded for a win. In the event of a points tie paragraph 18.2 above will apply.

19. Substitutes

- 19.1. Substitutes will only be permitted in the Pairs, Mixed Pairs and Fours.
- 19.2. Should a team have no declared reserve, or a nominated reserve is already playing, and a substitute is necessary the Tournament Official will be guided by The Laws of the Sport of Bowls Crystal Mark 4 Edition.
- 19.3. The appointment of a substitute shall be under the supervision of a Tournament Official and the application of Paragraph 32, read along with the appropriate sections in the Domestic Regulations (pages 2- 5) will be applied.
- 19.4. A substitute shall not play as a skip.

20. Game Stoppage

- 20.1. The Tournament Official may, after consultation with the Tournament Committee, stop play on account of darkness, weather conditions, lightning or any other valid reason. Pending the receipt of the approval of the Tournament Committee, the Tournament Official shall then decide whether play shall continue or be temporarily suspended.
- 20.2. At its absolute discretion the Tournament Committee may, with or without an appeal, stop a game in progress.
- 20.3. Neither the Tournament Official nor the Technical Official has the authority to act in regard to the cessation of play without the sanction of the Tournament Committee. The Tournament Official or a nominated person at the club shall have a functioning Lightning Detector and shall advise the Tournament Committee in the event that a reading of 15 kilometres or less is recorded or that an appeal has been made by the players regarding lightning. The Tournament Committee may then suspend play which may not re-commence until a period of 15 minutes has passed after the last lightning reading is greater than 15 kilometres.
- 20.4. In the event of inclement weather or other unforeseen circumstances players shall not leave the venue until the Tournament Official has authorised them to do so.

21. Discipline

- 21.1. Non-compliance with the conditions of play or the Laws of the Sport of Bowls may result in the disqualification of a team or participant in the Singles.
- 21.2. Any team/player found guilty of a misdemeanour while participating in the tournament may have any of the following penalties imposed by their home District and/or Gauteng Bowls Federation;
 - 21.2.1. A Reprimand, and / or
 - 21.2.2. Denied the right to enter or participate in Gauteng Bowls and District competitions or tournaments for a period the district may deem fit.
- 21.3. Districts will be advised of any defaulters within 14(fourteen) days of the conclusion of the tournament.

22. The use of electronic devices

- 22.1. The use of electronic devices to communicate between players (except hearing aids) are strictly prohibited.

23. Programme Changes

- 23.1. The Committee reserves the right to change the playing schedule, if required. In the event of any changes in the program, appropriate announcements will be made at all participating venues.

END OF DOCUMENT

SCHEDULE OF CHANGES		
Version 1 2023. To be submitted to Gauteng Bowls for amendments & approval after internal review.	9 February 2023	<ol style="list-style-type: none"> 1. Previous document reviewed, consolidated and re-arranged to improve flow, remove duplication and anomalies. 2. Aligned to Laws of the Sport of Bowls Crystal Mark Fourth Edition (1 October 2022)
V1.1	11 Feb 2023 (BO, SV)	Document reviewed and amended to clarify and include dead end rules. Lightning rules.
V2	13Mar 2023 (Nico B, BO)	Further amendments and refinement
V2.1	15 Mar 2023 RZ	Further refinement and ease of reading