



City of Melbourne Bowls Club

Championship Singles and Club Games: Open Novice Singles / Mixed Pairs / Open Pairs

Conditions of Play

Contents

| | | |
|-------|--|---|
| 1 | Championship & Game Contacts for 2021-22 | 2 |
| 2 | Conditions of Play | 2 |
| 3 | Local Rules | 2 |
| 3.1 | Eligibility | 2 |
| 3.2 | Conduct of Play | 2 |
| 3.3 | Arranging Play | 2 |
| 3.4 | Rink Bookings | 2 |
| 3.6 | Commencement of Play | 3 |
| 3.7 | Trial Ends | 3 |
| 3.8 | Practice | 3 |
| 3.9 | Attire | 3 |
| 3.10 | Weather / Light | 4 |
| 3.11 | Substitute Players..... | 4 |
| 3.12 | Replacement Players..... | 4 |
| 3.13 | Spectators (Including coaches) | 4 |
| 3.14 | Smoking..... | 4 |
| 4 | Play Format – Championship Games | 5 |
| 4.1 | Championship Games | 5 |
| 4.1.1 | Men’s & Women’s Singles | 5 |
| 4.2 | Club Games | 5 |
| 4.2.1 | Open Novice Singles | 5 |
| 4.2.2 | Open Pairs..... | 5 |
| 4.2.3 | Mixed Pairs | 6 |
| 4.2.4 | Triples | 6 |



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1 Championship & Game Contacts for 2021-22

Tony Brotherton – 0433 411 195

Email: matches@citybowls.net

2 Conditions of Play

All games will be conducted under the Laws of the Sport Bowls (Crystal Mark 3rd edition, Version 3.1, April 2019), Bowls Australia polices and Bowls Victoria regulations, **except when specifically stated otherwise under “Local Rules”**. An infringement of any of the Laws, Rules and Local Rules may involve disqualification and / or a replay at the complete discretion of the Bowls Committee.

All disputes or appeals must be in writing, preferably by email, to Bowls Committee via matches@citybowls.net

3 Local Rules

3.1 Eligibility

Competitors must be Full Members of the City of Melbourne Bowls Club (CoMBC) and have CoMBC registered as their Primary Club in Bowls Link.

3.2 Conduct of Play

All competitors must, at all times, conduct themselves in a polite and sporting like manner.

3.3 Arranging Play

All championship and club games must be completed by the cut off dates published on the draw for each competition. Failure by either or both players / teams to arrange and complete a match prior to the cut-off date may result in disqualification of either or both players / teams drawn to play at the complete discretion of the Bowls Committee.

All singles players and /or one member of a team shall provide a mobile contact number that can be readily available to assist their opponents in arranging the match.

If a player or team experience any difficulties in arranging play with their opponents, please contact the Bowls Committee as soon as possible to avoid disqualification. **Do not wait until the cut-off date to advise of any issues.** The Bowls Committee will rule on any dispute and such ruling is final.

Please be mindful that player commitments to Bowls Australia, Bowls Victoria and Metro West events receive precedence over championship and club games.

3.4 Rink Bookings

All championship and club games are to have a rink booked via the Club’s online booking system.

Precedence for use of rinks will be as follows:

1. Championship and club games via online booking system
2. Club training
3. Other (ie. turn up to bowl)



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3.6 Commencement of Play

Play is to commence within 30 minutes from the agreed commencement time / date. If a player or team are not available within this time frame, they will forfeit the match unless the opposition player / team waives this breach. Please show understanding and consideration if the opposition is delayed. Please contact any member of the Bowls Committee if there is any concern.

3.7 Trial Ends

Before the start of play in any championship or club game, or before continuing an unfinished championship or club game on another day, one trial end is to be played in each direction. Unless the players / skips agree on a lesser number of bowls / ends it will be a four (4) bowl roll-up for singles and two (2) bowl roll-up for mixed pairs and open pairs in each direction.

For the Triples tournament, unless otherwise stipulated, there will be a one end two bowl roll up in the first game only.

3.8 Practice

No practice or other play is permitted on the day at the venue that the championship or club game is scheduled to be played.

If a player or team that has not yet played is due to meet a player or team that has already played a championship or club game on the same day, the player or team that has not yet played can practice if:

- The Bowls Committee provides approval.
- There is enough time available without delaying the competition.
- Another rink is available apart from that on which the player or team has been drawn to play the club game on.
- Practice will be permitted only while the opposing player / team is completing said game.

3.9 Attire

It is recommended club shirts be worn for all championship and club games. This will show other members a championship or club game is in play and therefore contact to players should be limited (if at all).

For all grand final championship and club games, full uniform (club shirt and bottoms) is to be worn by all players and markers.



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3.10 Weather / Light

If play for the day has commenced and, subsequently due to the consideration of weather or failing light conditions, one player or team wishes to leave the green, but the opposition does not, a member of the Bowls Committee is to be contacted for a ruling. A ruling by a member of the Bowls Committee in these circumstances is final. Play is to continue in the event that a member of the Bowls Committee is not able to be contacted.

- **Temperature**

Play is not to commence or will be suspended for up to one hour if the temperature reaches or exceeds 36 degrees as measured at the Club's designated BOM weather station (currently listed as **Melbourne** in Schedule 3 of Bowls Victoria Metropolitan Pennant Competitions Conditions of Play). The match will be abandoned if the temperature fails to fall below 36 degrees within the one hour of play being suspended.

- **Air Quality**

Play is not to commence or will be suspended for up to one hour if the Air Quality Index (AQI) exceeds 149 from the official site at: aqicn.org/city/Melbourne. The match will be abandoned if the AQI does not fall below 149 within the one hour of play being suspended.

If play is abandoned due to weather or failing light, play is to recommence at the earliest opportunity and prior to the cut-off date or such later date approved by the Bowls Committee.

3.11 Substitute Players

Substitute players are allowed in accordance with Domestic Regulation (DR 2.1.3). A substitute player must be an Eligible Player (Section 1) and not entered the competition / be considered a constituted player (DR 2.3). This only applies to team club games as there is no replacement / substitute players for championship single games.

3.12 Replacement Players

Replacement players are allowed in accordance with Domestic Regulation (DR 2.1.4). A replacement player must be an Eligible Player (Section 1) and not entered the competition / be considered a constituted player (DR 2.3). This only applies to team club games as there is no replacement / substitute players for championship single games.

3.13 Spectators (Including coaches)

Spectators and anyone else not directly taking part in the game must stay outside the boundaries of the green and clear of the players.

If part of the green is being used for spectators, they must stay outside the boundaries of the rinks of play and clear of the players.

They must not disturb or advise the players in any way.

3.14 Smoking

In line with Bowls Victoria rules General Conditions For All Competitions Definitions, Section C: Infringements, Rule V

Smoking (defined as having a lit cigarette, pipe, cigar, vapor or other smoking implement) on the green is not permitted under any circumstances by participating players or markers at any time whilst the championship or club game is in progress.



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4 Play Format – Championship Games

4.1 Championship Games

4.1.1 Men's & Women's Singles

Knockout competition

First to 25 shots wins

Four bowls

Restriction of access to view head – after delivery of player's third and fourth bowls, unless permission granted from Marker

Dead ends apply

Winners continue to Regional Champion of Championships

4.2 Club Games

4.2.1 Open Novice Singles

Knockout competition

First to 21 shots wins

Four bowls

Restriction of access to view head – after delivery of player's third and fourth bowls, unless permission granted from Marker

Dead ends apply

Eligibility – open to any player who has bowled less than 4 years, at any club

4.2.2 Open Pairs

Knockout competition

Highest score after 18 ends wins. If tied after 18 ends then a further end is played with the order of play determined by the toss of a coin. The winner of the toss of coin is able to keep or give away the mat.

Four bowls

2 x 2 x 2 x 2 format

Restriction of access to view head –

The lead after delivery of their second bowl.

The skip after delivery of each of their bowls.

Dead ends apply.



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4.2.3 Mixed Pairs

Knockout competition

Highest score after 15 ends wins. If tied after 15 ends, then a further end is played with the order of play determined by the toss of a coin. The winner of the toss of coin can keep or give away the mat.

Four bowls

2 x 4 x 2 format

Restriction of access to view the head -

1st /3rd player, after their second and third bowl.

2nd player, after their third bowl.

Dead ends do not apply.

4.2.4 Triples

Round robin played on one day.

Two bowl triples.

Restriction of access to view head - The lead and second after their second's second bowl.

The skip after each of their bowls.

No dead ends

Maximum number of teams – 16

Teams will be randomly selected into to play in one of 4 groups of 4 teams. If less than 16 teams are entered, byes are permitted.

Teams in each group will play 9 end matches against each other.

The highest ranked team in each group will progress to the semi-finals.

Team members may alternate positions between matches.

One emergency substitute is permitted for each team

At the end of the Group round, the ranking within the Group will be determined by

The number of wins (Draws get half a win).

The number of ends won (Drawn ends half an end).

The score difference over the three matches.

If the teams cannot be separated, they will play a one end tie breaker.



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Appendix A

Dead Ends

During the play of an end if the jack finishes out of bounds, the end will be considered Dead and replayed.

The mat will belong to the team that had control of the mat for the Dead end.

The end will be played from the end where there are the least number of bowls.

No Dead Ends

The one re-spot method will be used. The jack will be positioned at the back of the T, if that is covered the jack will be placed as close to the T in line and closer to the T at the other end.

Appendix B

Wheelchairs, walking frames and bowlers' arms

The Bowls Australia [Artificial Devices Policy](#) applies.