



Wonderboom Bowls Club

Conditions of Play

2018/2019

Club Competitions

24 September 2018

1. These are the conditions of play for all the Club Competitions played at Wonderboom Bowls Club.
2. It was decided that Bowls Gauteng North (BGN) championship conditions of play would be adopted for all competitions at Wonderboom. This is to standardise all competitions and to prepare members for the higher order competition formats being played throughout South Africa.
3. The conditions specified, apply to all Club Competitions at Wonderboom Bowls Club, unless exceptions are indicated in the conditions. This document as well as all published draws and results will be available on the Wonderboom website, under "Klubkompetisies – 2018/19" and "Bestuur" – Kalender of Dagboek inskrywings", at www.wonderboom.bowls-club.co.za.
4. All games will be played under the Laws of the Sport of Bowls, South African Edition, Crystal Mark Third Edition, with effect from 1 October 2014.

ENTRIES FOR CLUB COMPETITIONS

5. The various Competitions will start at dates as published on the Wonderboom calendar, as well as on the Entry Forms, posted on the notice board. Dates will only be altered because of weather conditions or in the case where games are in conflict with that of BGN District Games. Should members be absent from the club over the period of a competition, it is requested that they do not enter for that specific competition.
6. Members are to complete the entry lists as neat as possible, and provide their Tab number for clarification.
7. Draws will be published, if possible, approximately 2 weeks before the competitions start.
8. Players will qualify for competitions as follows:
 - a. Veterans: 73 years and older.
 - b. Seniors: 60 years and older.
 - c. Open: Any age.
 - d. Novice: New players less than 3 years since first BSA registration. Members who have won the novice competition previously cannot participate in the novice singles again.
 - e. Mixed: The composite of both male and female gender as indicated on the Entry List.
 - f. Dual Member: Dual members can participate in all competitions, except the Open Singles, unless Wonderboom is their main Club.

FORMAT OF PLAY

9. Competitions will be played in accordance with that of the BGN and BSA Guidelines, with minor adjustments to the number of ends.

No	Competition	Section size	Time	Trial Ends	Play Format	Playoffs	Semi Final, Bronze and Final	Bowls
1	<u>Singles</u> : Open, Men and Ladies	4	Day time	2	Round Robin 21 shots	Knockout 21 shots	Knockout 21 shots	4
2	<u>Singles</u> : Novice, Mixed	4	Day time	2	Round Robin 21 shots	Knockout 21 shots	Knockout 21 shots	4
3	<u>Singles</u> : Seniors, Men and Ladies		Day Time	2	Knockout 21 shots	Knockout 21 shots	Knockout 21 shots	4
4	<u>Singles</u> : Veterans, Mixed		Day Time	2	Knockout 21 shots	Knockout 21 shots	Knockout 21 shots	4
5	<u>Singles</u> : Handicap, Men and Ladies		Day Time	2	Knockout 21 shots	Knockout 21 shots	Knockout 21 shots	4
6	<u>Pairs</u> : Men and Ladies		Day time	2	Knockout 20 ends	Knockout 20 ends	Knockout 21 ends	4
7	<u>Pairs</u> : Mixed		Day time	2	Knockout 20 ends	Knockout 20 ends	Knockout 21 ends	4
8	<u>Trips</u> : Men/Ladies		Day time	2	Knockout 18 ends	Knockout 18 ends	Knockout 18 ends	3
9	Fours: Men/Ladies		Day time	2	Knockout 21 ends	Knockout 21 ends	Knockout 21 ends	2
9	<u>Pairs</u> : Drawn, Men and Ladies		Night time	1	Knockout 15 ends	Knockout 15 ends	Knockout 21 ends	4
10	<u>Pairs</u> : Drawn, Mixed		Night time	1	Knockout 15 ends	Knockout 15 ends	Knockout 21 ends	4
11	<u>Trips</u> : Drawn Mixed		Night time	1	Knockout 15 ends	Knockout 15 ends	Knockout 18 ends	3
12	<u>Fours</u> : Drawn Men/Ladies		Night time	1	Knockout 15 ends	Knockout 15 ends	Knockout 21 ends	2
13	<u>Fours</u> : Drawn Mixed (2 Men, 2 Ladies)		Night time	1	Knockout 15 ends	Knockout 15 ends	Knockout 21 ends	2
14	Pro 10 Pairs	4	1 Day	2	Round Robin 10 ends	Knockout 10 ends	Knockout 15 ends	3
15	Pro 10 Trips	4	1 Day	2	Round Robin 10 ends	Knockout 10 ends	Knockout 15 ends	2

REGISTRATION AND FEES

10. A facility fee of R15.00 is payable to the Competition Officials on the first day of play. Skips are to collect their team members' fees and pay it in on behalf of their teams to speed-up the registration process. These funds will be made available for the production, printing and engraving of certificates, trophies and medals at the end of the season.

REPORTING FOR PLAY

Play will start not later than the time indicated on the draw. Participants must report at least 20 minutes prior to the start of the matches for registration. A period of grace of not more than 10 minutes will be allowed, unless prior notice is given with reasons acceptable to the Competition Officials. Only the game affected will be delayed. If after a further 20 minutes, the team or a player is still absent the game will be awarded to the opponent.

Play well and play fair

PRIZE MONEY AND GENERAL

11. Entry fees for the Pro Pairs and Pro Trips will be made available as Prize Money for the tournament as decided by the Committee and will be between R15 and R30 as decided by all members whom have entered for these tournaments
12. All teams are expected to play all rounds in the Round Robin phase. However, where both teams have no chance to influence the winner of their section they may, by mutual agreement, decide not to play their last round.
13. Section winners are determined by points scored. If scores are equal, the shot aggregate will determine the winner. If score and aggregate are equal, the shot percentage will determine the winner. If all of the above is still equal, an additional game will be played over a 10 ends game to determine the winner.
14. The opponent will get full points, in sectional play, as well as the average of the sections shots and aggregate and proceed to the next round in knockout play, in the case of withdrawals, disqualifications or defaulters (not pitching up for a game).
15. Single games are scheduled in sections of 4 where possible and all single players MUST be willing to mark as scheduled by the Competition Officials.
16. No Games will have an interval.

BURNT ENDS

17. Only the first 2 burnt ends, of each team, will be replayed. Any other burnt ends will be re-spotted on the 2-metre mark. The first two burnt ends must be indicated on the scorecard, next to the appropriate end as (BE). This must be done to keep track of such activities.

PRACTICE AND WARM UP

18. Any team / player may warm up before any game, time allowing and with the approval of the Competition Officials. Warm up must be in the opposite direction of play and may not be deliberate play by using a jack or a mat.
19. Teams/players with a "bye" and due to play in the next round, may practice on a rink allocated (not the scheduled rink) by the Tournament Officials.
20. No player/team should on any day of a competition play on the same rink.

TOSSING FOR OPENING PLAY

21. The Skips in a team game or opponents in Singles should toss a coin to determine who starts the game. It is the responsibility of the team winning the toss to ensure that the scoreboard is updated after each end.
22. In the case of equal score at the end of the allowable ends, must the two Skips toss again, to determine which team will play first in the final determining end.

SLOW PLAY AND VISITING THE HEAD

23. No time limit will be placed on Club Games, but deliberate slow play will be pointed out and acted on, by the appointed umpire/s on the day of play.
24. Players are to comply with these under-mentioned conditions, with regards to visiting the head during a game:

Play well and play fair

- a. Single Game (4 bowls), after the delivery of their 3rd and 4th bowls. (In exceptional and limited circumstances, a singles player can ask the marker for permission to walk up to the head).
- b. Pairs Game (4 bowls), the leads after the delivery of their 3rd and 4th bowls and the skips after the delivery of their 2nd, 3rd and 4th bowls.
- c. Trips Game (3 bowls), the leads after the delivery of their 3rd bowl, the seconds after the delivery of their 2nd and 3rd bowls and the skips after the delivery of each of their bowls.
- d. Fours Game (2 bowls), the leads after the 2nd player in their team has delivered their 2nd bowl, the seconds after the delivery of their 2nd bowl, the thirds after the delivery of their 2nd bowl and the skips after delivery of each of their bowls.

25. In exceptional and limited circumstances, can a skip request that a player walk up to the head earlier than described in the law of bowls, with the permission of the opposing skip.

SCORING AND SCORECARDS

26. The skips in a Pairs, Trips and Fours games will be furnished with a scorecard, which must be completed by filling in the names of all players.

27. Skips will be responsible for the scorecards and scores must be entered on the completion of each end. At the completion of each round, the finishing time must be recorded, the scorecard signed by both Skips and handed to the Competition Official who after comparing the scorecard to the scoreboard will sign off the scorecard and update the Draw Program.

28. 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 Competition Official.

RESERVES AND SUBSTITUTES

29. There will be NO substitutes or reserves in a Singles game. Should a player not be able to complete a game, for whatever reason, will the game be awarded to the opponent.

30. A registered reserve (from the same club) may be used in a pairs, trips and fours game. Reserves may be registered at the time of entering the competition, should a player be aware of his/her absenteeism from the scheduled game.

31. A player may be replaced by the registered reserve, if available, should a player withdraw before or during a game for legitimate reasons, such as health or injury.

32. Substitutes will be allowed in the event of no reserve, or where the registered reserve is already playing. Substitutes, if available, must be a player who has not entered into the specific competition and therefore not played as yet.

33. The names of at least two bowlers who have not played for any participating team shall be recorded on slips of paper and placed in a suitable container. The Skip of the opposing team will draw a name, and this player will substitute for as many rounds as they may be required, but may not skip. The withdrawn member may not return to play in the same game, as replaced by the substitute.

34. The substitute's handicap must be the same as the withdrawing player. If not possible, the following will apply:

- a. Lower than the withdrawn player; substitute plays on the withdrawn player's handicap.
- b. Higher than the withdrawn player; team handicap must be recalculated and score adjusted, if the game is already in progress.

DISCIPLINE

35. Non-compliance with the conditions of play may result in the disqualification of a team or participant in the Singles. Any team/player found guilty of a misdemeanour while participating in the competition may have any of the following penalties imposed by the Disciplinary Committee:

- a. A reprimand.
- b. Such a team/player may be denied the right to enter or participate in Wonderboom Club Competitions or tournaments for a period as deemed necessary by the Disciplinary Committee.

36. The use of tobacco products, cellular phones and/or any electronically 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.

37. The Controlling Body and/or the Competition Secretary will have the right to change game parameters and/or dates based on local conditions.

38. The Executive of Wonderboom, has delegated its duties and powers to the Competition Committee.

GAME DAYS

39. The Club Competitions will be played on the following allocated days and under the following circumstances:

- a. Drawn (Handicap) competitions: On Tuesdays and Thursdays late afternoon, starting at 17:30 sharp. (Will be played under floodlights). These games are usually played in the summer months, October to April. (This excludes the handicap singles)
- b. All other competitions are played in daytime on Saturday mornings (09:00) and afternoons (14:00). The flow-over of these games will be played on Wednesdays (14:00). Working members will NOT be considered for games during the week.
- c. Veteran and senior games will mostly be played on Tuesday mornings (09:00), but will also be scheduled at other times, if needed.
- d. The members who only play social games on a Tuesday, Wednesday and Saturday, are indispensable for the Club and the Competition Officials will ensure that, there will be at least 4 to 5 social rinks available at times, for this purpose.

DECALS

40. Clubs decals will be permitted provided each member of the team has the same decals affixed to their bowls. The Competition Officials will provide decals during the Semi-finals and Finals of the competition, if available. NOTE: Decals must be affixed to both sides of the bowls by all team members.

DRESS

41. All players in a team are to wear club colours, unless otherwise indicated by the Committee. All players must wear heelless footwear that has either a smooth or a ribbed sole (maximum depth of 2mm of the ribbed section of the sole making contact with the green – (the thickness of a matchstick). No Rugby or Cargo shorts to be worn.

UMPIRES

42. The Convenor of Technical Officials is to ensure that umpires are appointed for each Club Competition as per Wonderboom Club Competition Schedule.

GREEN PREPARATION

43. The Green Keeper is to ensure that the greens are mowed for Club Competitions.

44. The Competition Officials are to ensure that the greens are prepared and marked in a north/south direction (all day) for single games and in an east/west direction for morning play and a north/south direction for afternoon play. Night games will alternate between north/south and east/west as part of the green protection program.

INCLEMENT WEATHER

45. In the event where inclement weather prevents the completion of the game, the following applies:

- a. Stopped games must be resumed when conditions improve. No games may be abandoned until permission is granted by the Club Competition Officials and players are to remain available until such permission is granted.
- b. 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.
- c. Umpires shall not be responsible to call off players during lightning / thunderstorm activity, unless the players have made an appeal.
- d. The Club Competitions will differ from that of BGN in the event of inclement weather. Should a game/s not be able to be completed, as decided by the Competition Officials, it will be re-scheduled at a time that suites both teams. This could mean that such games can possibly only be completed at a later stage as indicated on the Competition Program. Other competitions cannot be delayed due to such events, as the Club program is very congested.

NB!! May this be a very happy and successful season of bowls for all of at Wonderboom Bowls Club.

By order of the Executive Committee, Wonderboom Bowls Club, under affiliation by Bowls Gauteng North and Bowls South Africa.