



**State Championship Events**  
**Conditions of Play**

**2021/22**

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## CONDITIONS OF PLAY

### APPLICABLE FOR STATE CHAMPIONSHIP EVENTS

#### Introduction

The Board of Bowls Victoria (BV) has approved these Conditions of Play.

The BV Championships are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 3<sup>rd</sup>. Edition, Version 3.2 (June 2020) and Bowls Australia (BA) Domestic Regulations (DR) as published April 2019
- BA Policies as found on the BA website; and
- Bowls Victoria (BV) Constitution, BV Regulations and BV Policies as found on the BV website.
- Bowls Victoria reserves the right to vary these Conditions of Play as necessary for the successful conduct of the events.
- No laws governing a sport can cope with every situation, and the laws governing the sport of bowls is no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action.

#### Responsibilities

Subject to the control of the Board, responsibility for the satisfactory conduct of all BV Championship events rests with Bowls Victoria and can be delegated to regions or clubs for events at these levels in accordance with these Conditions of Play.

#### 1. Eligibility

- 1.1. All players must be affiliated with BV, a registered full financial member of a BV affiliated club with playing rights and recorded on the club's BowlsLink database. A breach of this requirement will result in forfeiture of the game Under Law 39.1.1 (Team game) or Law 39.21 (Side game).
- 1.2. For the Mixed Pairs, Pairs, Triples, and Fours Championships, players must be identified from clubs within the same region.
- 1.3. Players must not currently be under disqualification or suspension by their Club, region, state/territory association or national authority.
- 1.4. A player with a pennant permit may not play in the singles, pairs, mixed pairs, triples or fours championships of a region, other than that of their nominated club and is not eligible to represent a region other than that of their nominated club.

- 1.5. In addition to the eligibility requirements above, specific eligibility requirements relate to the Under 18 Championships, Novice Singles Championships, Bowlers Arm State Championships, Over 60s Championships and Multi-Disabilities Championships.

The additional eligibility requirements are located in the relevant section of this document.

**Note:** *Any participants in organised events\* at Club level and above must be a registered financial member\*\* of a BV Member Club and recorded on the BowlsLink database as having playing rights.*

*\* Organised club events include all regular competitions regardless of the value of the prize or prestige associated with the event. For the avoidance of doubt, this includes social competitions such as Thursday morning triples where the prize might be a frozen chook or a small amount of money, but does not include barefoot bowls or Christmas parties which are understood to serve as an important format to attract new members and a vital income stream for clubs.*

*\*\* A registered financial member is any club membership that includes playing rights of any kind.*

## 2. Protection – Players and Officials

- 2.1 Should a player or official be involved in a World Bowls, Bowls Australia, Bowls Victoria or Bowls Victoria Pennant, region or club championship, a Bowls Australia sanctioned event, an Interstate game, a State, region trial, a BV Development Squad activity, an Under 18 game or trial, they will not be penalised should they be absent because of their involvement in a higher-level event on the same day.
- 2.2 Except for World Bowls, Bowls Australia or Bowls Victoria Pennant event this protection is limited to one occasion per season. However, every endeavour must be made to accommodate a player or official's involvement in a higher level event
- 2.3 If the game cannot be rescheduled the player or official will decide which event, to compete in or officiate at.

## 3. Entries for all Bowls Victoria Events

- 3.1 Entries for all BV events will be made by the due date to the club/region in which the member(s) is/are identified for competition.
- 3.2 Regions and clubs cannot accept late entries for any BV Championship Event.
- 3.3 Teams will be constituted in accordance with DR 2.3.
- 3.4 If, after the closing date for entries and before the date of the first round, a clearance to:
- a club within the same region is issued, the player will remain eligible to play in the singles event as a player identified with their new club;
  - a club other than in the same region, eligibility to play in the singles events will be forfeited.
- 3.5 For team events:
- 3.5.1 If the clearance is to a club within the same region the player concerned remains eligible to continue in the event.
- 3.5.2 If the clearance is to a club other than in the same region, eligibility is forfeited and another eligible player can take the place of the member transferred.

- 3.5.3 The player receiving a clearance is eligible to join a team from their new region if a vacancy occurs.

- 3.6 Approval of the controlling body must be obtained if a nominated player is changed before the first round of the competition.

#### **4. Availability for Play**

- 4.1 A player or team not available for play within 30 minutes (or sooner if the Controlling Body decides) of the appointed time for commencing of a game will automatically forfeit the game.
- 4.2 Players must not leave the venue on game day until eliminated from the competition or not required to mark a game. Game times may be moved, and/or extra games scheduled by the Controlling Body as required for the effective running of the event.
- 4.3 Games may be played under artificial lighting or at an alternative location.

#### **5. Non-Appearance**

- 5.1 A region has the power to apply a penalty to a player who has nominated for a state event but fails to appear at the appointed time without advising the Controlling Body at least 24 hours prior to the start of the event.
- 5.2 The onus is on the player to provide satisfactory reason for their non-appearance. Such penalty shall be \$50 for each occasion, payable within 21 days from the date of the event. Failure to make payment within this time will result in the person being ineligible to participate in further state events for a period of 12 months from the date of the offence.

#### **6. Draw**

The draw for all BV Championship events will be an open draw. Seeding of entries is not permitted.

#### **7. Equal Opportunity/Scheduling of play**

All single gender Championship events must be conducted concurrently where possible. If this is not possible due to facility limitations, events must be conducted in a manner that affords both genders equal opportunity. If one gender is given the opportunity to play on a weekend, the same opportunity must be afforded to the opposite gender if circumstances require. Flexibility and understanding are required by all members. (Refer BV Regulations 8.1 (c).

#### **8. Playing attire**

- 8.1 It is the responsibility of the President of the player's club to ensure a player is attired in accordance with the BV Rules for Attire when playing in a BV Championship event.
- 8.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire (<https://www.bowls.com.au/get-involved/attire-equipment>).
- 8.3 All lower body attire must include the NMP logo immediately above the back-right pocket or front right below pocket.
- 8.4 For information about approved footwear, refer to the following Bowls Australia information and the Laws of the Sport of Bowls A.2 (Footwear).  
<https://www.bowls.com.au/get-involved/attire-equipment/footwear/>
- 8.5 There is no requirement for teams to be similarly attired and participants can wear a combination of club and region registered attire, unless specified in the event Conditions of Play.

- 8.6 The NMP Logo must appear on the front or side of all headwear, except on hats with a club hat band, where a logo is not required.
- 8.7 An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.
- 8.8 Complaints must be lodged via the following form: <https://bit.ly/BV-ComplaintForm>
- 8.9 Failure to comply will result in a warning on the first occasion. A subsequent breach(s) may result in a fine of \$100 and/or in action being taken under Clause 16 Infringements.

## 9. Bowls Identification discs

- 9.1 Players are not required to use bowls discs (adhesive labels). If they are used, all players in the Team or side must use a disc of the same colour/design.
- 9.2 Where opponents have the same-coloured discs, the players in singles, skips in a team game or a side manager will toss a coin to determine which player/team shall remove their discs or use another colour disc if available.
- 9.3 Bowls discs may not cover the World Bowls Stamp/Date or the serial number of the bowl.
- 9.4 Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl.
- 9.5 The dot from the set of discs may be placed over the insignia on the bias side of the bowl in lieu of the small ring provided it is from the same set of discs.

## 10. Umpires

- 10.1 The Controlling Body must appoint an accredited umpire to officiate.
- 10.2 If an accredited umpire is not available an accredited Measurer may be appointed as umpire.
- 10.3 If no accredited umpire or measurer is available, a competent person should be appointed as umpire for that day.
- 10.4 The umpire must not be a participant in the event.
- 10.5 An umpires' decision is final in all circumstances except those relating to the meaning and interpretation of a Law in which case there will be a right of appeal to the Controlling Body.

## 11. Players, Coaches and Officials Conduct and Behaviour

- 11.1 All players, coaches and officials are required to conduct themselves in a polite and sportsman like manner when participating or officiating in a BV Championship Events and not in any of the following behaviours:
  - act in an abusive, threatening, or intimidating manner;
  - use obscene, offensive, abusive, threatening, or intimidating language;
  - act in an unsportsmanlike manner;
  - threaten any person with physical violence or assault;
  - assault any person;
  - act in a manner likely to bring the sport of bowls into disrepute; or
  - act in a manner likely to bring BV into disrepute.
- 11.2 A failure to comply can result in the umpire applying an Instantaneous Penalty and/or referring the matter to the BV Disciplinary Committee.

## 12. Smoking

- 12.1 BV recognises that smoking is hazardous to health and is committed to providing a healthy working and sporting environment that protects against the exposure to tobacco smoke.
- 12.2 In accordance with this commitment, clubs hosting BV Championship events are required to prescribe and enforce smoke free designated areas.
- 12.3 Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS/vaping) including e-cigs, e-cigarettes and any other form of smoking device) by a player on the green is not permitted.
- 12.4 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 15) and/or referring the matter to the BV Disciplinary Committee.
- 12.5 All BV Under 18 events must comply with the BV Smoke Free Policy.

## 13. Personal electronic / communication devices

- 13.1 The use of personal electronic/communication devices on the green by a player is not permitted.
- 13.2 Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone or similar they must have permission from the Controlling Body and notify the umpire of the day prior to playing. If approved, the device can be carried on the player but must be on silent / vibrating (only) and responded to on the bank away from play.
- 13.3 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 15) and/or referring the matter to the BV Disciplinary Committee.
- 13.4 Exemptions are provided for scoreboard control devices.

## 14. Photography, Video and Live Streaming

- 14.1 Bowls Victoria reserves the right to use any photographs, video or live streaming during state championships for further promotional requirements.
- 14.2 Bowls Victoria encourages third party live broadcasting of matches.
- 14.3 Third party broadcasting requires prior approval from Bowls Victoria. Approval can be sought by e-mailing [media@bowlsvic.org.au](mailto:media@bowlsvic.org.au)
- 14.4 Live streaming of all state championship finals is restricted to Bowls Victoria transmission only.

## 15. Consumption of Alcohol

- 15.1 The consumption of alcohol by a player whilst a game is in progress is not permitted.
- 15.2 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 14) and/or referring the matter to the BV Disciplinary Committee.
- 15.3 All BV Under 18 events are alcohol free.

## 16. Coaching

- 16.1 Either the coach of a player, team or side or, in their absence the coach's delegated deputy, can give advice to a player during the course of play as long as:
  - 16.1.1 the umpire is given the names of the coach or the coach's delegated deputy as appropriate before the game starts;
  - 16.1.2 only one person is present at the rink to give advice at any one time;
  - 16.1.3 the person giving the advice does so when their player, team or side is in possession of the rink; and

16.1.4 the person giving the advice does so from outside the boundaries of the green.

- 16.2 If, in the umpire's opinion, this law has been broken, the umpire must ask the coach or delegated deputy concerned to stay within the law.
- 16.3 If they do not stay within the law, the umpire must ask the Controlling Body to take immediate action to make sure that the offender stops breaking the law.

## 17. Spectators

- 17.1 Spectators and anyone not directly taking part in the game should not disturb or advise the players. Law 45 applies to spectators.

## 18. Instantaneous penalties

- 18.1 If an umpire, by observation or on appeal by the Controlling Body, a side manager, a skip or an opponent in Singles decides that a player, coach, or official is non-compliant then the end shall be immediately regarded as completed and the opponent of the offender shall be awarded as many shots as there are bowls in use by the opponent(s).
- 18.2 If the umpire forms an opinion on a second occasion that the same player, coach, or official is non-compliant, the player, coach, or official will be excluded from taking any further part in the game.
- 18.3 An instantaneous penalty applying to one player in a team shall be considered as an instantaneous penalty to all players in that team.
- 18.4 Should an instantaneous penalty be applied, no replacement or substitute player will be allowed, and the defaulting player/team will forfeit the game to their opponent.
- 18.5 Any of the above umpire imposed penalties are final and cannot be appealed.
- 18.6 The umpire shall also complete a [BA Instantaneous Penalty Report](#) and forward it to BV within seven (7) days of the incident.

## 19. Infringements

- 19.1 The infringement of any of the Laws, Domestic Regulations, Policy or Condition of Play can involve a monetary fine (not exceeding \$1,000) and/or disqualification, and/or game points penalty and/or a replay or such other penalty as the Controlling Body or the BV Disciplinary Committee, determine in respect of any Player or Team.

## 20. Damage to Green – Delivery of a jack or bowl

- 20.1 If the umpire by observation or on appeal by a Greens Director or their Deputy decides a player is causing damage to the green when delivering the jack or a bowl, a warning will be issued to the player and in a team game the skip and/or the side manager.
- 20.2 If the umpire forms the opinion that the player has repeated the same offence a second time, the umpire will direct that the player must use a "dump mat" if available, or retire from the game (Law 6.1.5.6).
- 20.3 If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game
- 20.4 If a "dump mat" is not available and the offending player agrees to leave the game as directed by the umpire, a substitute is then permitted in accordance with DR 2.4.
- 20.5 If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opposing side.
- 20.6 A "dump mat" may only be used for an individual player(s) to address an identified issue as defined



above.

## **21. Damage to Green – Use of a wheelchair or walking frame or other approved artificial device**

- 21.1 If an umpire by observation or on appeal by the Greens Director or their Deputy decides a player using a wheelchair, walking frame or other approved artificial device is causing damage to the green, a warning will be issued to the player and their skip and/or side manager advised.
- 21.2 If the umpire forms the opinion on a second occasion that the player has caused further damage to the green, the umpire will direct that the player retires from the game.
- 21.3 If a player retires from the game a substitute player is permitted.
- 21.4 If a player refuses to leave the green, they will be a defaulting player and the game forfeited to the opponent.

## **22. Bowlers Arm (Open events only)**

(Except for Bowlers Arm Championship where specific provisions apply)

- 22.1 When a player commences using a bowlers arm in a game, then the arm must be used for the remainder of the game. This does not apply to the rolling of the jack, which can be rolled either by hand or by a bowlers arm.
- 22.2 If an umpire, by observation or on an appeal by the Controlling Body, or a skip decides that a player is non-compliant they will warn the player and advise the skip.
- 22.3 If the umpire forms the opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the game and a substitute will not be permitted.
- 22.4 Failure to comply may also result in action taken under Clause 15 Infringements.

## **23. Arrangement for Practice**

- 23.1 Players will be able to practice on the day before the event pending availability of greens. This is to be arranged with the host venue.
- 23.2 Any additional practices on the day of play will be in accordance with Law 4.

## **24. Slow Play – Delaying Play**

- 24.1 If an umpire by observation or on appeal by an opponent, the skip or side manager in a team game or the Controlling Body decides a player is deliberately delaying the delivery of their bowl or a skip is acting or issuing instructions designed to delay play, a warning will be issued to the player and the skip in a team game.
- 24.2 If an umpire forms the opinion that the player or skip has repeated the same offence a second time, or the warning relates to the last bowl to be delivered by a player, the end will be regarded as completed, and their opponent will be awarded as many shots as there are bowls in use by their opponent.

## **25. Restricted Movement of Players (DR A.4)**

- 25.1 Restricted movement of players during play is in accordance with Law Appendix A.4.
 

Singles:	the opponents: after delivery of their third and fourth bowls.
Pairs:	the leads: after delivery of their third and fourth bowls and
	the skips: after delivery of their second, third and fourth bowls.
Triples:	the leads: after delivery of their second bowl.
	the seconds: after delivery of their second bowl.

the skips: after delivery of each of their bowls.

Mixed Pairs:       the leads: after delivery of their third and fourth bowl and  
                          the skips: after delivery of their second, third and fourth bowls.

- 25.2   In exceptional and limited circumstances, a singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walk up to the head earlier than described above.
- 25.3   If a player does not meet the terms of this law, Law 13 Possession of the rink will apply.

## **26. Inclement Weather**

- 26.1   The BV Championship events are governed by the Bowls Victoria Weather Policy and Pennant Inclement Weather provisions of the region in which the event is conducted.

## **27. Death of a player**

- 27.1   If a game has commenced and a participating player passes away, all games in progress at the venue will be abandoned.
- 27.2   Games abandoned for this reason will be resumed under such conditions as the BV/Region Championships Committee decides with the scores carried forward as they were when play was abandoned.

## **28. Jury of Appeal**

In the event of an appeal a Jury of Appeal consisting of any three of the following will be formed:

- Tournament Director and/or nominee
- BV Officiating & Laws Chairs and/or nominee
- BV Event and Competitions Manager
- BV President and/or nominee
- BV Chief Executive Officer and/or nominee
- BV Participation Coordinator

## **MEN'S AND WOMEN'S SINGLES, PAIRS, TRIPLES, MIXED PAIRS AND FOURS CHAMPIONSHIP OF VICTORIA**

### **1. Format**

- 1.1 Where regions have playing areas, play may be within the playing areas to determine a playing area winner. Playing area winners will then play to determine a region winner.
- 1.2 For regions without playing areas, play will be within the region to determine a region winner.
- 1.3 Region winners will play knockout rounds under an open draw to produce the state champion for each event.
- 1.4 In Team games substitute and replacement players are permitted in accordance with Law 33 and DR 2.4 and DR 2.5.
- 1.5 For the purposes of replacement players, the first game at playing area or region level is the beginning of that competition.

### **2. VICTORIAN CHAMPION OF CHAMPION (SINGLES)**

- 2.1 The Champion of Champions Singles event is open to the winner of the affiliated Club's Singles Championship played in the current season.
- 2.2 The current club champion only is eligible to compete. Substitutes are not permitted under any circumstances.
- 2.3 All rounds at club, playing area and region level are to be an open draw of knockout play of 25 shots up. Seeding of entries is not permitted.
- 2.4 Where regions have playing areas, play may be within the playing areas to determine a playing area winner. Playing area winners will then play to determine a region winner.
- 2.5 For regions without playing areas, play will be within the region to determine a region winner.
- 2.6 The region winners will play knockout rounds under an open draw to produce the State Champion of Champions.
- 2.8 Singles Champion of Champions events at all levels must be played under knockout format.

### **3. Trial Ends**

One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game.

## DURATION AND FORMAT OF GAMES OF VICTORIAN CHAMPIONSHIPS

### 3. SINGLES CHAMPIONSHIP

All rounds at club, playing area and region level are to be an open draw. Seeding of entries is not permitted.

Club, Playing area, Region & State finals:

Four bowls per player.

**All rounds - 25 shots up** (in excess of 25 will not count).

**All rounds must be knockout.**

Defeated players may be required to mark in subsequent rounds.

### 4. PAIRS CHAMPIONSHIP

Region & Playing area:

- Four bowls per player. Played 2 x 2 x 2 x 2.
- Sectional or Knockout Play – 15ends
- Finals - 18 ends.

State Finals:

- Four bowls per player. Played 2 x 2 x 2 x 2.
- Sectional or Knockout Play – 15ends
- Finals - 18 ends.
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### 5. MIXED PAIRS CHAMPIONSHIP

Region & Playing area:

- Four bowls per player. Played 2 x 2 x 2 x 2.
- Sectional or Knockout Play – 15ends
- Finals - 18 ends.

State Finals:

- Four bowls per player. Played 2 x 2 x 2 x 2.
- Sectional or Knockout Play – 15ends
- Finals - 18 ends.

### 6. TRIPLES CHAMPIONSHIP

Region & Playing area:

- Two bowls per player.
- Sectional play – 15 ends;
- Knockout play and Finals – 18 ends.

State Finals:

- All Rounds (Last 16, Quarter Final, Semi Final, Final) 18 Ends.

### 7. FOURS CHAMPIONSHIP

Region & Playing area:

- Two bowls per player.
- Sectional play – 15 ends;

- Knockout play and Finals – 18 ends.

State Finals:

- All Rounds (Last 16, Quarter Final, Semi Final, Final) 18 Ends

## 8. CHAMPION OF CHAMPIONS (SINGLES)

All Rounds:

Four bowls per player.

**All rounds - 25 shots up** (in excess of 25 will not count).

**All rounds must be knockout.**

The Region winners will play knockout rounds under an open draw to produce the state champion.

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## AUSTRALIAN INDOOR SINGLES (VICTORIAN QUALIFYING)

### 1. Format

- 1.1 Four bowls per player.
- 1.2 Sectional play, three (3) players per Section.
- 1.3 Sets Play as per Law 56 – 2 sets of 9 ends with a 3-end tie-break if required.
- 1.4 Jack re-spotted in accordance with Law 56.5.3.
- 1.5 One trial end in each direction prior to the commencement of each game.
- 1.6 Players will mark games in own section where not drawn to play.

### 2. Restricted Movement of Players (Law Appendix A.4.1.1)

- 2.1 The opponents: after delivery of their third and fourth bowls.
- 2.2 In exceptional and limited circumstances, a singles player can ask the marker for permission to walk up to the head.
- 2.3 If a player does not meet the terms of this law, Law 13 Possession of the rink will apply.

### 3. National Finals

- 3.1 Players qualifying for the National Finals are responsible for their own costs including travel, meals and accommodation.
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## OVER 60s CHAMPIONSHIPS

### 1. Eligibility

Open to all Bowls Victoria affiliated men and women bowlers 60 years of age and over at commencement of the Over 60's State Final Championships. For the 2021/2022 year, this is 16<sup>th</sup> February.

### 2. Format

- 2.1 All rounds are to be an open draw. Seeding of entries is not permitted.
- 2.2 Where regions have playing areas, play may be within the playing areas to determine a playing area winner. Playing area winners will then play to determine a region winner.
- 2.3 For regions without Playing areas play will be within the region to determine a region winner.
- 2.4 Region winners will play knockout rounds under an open draw to produce the state champion for each event.
- 2.5 Substitute and replacement players are permitted in accordance with Law 33, and DR 2.4 and DR 2.5.
- 2.6 For the purposes of replacement players, the first game at playing area or region level is the beginning of that competition.
- 2.7 **Singles Championship – Men's and Women's**  
Four bowls per player.  
All rounds 21 shots up (in excess of 21 will not count).  
All rounds knockout format.  
The number of games per day determined by the Controlling Body.
- 2.8 **Pairs Championship - Men's and Women's**  
Region & Playing area:
  - Four bowls per player. Played 2 x 2 x 2 x 2.
  - Sectional play – 12 ends
  - Knockout Play – 15ends
  - Finals - 15 ends.
  -State Finals:
  - Four bowls per player. Played 2 x 2 x 2 x 2.
  - Sectional play – 12 ends
  - Knockout Play – 15ends
  - Finals - 15 ends.

### 3. Game points

- 3.1 Game points during sectional rounds will be awarded as follows:
  - Win: 3 points
  - Tie: 1 point.
  - Loss: no points
  - Bye: no points, if a player/team withdraws from a section prior to commencement of

play in round 1 it will be treated as a bye.

**Forfeit:** Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.

Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

### 3.2 Section Winner

Section winner will be determined in accordance with Law 27.

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## NOVICE SINGLES CHAMPIONSHIPS (MEN'S & WOMEN'S)

### 1. Eligibility

- 1.1 Open to affiliated male and female bowlers first affiliated on or after **1st May 2020**.
- 1.2 Eligibility must be validated by region/playing area before accepting entry.

### 2. Format

- 2.1 Four bowls per player

All rounds - 21 shots up (shots in excess of 21 will not count).

All rounds can be a combination of Sectional Play and Knockout depending on entries.

Following preliminary knockout rounds the last two remaining players will progress to the state final to be played at State Championship Week

- 2.2 If fewer than two entries are received per region per event:
    - Where regions have Playing areas, the entrant will progress as the Playing area representative (not the Playing Area Champion) to determine the region winner.
    - For regions without Playing areas, the entrant will progress to the State Championship Final as the region representative (not the Region Champion).
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## UNDER 18 CHAMPIONSHIPS

### 1. Eligibility - Age requirements

- 1.1 The under 18 championships are open to all BV affiliated girl and boy bowlers who are under 18 years of age on the final day of the Championship.

### 2. Entries

- 2.1 Entries for all events will not be accepted after the closing date.

### 3. Format of Play

- 3.1 Format of Play will be decided by the controlling body for each event dependant on entries

### 4. Finals

The final of all disciplines will be played during the BV Under 18's Championships at a date to be advised.

### 5. Venues

- 5.1 Sectional play and where necessary some post-sectional knockout rounds will be held at a venue as determined by BV when registrations have closed.

### 6. Starting Time

- 6.1 All players must be in attendance at the host venue 30 mins prior for registration.
- 6.2 When a post-sectional knockout round is to be played following the completion of sectional play and:
- a) there is **sufficient** time to play the game on that day the venue manager will determine the start time for the knockout round
  - or**
  - b) there is **insufficient** time to play the game on that day the venue manager in consultation with the players concerned will determine the venue and start time for the knockout round
- 6.3 The registration and start time for all events during BV Under 18 Championship Week will be published on the BV website.

### 7. Trial Ends

- 7.1 One trial end in each direction must be permitted prior to the commencement time of the initial round each day in accordance with Law 5.1.
- 7.2 For sectional play in the singles championship, a player drawn as the marker for the first game may be permitted to have trial ends in accordance with Law 5.1 prior to the commencement of the second round of competition.

### 8. Re-spotting the Jack

If the jack becomes dead in accordance with Law 56.5.1 it must be re-spotted in accordance with Law 56.5.3.



## DURATION AND FORMAT OF GAMES

### 9. Male and Female Singles Championship.

- 9.1 Four bowls per player.
- Sectional and post sectional rounds (except final) – 21 shots up (in excess of 21 will not count).
  - Final 25 shots up (in excess of 25 will not count).
  - Sectional play (where possible) will be conducted with a maximum of 3 players per section.
  - Each player in a section of 3 player will marker in their own section where not drawn to play.
- 9.2 A player scheduled to mark a round can be replaced by a parent or guardian if this is considered necessary and is approved by the players concerned. If agreement is not achieved the matter will be referred to the Controlling Body.
- 9.3 In sections of two (2) or four (4) players the marker will be provided by the Controlling Body or, with the approval of the players concerned, a parent or guardian. The marker should comply with the Bowls Australia National Merchandise Program (NMP) Logo Policy.

### 10. Male and Female Pairs Championship.

Three bowls per player.

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

### 11. Mixed Pairs Championship.

Three bowls per player.

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

### 12. Open Triples Championship

Two bowls per player

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

Triples teams can comprise any combination of female and male players.

### 13. Game points

- 13.1 Game points during sectional rounds will be awarded as follows:
- |          |  |
|----------|--|
| Win:     | 3 points   |
| Tie:     | 1 point.   |
| Loss:    | no points  |
| Bye:     | no points, if a player/team withdraws from a section prior to commencement of play in round 1 it will be treated a bye.                                |
| Forfeit: | Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. |
|          | Side giving forfeit, 0 points and loss of net total shots equal to the average net   |

winning score of other games played in all sections in the same round.

**Section Winner**

If two or more players or teams are equal on points the Section winner will be determined in accordance with Law 27.4 and 27.5.

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## MULTI - DISABILITIES CHAMPIONSHIPS

### 1. Eligibility of Players

Open to bowlers with a classified disability and who meet the disability criteria for the particular event.

### 2. Events

- Open Singles & Pairs for Bowlers with an Intellectual Disability
- Open Singles & Pairs for Bowlers with a Physical Disability
- Ladies & Men's Singles for Bowlers with a Vision Impairment of B1, B2, B3, B4
  - Open Pairs for Bowlers with a Vision Impairment of B1, B2, B3, B4
  - Open Singles & Pairs for Bowlers with a hearing impediment
  - Open Singles & Pairs for Bowlers with Autism

**NOTE:** Late entries may be accepted if a BYE can be filled.

### 3. Formats

#### 3.1 Singles

Four bowls per player,  
21 shots up, shots in excess of 21 will not count.  
Time limit of 120 mins for preliminary rounds (not including trial ends).  
Semi-Finals and Finals not subject to a time limit

#### 3.2 Additional information for Bowlers with a Vision Impairment

- 3.2.1 Men and women will compete in separate competitions based on their classification: B1, B2, B3 and B4.
- 3.2.2 In the event that there are insufficient entries within a classification an Open Men's & Open Women's handicap event will be run.
- 3.2.3 The following handicaps will apply:
  - B1 – 12 shots
  - B2 – 6 shots
  - B3 – 3 shots
  - B4 – 0 shots
- 3.2.4 Handicaps will be a starting score rather than a differential e.g. B1 playing a B3, the starting scores will be B1, 12 – and B3, 4.

#### 3.2 Pairs

Three bowls per player.  
Played 3 x 3. 13 ends.  
Time limit of 120 mins for preliminary rounds (not including trial ends).  
Semi-Finals and Finals not subject to a time limit

### 4. Game Points

#### 4.1 Game points during sectional rounds will be awarded as follows:

- Win: 3 points
- Tie: 1 point
- Loss: no points
- Bye: no points,  
If a player/team withdraws from a section prior to commencement of play in round 1 it will be treated a bye.
- Forfeit: Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.

Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

- 4.2 If two or more players or teams are equal on points the section winner will be determined in accordance with Law 27.4 and 27.5.

## **5 Time Limit**

- 5.1 Should a game be stopped due to extreme weather, the time limit will be extended by the equivalent amount of the time for the delay.
- 5.2 Any player/team arriving after the official start time for an event, shall lose the right to play trial ends.
- 5.3 Any player/team arriving at the green more than 15 minutes after the official starting time of the event shall forfeit the game and the points for that game (during sectional play), and/or not progressing through to the next round (in knockout play). This determination will be made by the Tournament Director

## **6 Start of Play**

Play will commence with the Tournament Director signalling the start time by a bell, horn, etc.

## **7 End of Play**

At the completion of the allocated time, the Tournament Director will signal the end time of play by a bell, horn, etc. At this time players will complete the current end in progress. (The start of an end is determined by the delivery of the jack by the first player in that end).

## **8 Re-spotting the Jack**

If the jack becomes dead in accordance with Law 56.5.1 it must be re-spotted in accordance with Law 56.5.3

## **9 Leaving the rink of play is subject to Law 33.**

- 9.1 A player may not delay play by leaving the rink of play unless their opponent agrees and for no more than 10 minutes.
- 9.2 In the final 20 mins of play in a timed game, players must advise the umpire and may not leave the green for an extended period of time.

## **10 Use of Directors**

- 10.1 Bowlers with a Vision Impairment must provide their own director.
- 10.2 If a bowlers with an intellectual disability require the assistance of a director they must provide their own director.
- 10.3 The umpire must be advised of the director's name prior to the start of the game. Only one director per player/team is permitted.
- 10.4 The director must;
- Wear approved bowls attire and the BA National Merchandising Policy, Logo Policy applies.
  - Only provide assistance to the bowler at the mat end or when accompanying the bowler to/at the head.
- 10.5 The director and player must visit the head together. The player is not permitted to visit the head without the director.
- 10.6 The director may;
- Provide assistance in determining the result of the end and completing the scorecard
  - Provide other assistance to the bowlers as necessary to minimise any delay in play e.g. move bowls behind the mat after the result of the end has been determined.
-

## **BOWLERS ARM CHAMPIONSHIPS**

### **DURATION AND FORMAT OF PLAY**

#### **1. Men & Women's Bowlers Arm Singles Championship**

Four bowls per player

All rounds 21 shots up (in excess of 21 will not count)

Sectional play format

The number of games per day determined by the Controlling Body.

#### **2. Men & Women's Bowlers Arm Pairs Championship**

Four bowls per player.

Played 2 x 2 x 2 x 2.

Sectional play – 12 ends.

Knockout play – 15 ends.

Final – 15 ends.

The number of games per day determined by the Controlling Body.

### **SPECIAL PROVISIONS**

#### **3. Delivery of jack and bowl**

Every delivery (including rolling of the Jack) MUST be delivered with the Bowlers Arm

#### **4. Trial Ends**

One trial end in each direction must be played prior to the commencement time of each game in accordance with Law 5.1

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## MEN'S & WOMEN'S REGION SIDES CHAMPIONSHIP

### 1. Duration and format of play

- 1.1 Two bowls per player.
- 1.2 Two (2) Sections of eight (8) sides
- 1.3 Section Round games of 12 ends per team, with a time limit of 2 hours (120 min)
- 1.4 Final of 15 ends per rink (No time limit)

### 2. Sectional Play

- 2.1 Game points:
 

Win:	3 points
Tie:	1 point
Loss:	no points
Bye:	no points,

If a side withdraws from a section prior to commencement of play in round 1 it will be treated a bye.

Forfeit: Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.

Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.
- 2.2 Section winner will be determined in accordance with Law 27 and play a knockout final.
- 2.3 The two section winners will play a knockout final to determine the Regional Sides Champion.

### 3. Timed Games

- 3.1 A team not ready to commence play at the scheduled starting time shall, on appeal to the umpire by the opposing skip or side manager, will have the first end awarded against them and be penalised 8 shots.
- 3.2 Start of Play: Play will commence with the sound of a horn or bell or an announcement signalling the start time over the venue's PA system.
- 3.3 End of Play: When the time limit is reached, a horn, bell or announcement over the venue's PA system will signal the end of play.
- 3.4 If an end is in progress when the time-limit is reached, that end must be completed (Law 55.3.2). The start of an end is determined by the delivery of the jack by the first player in that end.

### 4. Trial Ends

One trial end in each direction must be played prior to the start of the first round each day and prior to the start of Round 4.

### 5. Side Selection

- 6.1 Each Region will nominate up to 14 players from which three teams of four will be selected for each game.
- 6.2 Should there be a change in the composition or playing position of the teams for any game the Tournament Director must be advised prior to the commencement of the game.

### 6. Non-playing Side Manager

Clubs must appoint a non-playing side manager. The side manager will be the point of contact for the events manager. The side manager will also be responsible for entering all sides before each game and scores after each game into Bowlslink.

## MIDWEEK & WEEKEND CHAMPION OF STATE PENNANT

### 1. Event

Separate Champions for Midweek & Weekend Pennant will be contested between the eleven country regions, Metropolitan Midweek Division 1 and Weekend Premier Division Pennant Champions.

### 2. Player Eligibility

A player must have played a the required number of Pennant games for the club during the season that qualifies them to play finals in the respective Competition they qualified from.

### 3. Side Format

Sides can contest the Championships with no selection provisions, except that all players must meet the player eligibility requirement in relation to playing of games to be qualified for finals.

### 4. Side Selection

Each Region representative will nominate up to 14 players from which three teams of four will be selected for each game. Should there be a change in the composition or playing position of players between games the Tournament Director must be advised prior to the commencement of that game.

### 5. Non-playing Side Manager

Clubs must appoint a non-playing side manager. The side manager will be the point of contact for the events manager. The side manager will also be responsible for entering all sides before each game and scores after each game into Bowlslink.

### 6. Format of Play

- 6.1 Play will be conducted in two sections of six regions determined by an open draw.
- 6.2 Two bowls per player.

### 7. Section play

- 7.1 15 ends per team, with a time limit of 2.5 hours (150 min).
- 7.2 The two section winners will play a knockout final to determine the Champion of State Pennant.

### 8. Final

18 ends per team. No time limit.

### 9. Timing of Games

- 9.1 Team not ready to commence play at the scheduled starting time shall, on appeal to the umpire by the opposing skip or side manager, have the first end awarded against them and be penalised 8 shots.
- 9.2 Start of Play: Play will commence with the sound of a horn or bell or an announcement signalling the start time over the venue's PA system.
- 9.3 End of Play: When the time limit is reached, a horn, bell or announcement over the venue's PA system will signal the end of play.
- 9.4 If an end is in progress when the time-limit is reached, that end must be completed (Law 55.3.2). The start of an end is determined by the delivery of the jack by the first player in that end.

## 10. Trial Ends

One trial end in each direction must be played prior to the start of the first section round ONLY on each day of play.

## 11. Game points

### 11.1 Winner determined by the side with the highest net shots

Side win:	3 points
Side tie:	1 point
Side receiving forfeit/walkover:	3 points and the net total shots equal to the average net winning score of other games played in that sections in the same round.
Side giving forfeit/walkover:	0 points and loss of net total shots equal to the average net winning score of other games played in that sections in the same round.

### 11.2 Section winners will be determined in accordance with Law 27.

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# Victorian Schools Super Series - Conditions of Play

## Format of Play

1. Two bowl triples.
2. Teams of 3 or 4 (three players and 1 substitute)
3. Per Game:
4. Play five ends or maximum time limit per game of 40 minutes (whichever comes first).
5. Except for both major semifinals, the Grand Final and the 3<sup>rd</sup> Placed Playoff which will be 3 ends or 20 minutes (whichever comes first)
6. To start a game, the team who wins the toss can place the mat along the centerline and roll the jack. The jack must be centered.
7. The team, who wins the end, has control of the mat for the next end.
8. Players will receive a five-minute warning before the end of time.
9. The end in progress must be completed. A new end cannot be started after the ringing of the bell. A new end is deemed to be started if the jack has been rolled.
10. If the jack goes out of bounds, or in the ditch, the jack will be re-spotted at the 'T'.
11. Scoring will be recorded by total score of shots at each of the five ends.
12. If two teams have the same amount of ladder points/wins after round 3, the shot differential will be the deciding factor. If this figure is the same, the tiebreaker will be amount of shots for. If these numbers are the same, the least amount of shots against, if these are the same, a coin toss will occur.
13. Include: Power Plays & Substitutions (below).
14. All other rules will be in accordance with Bowls Australia's rules for competition.

## Power Plays

1. Each team will have the ability to use one power play each game.
2. The power play entitles a team to double their shots if they win that end.
3. To use the power play, one team member should indicate they are using the power play by holding up the 'Power Play' sign (will be brought by Bowls Victoria on the day).
4. If a team plays their power play and loses the end, no double shots are scored.
5. A team cannot double their shots when the opposition plays their power play.
6. The power play must be called at the start of the end, before the jack is rolled.
7. Once a power play has been called, and the jack rolled, the team cannot cancel or take back that power play.

## 1. Substitutions

2. Teams have the ability to substitute players to ensure everyone has the opportunity to participate.
3. Substitutions can be made at the end of each end.
4. Substitutions cannot be made after the jack is rolled to start the end, for the remainder of that end.
5. Teams should notify the opposition that they are making a sub.

## Dress

All players should wear their School Sport Uniform. Players must wear Flat Soled Shoes or Runners. Sun protection is recommended (hat, sunscreen, etc).

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