

SDELBA - COMPETITION BY-LAWS October 2022

To be read in conjunction with the *Rules of the Association- original October 2017 Document
***Rules cannot be amended as they form part of the Constitution and Association REGISTRATION**

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(A) GENERAL

A.1 INTERPRETATION OF BY-LAWS

In circumstance of doubt concerning by-laws and conditions herein, a decision by the SDELBA Committee shall be binding.

A.2 QUALIFIED PARTICIPANTS

- (a) All players must be members of Clubs affiliated with Bowls Victoria, all SANDBELT REGION CLUBS are eligible to play, Clubs outside to be ratified at a General Meeting.
- (b) Except for substitution, a player may represent only one Club in a season of SDELBA pennant, refer also (c) and(d) below
- (c) Players who transfer from a Club at which they were identified by Bowls Victoria, and for which they were playing in the SDELBA competition, may play only at their new Club after they present to the SDELBA Match Committee a copy of their approved clearance.
- (d) COMPOSITE SIDES – if one or more Clubs form a composite side – the players are bound to the composite SIDE for the season

The application must be made by the Club accepting responsibility for the Side and accompanied by written approval of the Club(s)

The Composite side may wear their respective uniforms and use bowls with their club discs

A.3. VENUES

- (a) A Club without electric light facilities, or one located beyond the area boundaries specified in By-law A.2(a), may enter a pennant side subject to mutual arrangements with another Club to use their electrically lit Green with the concurrence of SDELBA.
- (b) In the event that a match is to be transferred to an alternative venue, the mutual agreement of the opposing side needs to be obtained as soon as possible In the event of agreement is not achievable within a reasonable period the Match Committee Chairman after discussion, will determine the venue. Noting that the home side has the right to allocate rinks/ green subject to the availability of the host club

(B) COMPETITIONS

B.1 LAWS AND RULES

The Competition and matches shall be conducted in accordance with Bowls Australia laws and Bowls Victoria rules, unless as specified herein, or as otherwise agreed by a General Meeting of delegates of member clubs. It is recommended that the Current Bowls Victoria Conditions of Play be checked yearly, prior to October Meeting, so that the SDELBA By Laws can be amended and ratified to reflect SDELBA competition objectives.

B.2 ENTRY FEE

An entry fee for each side shall be set at the June meeting and the agreed fee shall be payable by participating Clubs at the time of their entry/entries. Note: - Such entry fees are designed for the provision of finance to cover the costs involved in the administration of the competition, provision of trophies etc.

Sides that withdraw after entry may forfeit their entry fee. If this fee has not been paid the Club may be liable to lodge a bond, before entering a future SDELBA season

B.3 GREEN FEES

At the commencement of each season the delegates shall agree on a charge (i.e. green fee) payable by each Pennant Side to Home Clubs (Home Greens) for pennant matches or other games as may be applicable.

This fee remains regardless of number of players participating in the game.

If the green fee is not paid in full to home side on the night this information to be noted on the result sheet on the night before being submitted and points will be withheld until paid

B.4 DIVISIONS

- (a) The Match Committee shall decide the number of Divisions, the number of sides and byes in each division, and the number of home and away games to be played. Where a Club has two sides participating, home games shall be played together so far as is practicable; also where two or more Club sides participate, each should be drawn in different divisions. Use of electrically lit greens by another Club without lights or odd numbers of entries should be accommodated without undue effect on these general principles.
- (b) Under the circumstances the following guide should apply: -
The draw should be based on divisions of eight sides playing seven home and seven away matches, subject if necessary to one bye in each round per division involved (byes will be assigned normally to the lowest divisions). A typical base draw is outlined in Table A of the Appendix.
- (c) Should the total entries differ significantly from a multiple of eight, causing excessive byes, it would be desirable to introduce a variant using a multiple of ten sides playing fourteen matches in one and a part round as shown in Table B of the Appendix. No byes should be allocated to the ten-side division. The eight and ten side draws are such that they may be used together thus ensuring the practice of home matches together.
- (d) For the record, Table C in the Appendix of fourteen sides playing thirteen matches in only one round is shown. This solution is useful to accommodate a high number of pairs of sides but otherwise is not favoured.

B.5 GRADING AND PROMOTION

- (a) The Match Committee shall produce gradings for Divisions with a view to eliminating uneven competition between sides.
The premiership side in lower divisions shall qualify for promotion to the next higher division in the following season, except when a Club would have more than one side in the same division.
The regression of sides from higher divisions, to balance the promotion from lower divisions, shall generally be the lowest side, but shall be left open for determination by the Match Committee.
- (b) Where a Club has more than one side in the Pennant Competition, the Number 1 side shall be chosen by the Club as evident to be the strongest and succeeding sides shall be chosen accordingly.
- (c) Sides giving a walkover
Side receiving a walkover awarded 12 points plus 15 shots – Results sheets required for qualifying
- (d) Interchanging of a player between sides prior to finals
 - I. Prior to Round 12 there will be no restrictions on the interchange of players between sides of a club
 - II. For the last two rounds no side will include more than three players who have played a majority of their games prior to Round 12 in a higher numbered side
- (e) Interchanging of a player between sides in finals
 - I. A Side may not include any player who, during the current season has played less than four games for the club in that Division
 - II. A Side may not include any player who, during the current season has played more than four games in any higher numbered sides unless the player has also played in four or more games in the Side concerned and/or a lower numbered Side

III. A Club who has insufficient eligible players for any finals of a Division may apply to the Match Committee for approval to play other players from the Club. If this approval is given, the Match Committee may decide in which position such players can play.

- (f) All intending players to be registered with SDELBA prior to the start of the season. Additional players' details, as above, to be added to the reverse side of the match result sheet when playing their first match
- (g) Clubs can apply to the Match Committee to consider personnel changes that may impact on their grading
- (h) New sides entering the SDELBA may not necessarily be graded in the lowest Division
- (i) Penalties.
Any breach of these By-laws penalties may be imposed, which could include reprimand, fines, loss of match points and/or disqualification after consideration and discussion by the Match Committee. Appeals Committee may comprise SDELBA Match Committee Chairman, President, Secretary and up to three Committee representatives.

B.6 TEAMS PER SIDE

There shall be three teams of four players in each side

B.7 PENNANT MATCHES

Pennant Competition Matches shall: -

- (a) Commence on second Tuesday in November, each season in accordance with a fixture program drawn up by the Match Committee.
 - Be played on Tuesday nights commencing at 7.15pm sharp. with one end roll up
- (b) Terminate at or before 10.30pm. Any end in play at 10.30pm shall be completed to interruption and the jack will not be re-rolled.
- (c) Can play 1 player short in each rink – no extra bowls- no penalty as per BV
- (d) Playing late or no show players – GAME starts 7.15pm– if arrive resume allocated place at next end ..
- (e) NO dead-ends the jack is re-spotted on the "T" if the jack is knocked out of bounds during the game
- (f) Home Clubs shall provide an umpire.
- (g) All grass greens to be cut and prepared on the day of the night match.

(C) DIVISIONAL PENNANT

C.1 INCLEMENT WEATHER

- (a) In the instance of obviously inclement weather the Match Committee may cancel play and inform all Clubs, preferably prior to 6.00pm.
- (b) The decision to play or cancel may otherwise be made by the Home Club, preferably by 6.15pm, immediately following which time notification is to be made to the opposing side.
- (c) Should the divisional match not be commenced by 8pm, the match shall be abandoned.
- (d) A divisional match, whether it has been delayed or interrupted by inclement weather or power failure or any other reason, shall be terminated.

C.2 SCORING

- (a) Points shall be allocated as follows: -
 - Side Win** - 6 points plus the sum of the team points
 - Side Tie** - 3 points plus the sum of the team points
 - Team Win** - 2 points
 - Team Tie** - 1 point
 - Bye** – 0 point for 8 Side Divisions (6 shots, 6 points for 10 Side Divisions)
 - Walkovers**

– 12 points and 15 shots to the winner

- (b) If play for the night is abandoned, no points shall be awarded for matches that night including byes and walkovers.
- (c) If less than half of the matches in any division are completed, all matches in that division due to be played that night shall be deemed to be tied and no points shall be awarded for side wins.

(d) Results

Should the match be terminated with less than 38 ends having been completed, the Match will be considered TIED - SIDE TIE – 6 points each – no SHOTS. If 38 or more ends completed – it will be considered a completed game - the scores will be as at the abandonment

C.3 INCOMPLETED GAME FOLLOWING THE DEATH OF A PLAYER or Ambulance called

Match abandoned and points shared as per a tied match
6 points each

C.4 RESULTS

- (a) The Home Club Manager shall be responsible for the completed results sheet to be emailed, faxed, attached to an SMS to reach the Match Committee no later than the following day 5pm. Failure to do so may incur a fine of \$50 for each offence. Pennant points shall be withheld until fines are paid. By-law C.2 shall apply.
- (b) It is recommended that both managers keep a copy of completed result sheet which can be a photo on a mobile in case of a dispute or issues with transmission of results.
- (c) Where there is a complete washout of all fixtures, or in the case of a bye, clubs may send in their result sheets for that night. For the purposes of By-law D.4, all players named shall be credited with a match as if the match had been played.
- (d) Results – Ladders are available on the Sandbelt Bowls Region website: www.sandbelt.bowls.com.au, Facebook: www.facebook.com/sdelba.nightbowls and emailed to delegates asap

C.5 DISPUTED RESULTS

In all cases of disputed results, the allocation of points shall be decided by the Match Committee. Any disputes to be in writing (emailed), noted on the Result Sheet at the game (if applicable) and received by Match Committee within 24 hours of the emailed results.

(D) FINALS

D.1 DETERMINATION OF FINALISTS

In each division the sides finishing first, second, third and fourth shall play in a final series to determine the division winner. The finals shall be played on Tuesday for two consecutive weeks (with an additional night being allocated on Thursday to allow for inclement weather).

Venue, practice as per BV unless D.2 applies

The sides shall play as follows:

First Night

1st Semi-final 1st plays 4th. Winner to Final At 1st Club venue

2nd Semi-final 2nd plays 3rd. Winner to Final At 2nd Club venue

Second Night

Final Winner of 1st semi-final plays winner of 2nd semi-final. At a neutral venue

D.2 SELECTION OF GREENS

Selection of greens for the final series matches shall be made by the Match Committee.

D.3 TIED GAME

If a tie applies at the end of 51 ends, an additional end shall be played by all three rinks until a result is obtained.

D.5 TERMINATION

A Finals Match shall be terminated at or before 10.30pm. Any end in play at 10.30pm shall be completed to interruption and the jack shall not be re-rolled.

Should the result be a tie then one or more ends shall be played on each rink until a result is reached. If 38 or more ends completed – it will be considered a completed game - the scores will be as at the abandonment. Should the match be terminated with less than 38 ends having been completed, because of inclement weather or any other reason, the game shall be re started and re-scheduled to the following THURSDAY.

Match 1	1 v 5	2 v 6	3 v 7	4 v 8
Match 2	6 v 1	5 v 2	7 v 4	8 v 3
Match 3	7 v 6	2 v 3	1 v 4	8 v 5
Match 4	6 v 8	4 v 2	5 v 7	3 v 1
Match 5	5 v 6	2 v 1	4 v 3	7 v 8
Match 6	6 v 4	8 v 2	3 v 5	1 v 7
Match 7	3 v 6	4 v 5	2 v 7	1 v 8
Match 8	5 v 1	6 v 2	7 v 3	8 v 4
Match 9	1 v 6	2 v 5	4 v 7	3 v 8
Match 10	6 v 7	3 v 2	4 v 1	5 v 8
Match 11	8 v 6	2 v 4	7 v 5	1 v 3
Match 12	6 v 5	1 v 2	3 v 4	8 v 7
Match 13	4 v 6	2 v 8	5 v 3	7 v 1
Match 14	6 v 3	5 v 4	7 v 2	8 v 1

TABLE B: DRAW FOR TEN SIDES PLAYING 14 GAMES IN ONE & A PART ROUNDS

Match 1	4 v 5	2 v 6	3 v 7	1 v 9	10 v 8
Match 2	6 v 1	7 v 4	8 v 3	9 v 2	5 v 10
Match 3	2 v 3	1 v 4	8 v 5	9 v 6	7 v 10
Match 4	6 v 8	4 v 2	5 v 7	3 v 1	10 v 9
Match 5	5 v 6	2 v 1	7 v 8	4 v 9	10 v 3
Match 6	6 v 7	8 v 2	3 v 4	9 v 5	1 v 10
Match 7	4 v 8	1 v 5	2 v 7	3 v 9	10 v 6
Match 8	7 v 1	5 v 2	6 v 3	8 v 9	10 v 4
Match 9	1 v 8	3 v 5	4 v 6	9 v 7	2 v 10
Match 10	3 v 2	4 v 1	5 v 8	6 v 9	10 v 7
Match 11	8 v 6	2 v 4	7 v 5	1 v 3	9 v 10
Match 12	6 v 5	1 v 2	8 v 7	9 v 4	3 v 10
Match 13	7 v 6	2 v 8	4 v 3	5 v 9	10 v 1
Match 14	8 v 4	5 v 1	7 v 2	9 v 3	6 v 10

TABLE C: DRAW FOR FOURTEEN SIDES PLAYING 13 GAMES IN ONE ROUND

Match 1	2 v 1	3 v 13	4 v 12	5 v 11	6 v 10	7 v 9	8 v 14
Match 2	1 v 3	9 v 8	10 v 7	11 v 6	12 v 5	13 v 4	14 v 2
Match 3	3 v 2	4 v 1	5 v 13	6 v 12	7 v 11	8 v 10	9 v 14
Match 4	1 v 5	2 v 4	10 v 9	11 v 8	12 v 7	13 v 6	14 v 3
Match 5	4 v 3	5 v 2	6 v 1	7 v 13	8 v 12	9 v 11	10 v 14
Match 6	11 v 10	12 v 9	13 v 8	14 v 4	1 v 7	2 v 6	3 v 5
Match 7	5 v 4	6 v 3	7 v 2	8 v 1	9 v 13	10 v 12	11 v 14
Match 8	12 v 11	13 v 10	14 v 5	1 v 9	2 v 8	3 v 7	4 v 6
Match 9	6 v 5	7 v 4	8 v 3	9 v 2	10 v 1	11 v 13	12 v 14
Match 10	13 v 12	14 v 6	1 v 11	2 v 10	3 v 9	4 v 8	5 v 7
Match 11	7 v 6	8 v 5	9 v 4	10 v 3	11 v 2	12 v 1	13 v 14
Match 12	14 v 7	1 v 13	2 v 12	3 v 11	4 v 10	5 v 9	6 v 8
Match 13	8 v 7	9 v 6	10 v 5	11 v 4	12 v 3	13 v 2	14 v 1

This is the Pairing (Home & Away balancing that I use for pennant).

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Sections of 10

Position 1 v Position 2

Position 3 v Position 4

Position 5 v Position 6

Position 7 v Position 8

Position 9 v Position 10

Sections of 8

Position 1 v Position 8

Position 2 v Position 6

Position 3 v Position 5

Position 4 v Position 7

This gives a clubs side 1 at home & side 2 away or visa versa.

If a club request 2 sides at home together – they must occupy the same position number regardless of section.

If a club has 3 entries, any 2 can be paired with the third being a floater (can occupy any vacant position number).

SEC 8 14 games

Rd 1	1 v 5	2 v 6	3 v 7	4 v 8
Rd 2	6 v 1	5 v 2	7 v 4	8 v 3
Rd 3	7 v 6	2 v 3	1 v 4	8 v 5
Rd 4	6 v 8	4 v 2	5 v 7	3 v 1
Rd 5	5 v 6	2 v 1	4 v 3	7 v 8
Rd 6	6 v 4	8 v 2	3 v 5	1 v 7
Rd 7	3 v 6	4 v 5	2 v 7	1 v 8
Rd 8	5 v 1	6 v 2	7 v 3	8 v 4
Rd 9	1 v 6	2 v 5	4 v 7	3 v 8
Rd 10	6 v 7	3 v 2	4 v 1	5 v 8
Rd 11	8 v 6	2 v 4	7 v 5	1 v 3
Rd 12	6 v 5	1 v 2	3 v 4	8 v 7
Rd 13	4 v 6	2 v 8	5 v 3	7 v 1
Rd 14	6 v 3	5 v 4	7 v 2	8 v 1

section 8	section 10
1v8	1v2
2v6	3v4
3v5	5v6
4v7	7v8
	9v10
<u>CONFLICTS</u>	
Peter Bowman 0433 139697	

Sect 10 14 games

Rd 1	4 v 5	2 v 6	3 v 7	1 v 9	10 v 8
Rd 2	6 v 1	7 v 4	8 v 3	9 v 2	5 v 10
Rd 3	2 v 3	1 v 4	8 v 5	9 v 6	7 v 10
Rd 4	6 v 8	4 v 2	5 v 7	3 v 1	10 v 9
Rd 5	5 v 6	2 v 1	7 v 8	4 v 9	10 v 3
Rd 6	6 v 7	8 v 2	3 v 4	9 v 5	1 v 10
Rd 7	4 v 8	1 v 5	2 v 7	3 v 9	10 v 6
Rd 8	7 v 1	5 v 2	6 v 3	8 v 9	10 v 4
Rd 9	1 v 8	3 v 5	4 v 6	9 v 7	2 v 10
Rd 10	3 v 2	4 v 1	5 v 8	6 v 9	10 v 7
Rd 11	8 v 6	2 v 4	7 v 5	1 v 3	9 v 10
Rd 12	6 v 5	1 v 2	8 v 7	9 v 4	3 v 10
Rd 13	7 v 6	2 v 8	4 v 3	5 v 9	10 v 1
Rd 14	8 v 4	5 v 1	7 v 2	9 v 3	6 v 10