



Johannesburg Bowls Association

[THE] DISTRICT WHERE IT'S AT!

Conditions of Play





Johannesburg Bowls Association (JBA)

GENERAL CONDITIONS OF PLAY

(Applicable to all tournaments)

Acknowledgments:

We acknowledge and thank the following members for their input into this document.

Rob Zimmerman – Project Convener, Dirk Malomgre – BSA Technical Official, Dave Naughton – JBA Technical Official, Sandra van der Merwe – JBA Selection, Dawn Palmer – JBA Technical Official, Terry Turner – JBA Juniors, Lance Sayce – JBA General Manager.

REVISION HISTORY

This is a working document; therefore, a minor version (x.1, x.2 ..) will be used while changing or developing new content. The competition secretary will be responsible for its content, although the technical officials'



standing committee will contribute as and when required. Major version (1.0, 2.0 ...) control will be affected after the district executive has approved the document.

DOCUMENT VERSION CONTROL

Date	Version	Summary of changes	Amended by
6 th August 2020	1	Final draft	For approval
	1.01	Add Saturday League	
2 nd March 2021	1.03	Formatting	
3 rd March	1.04	Final edit	

REVIEWERS LIST

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DISTRIBUTION LIST AFTER APPROVAL

On the final approval by JBA executive, the major version will be advanced, and the document will be distributed/ published to the following.

Name/Platform	Method
All Technical Officials	Email
Website	Posted
Facebook link to Website	Posted
All Clubs	Email
Archive Word/Excel/PDF	Central archive

Note: The document feedback must be received within 2 weeks of distribution



FILE NAMING CONVENTION

This document to be called “JBA Conditions of Play YYYYMM Ver x.xx” and JBA Specific COP YYYYMM Ver x.xx”

REFERENCE DOCUMENTS

The document refers to the following documents.

Name of Document	Author
Laws of the Sport of Bowls Crystal Mark Edition Three	World Bowls /Bowls SA
Bowls SA Anti-Doping Policy	BSA



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MODUS OPERANDI JBA TOURNAMENTS/CHAMPIONSHIPS

INTRODUCTION

All championships and tournaments shall be conducted under the *Laws of the Sport of Bowls, South African Third Edition including the Domestic Regulations of Bowls South Africa* and shall be subject to the following conditions. It is the responsibility of each player to ensure that they are familiar with and accept these conditions of play.

CONTROLLING BODY

Each tournament shall be played under the control of the Johannesburg Bowls Association (JBA) through its nominated executive member(s) and appointed officials.

- 1 The controlling body shall have the power to enquire into, and adjudicate on, any dispute or interpretation that may occur during the conduct of a tournament.
 - 1.1
 - 1.2 The controlling body shall appoint a three-member Jury of Appeal to deal with any disputes that may arise. No one from the same club as the player(s) in dispute may sit on the Jury of appeal.
 - 1.3 The controlling body reserves the right to make changes to the format, amend the length of games or postpone the event to facilitate the orderly control of the game, and to achieve a fair result.
 - 1.4
 - 1.5 No controlling body or individual has the right or power to contract out of any of the Laws of the Sport of Bowls (Law 60).

OFFICIALS

- 2 The controlling body is responsible for appointing a tournament committee to oversee the tournament.
 - 2.1
 - 2.2 Each host club is responsible for appointing club official(s) competent to carry out the duties on behalf of the controlling body.

CLASSES OF PLAYERS

- 3 Open – all bowlers of any age and gender except in tournaments where gender is specified.
 - 3.1
 - 3.2
 - 3.3
 - 3.4 Veteran – a player who is 60 years of age or older at the commencement of the specific event.
 - 3.5 Junior – a player who is less than 20 years of age at the commencement of the specific event.
 - Under-30 player - a player who is less than 30 years of age at the commencement of the specific event.
- 4 Novice – a player who has been a registered member with any national bowling association for not more than three years at the commencement of the specific event, and has not won any national, provincial, district or open club singles championship.
 - 4.1
 - 4.2

REPORTING OF RESULTS

The venue official must ensure that results reach the JBA by 9:00 AM on the Monday after the completion of each event.

The scorecards and declaration forms must be held by the hosting tournament official until two weeks after the results have been posted on the JBA website. If there is no query/objection by this time, they may be destroyed.



DRESS CODE

All players must appear on the green dressed in compliance with the *Laws of the Sport of Bowls and Bowls South Africa - Domestic Regulations*. Refer to the specific tournament conditions of play for more information.

Club Colours

5 5.1.1 Players may wear their club colours or whites for all matches up until the semi-final; club colours must be worn for the semi-final and final games.

5.1.2 All players in a side/team must be uniformly dressed.

5.1 Highest Colours

Players selected to play in the President's Cup or the Masters may wear club colours, whites, or their highest colours.

5.2 Coloured dress

Club colours or coloured shirts may be worn subject to all members of a side being uniformly dressed.

5.3

TEAM DECLARATION

6 The official declaration form recording the names of the player(s) together with their Bowls South Africa numbers, must be completed by the singles player/team skip/side captain before the commencement of the first game in the tournament.

7 TOSSING FOR OPENING PLAY

7.1 The captains in a side game or skips/singles players must toss a coin. The winner of the toss must choose whether to place the mat and deliver the jack and the first bowl or tell the opposing team/player to place the mat and deliver the jack and the first bowl (the opposing player may not refuse).

7.2

The option chosen by the captain or representative who wins the toss in a side game will apply to all teams or singles players (or a combination of teams and singles players) who make up the side.

7.3

8 If the coin is tossed before the start of the trial ends, the option the winner of the toss chooses will apply to both the first trial end and the first end of the game.

8.1

PRACTICE AND WARM-UP

8.2 Should a player withdraw at any time after commencement, with or without the consent of the controlling body, all their completed results up to the point of withdrawal shall stand. That game and the remainder of the games shall be forfeited and the opposing player/s for that and the remaining un-played games shall be allocated one point and the net total of shots equal to the average net total of shots scored by the winners of all the other games played in the same round/s of the same section.

A player may warm-up before any game, time allowing and with approval of the controlling body. Warm-up shall be in the opposite direction of expected play. Warm-up should not be deliberate play and no target such as a jack may be used, however, bowls may be delivered.



ALLOCATION OF GREENS/RINKS OF PLAY

The skips, their representatives or the controlling body must make the draw for the rinks on which games are to be played.

In games where competing skips have previously been decided, the visiting skips, their representatives or the controlling body must make the draw to decide the numbers of the rinks to be played on. If, after the draw for rinks has been made, a player in a competition or game plays on the same rink before the start of play on the day of the competition or game, that player will be disqualified. This does not apply to open tournaments.

9
9.1

9.2

DECALS

The controlling body may supply and require identifying bowls decals (adhesive markings) to be used on bowls and stipulate the occasions on which they may or must be used.

10

10.1

The use of decals on bowls is permitted, provided that ALL team members have the same decals on both sides of their bowls.

10.2

Worn or faded decals shall be removed or replaced. Bowls shall have only one layer of decals used at any time (that is, each bowl shall have one LAYER on each side only).

10.3

Decals may cover the distinctive engraving on the bias side of the bowl (small engraving).

10.4

Any bowls decals that are used on bowls must not obscure the serial number or the World Bowls stamp.

10.5

10.6

Decals used by a team or side must be of the same colour and design but may be of different sizes to accommodate larger engravings on bowls. (Decals may be in more than one part, but only one layer of decals shall be used on each side of a bowl).

11

11.1 BOWLING AIDS

Any player using an artificial device (bowling arm) for the delivery of a bowl must, once the player has commenced using the device in a game, use the device for the remainder of the game.

11.2

11.3

The jack may be rolled at any time by hand or with the device.

11.4

A challenge on an appeal to an umpire regarding a bowling arm must be made before the trial ends or up to ten minutes after the end of the game.

12

12.1

NOTE: - NO medical certificate or BSA approval is required to use a bowling arm.

12.2

EXTREME WEATHER CONDITIONS

The controlling body may cancel a match prior to its commencement, or during play, if they believe that the weather is unlikely to be suitable for play to commence or continue.

12.3

Players may appeal to the controlling body/duty umpire for play to be suspended or abandoned. In a team match, such appeal must be made by the skip (players may request their skip to make the appeal). In a side match, such appeal must be made by the side captains (players may request their side captain to make the appeal).

Appeals may apply only to the team(s) or side(s) who make that appeal.



Metrication of: Heat Table

		Temperature (°C)																
		27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
Relative Humidity (%)	40	27	28	29	30	31	32	34	35	37	39	41	43	46	48	51	54	57
	45	27	28	29	30	32	33	35	37	39	41	43	46	49	51	54	57	
	50	27	28	30	31	33	34	36	38	41	43	48	49	52	55	58		
	55	28	29	30	32	34	36	38	40	43	46	48	52	55	58			
	60	28	29	31	33	35	37	40	42	45	48	51	55	59				
	65	28	30	32	34	36	39	41	44	48	51	55	59					
	70	29	31	33	35	38	40	43	47	50	54	58						
	75	29	31	34	36	39	42	46	49	53	58							
	80	30	32	35	38	41	44	48	52	57								
	85	30	33	36	39	43	47	51	55									
	90	31	34	37	41	45	49	54										
	95	31	35	38	42	47	51	57										
100	32	36	40	44	49	54												

- Caution
- Extreme Caution
- Danger
- Extreme Danger

Clearly from the above there is a correlation between heat and humidity to give effect to determine what is considered dangerous. It follows that a correlation between temperature and humidity needs to be established so that, based on the combined factor of the two measurements, the maximum temperature is calculated and used.

Play must be suspended when any combined temperature places the participants under extreme danger.

There is an excellent app available through the Google Play store called 'Heat Index' that calculates the heat index, factoring in both temperature and humidity. A further app called 'Galaxy Sensors' indicates both ambient temperature and relative humidity. These two apps used together will help make a scientific determination to establish prevalent heat conditions.

**12.5.3 Rain**

The hosting club's greenkeeper may decide if the greens are closed due to rain.

The umpire on duty may determine if an official stoppage should be called due to rain.

During Midweek and Saturday League, an official stoppage may be called by the captains.

12.5.3.1

12.5.3.2 12.5.4 Bad Light

The umpire on duty shall determine if an official stoppage should be called due to bad light.

12.5.3.3

RESTRICTION OF MOVEMENT

Players will be allowed to go to the head under the following circumstances:

- 13 13.1.1 Fours/Trips/Pairs (two bowls played by each player) – the skips after delivery of their first bowl.
- 13.1.2 Trips/Pairs (three bowls played by each player) – the skips after delivery of their second bowl.
- 13.1.3 Pairs (four bowls played per player) – the skips after delivery of their second bowl.
- 13.1.4 Singles (four/three/two bowls played by each player) – each player with one bowl remaining to be played.

14 14.1 SLOW PLAY

If the umpire, either by their observation or on appeal from one of the players (skips), decides that a player is deliberately delaying the delivery of a player's bowl they will proceed as follows:

- 14.1.1 On the first occasion, the umpire will warn the player.
- 14.1.2 If the same player commits the same offence a second time the end will be regarded as complete and the opponents of the offender will score as many shots as there are bowls in use by such opponent.

15

15.1

- 14.1.3 If the same player offends a third time the game will be forfeited to the opponent.

15.2 USE OF TOBACCO, ALCOHOL, CELL PHONES AND ELECTRONIC DEVICES

15.3 Smoking (including artificial devices or e-cigarettes) will ONLY be permitted two metres from the greens, or in a designated smoking area, whilst play is in progress. This applies to officials and players.

Alcohol will NOT be permitted on or near the greens while play is in progress. This applies to officials and players.

Cell phones will NOT be permitted on the greens while play is in progress. In the event of an emergency, cell phones may be used at least two metres from the green. This applies to technical officials and players.



DRUG TESTING

Bowls SA Anti-Doping Policy shall apply throughout the event.

SAIDS officials may carry out testing for prohibited substances at any event. Any player identified by SAIDS officials must submit to testing as requested.

16 APPEALS/DISPUTES AND PENALTIES

16.1

APPEAL PROCEDURE

Any challenge must be based on the contravention of one or more of the requirements of the conditions of play.

17

A challenge may be lodged by a player, the captain in a side game, the umpire, or the controlling body.

17.1

No challenge, or notice that a challenge will be made, must be lodged during the trial ends or during a game. If the person making such a challenge is a player, that person will be disqualified, and the game will be forfeited to the opponent. If a challenge is lodged it must be lodged with the umpire or the controlling body; it must be made not later than 10 minutes after the end of the game.

17.2

17.3

17.4

A jury of appeal shall be appointed to decide upon any appeals not provided for in the conditions of play, for dealing with any appeals from decisions made by umpires and/or event staff or volunteers, and generally for the purpose of exercising overall authority on behalf of JBA.

17.5

Any appeal against a decision made by an official relating to a law, or condition of play may be referred to the controlling body in the first instance before being referred to the jury of appeal.

17.6

In the event of an appeal during the playing of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls, and shall be directed to a jury of appeal which shall consist of:

17.6.1 JBA General Manager

17.6.2 JBA Competition Secretary

17.6.3 Technical Manager

If any of the above members are directly involved in the matter, they shall not sit as a member of the jury of appeal and an appropriately skilled nominee must be appointed instead.



CODE OF CONDUCT AND DISCIPLINARY PROCEDURES

Players shall at all times comply with the Laws of the Sport of Bowls as read together with the conditions of play imposed in terms of Law 17.2 together with Appendix A.1 of the said laws.

18

18.1

Players shall not, under any circumstances, use obscene language, use any obscene signs, assault or threaten to assault, threaten or victimise any other player, official or spectator, whether during or after play on the greens, or in or around the venue where the competition is held, or conduct themselves in any manner which in the sole and absolute opinion of the JBA is contrary to the spirit of the sport of bowls.

18.2

Any player who is deemed to be in breach of the provisions of paragraphs 1 and 2 above, shall be guilty of an offence.

18.3

The controlling body shall have the power to: -

18.3.1 through the duty umpire, take any action which may be considered necessary at the time which may include, but is not limited to, the immediate suspension of the player from the game; and/or

18.3.2 require the player concerned to attend a disciplinary hearing at a time and place determined by the controlling body. No party shall be entitled to legal representation.

18.4

Upon the completion of the disciplinary hearing referred to above the controlling body may, at its sole and absolute discretion, impose any penalty and/or sanctions which it deems appropriate in the circumstance on such player. The penalty and/or sanctions may include a period of suspension of the player from playing bowls and/or the payment of a fine.

18.5

The decision of the controlling body made in terms of paragraph 18.5 above shall not be subject to appeal to any body or authority, including recourse to any court or official tribunal of the Republic of South Africa, other than that provided for in the constitutions of the district and Bowls South Africa.



APPENDIX A – SATURDAY LEAGUE

Introduction

All league matches are to be conducted under the laws, as given in the Laws of the Sport of Bowls, Third Edition (Domestic Regulations for Bowls South Africa) and subject to the following Conditions of Play.

It is accepted that unusual situations not covered within the laws of the Sport of Bowls may arise. In such situations, players, umpires, and captains should use their common sense and a spirit of fair play to decide on the appropriate course of action.

SPORTSMANSHIP SHOULD PREVAIL AT ALL TIMES.

RESPONSIBILITIES

RESPONSIBLE OFFICIAL

- 1 Each club entering in the league must advise the association of the name, postal address, business, residential and cell phone numbers, and fax number of their appointed responsible official.
- 1.1

RESULTS SHEET

- 1.2 1.2.1 It shall be the responsibility of the appointed officials from both sides to ensure that all the results sheets of the club's league sides are delivered to the association's office, either in their original form or by e-mail: comps@jbabowls.co.za before 09h00 on the Monday following the league match.
- 1.2.2 Failing this, a penalty of two points will be deducted from the overall points scored by each defaulting side of that club.
- 1.3

UMPIRE

- 1.3.1 Each home club is responsible to appoint an umpire, failing this they shall appoint a playing umpire for each division for matches that are played at their club. Where expedient, the home club may appoint a member of a visiting club as the umpire. The umpire must be appointed before play starts and his/her name must be entered on the score cards.
- 1.3.2 If NO certified umpire is available, the home captain shall assume the responsibility but may delegate any measuring in that division.
- 1.3.3 Each playing umpire will only be responsible for playing decisions in his or her respective division. Weather decisions are regulated as per Clause 6.
- 1.4

CAPTAIN

- 1.4.1 The club is responsible for appointing a captain for each league side, who will oversee their side in their division.
- 1.4.2 The captains shall mutually decide on any matter that these Regulations, Conditions or the Laws of the Sport of Bowls do not cover and failing a decision, the appointed umpire of that division shall make the decision. This decision shall be final.
- 1.4.3 Before the start of play, the captains are to draw for rinks and which team to play on each rink. E.g., Skip A draws rink 1, therefore that fixture will be played



on rink 1 and 2. A draw for skips takes place to see who play who. The same applies for the rest of the teams in the section.

LIGHTNING DETECTORS

The home club shall make a portable electronic lightning distance measuring device available, irrespective of whether the venue being in earshot of similar devices being used for other sporting activities. Cell phone applications may not be used instead of a lightning meter.

1.5

REGULATIONS

ELIGIBILITY

- 2 2.1.1 All competitors shall be registered bona fide members of Clubs affiliated to the JBA.
- 2.1 2.1.2 A side entered in this league shall consist of bona fide members of the same club unless the controlling body has given prior permission.
- 2.1.3 If a side introduces an ineligible player/s, the match will be forfeited and ALL points for the match will be awarded to the opponents.
- 2.1.4 If both sides include ineligible players, NO points will be awarded for the match.
- 2.1.5 A player moving from one club to another within the district during the league season may play for the new one, provided the player has resigned from the previous club and has been registered with the JBA and Bowls South Africa at the new one.
- 2.1.6 A player having membership of more than one club may not, under any circumstances, play for another club of which they are a member after having played one game for the club for which they first elected to play. A player may play league and district competitions for one club and their club competitions for another club provided they have dual membership and authority has been received by the two clubs. This includes the Bowls South Africa National tournament.
- 2.2 2.1.7 A player who is a registered member of another district and plays his or her competitions in that district will be allowed to play in the JBA league. This includes Nationals, District and Club competitions.

MOVEMENT OF PLAYERS

2.3

Movement of players from one side to another within the same club from one division to another or within the same division will be permitted.

SUBSTITUTION OF PLAYERS

- 2.3.1 If a side reports for play with insufficient players, or a player is compelled to withdraw for any valid reason during a match, ONE substitute will be permitted per side. If no substitute is available, or if more than one team in a side is affected, a team may play with 3 players.
- 2.3.2 In this instance, the number of bowls played by each defaulting team should be made up by the Lead and the Second, both playing three bowls and one fourth (25%) of the total shots scored (including decimal places) for each defaulting team shall be deducted from their score after the game has finished



(Law 39.2.2). The deduction of shots will apply for the period of absence of the player. Please see Reporting Times - Clause 4.1

- 2.3.3 A substitute or missing player may commence play at any stage of the game.
- 2.3.4 This deduction will only apply to the ends affected and this deduction must be taken into consideration when deciding the set, game, and bonus points.

DIVISION COMPOSITION

FORMAT

Fours - All Men's and Woman's League Divisions will consist of two sides of Fours (8 players) playing in section of 6 playing at one venue each week, except for Division 1 who will play on a home and away basis.

Trips - All Men, Woman and Open Trips League Divisions will consist of two sides of Trips (6 players) playing in section of 6 playing at one venue each week,

The sides in each division will play against each other twice.

Due to the number of entries, this may not always be possible.

THE MATCHES

REPORTING TIMES

- 4.1.1 Players are to arrive at the venues timeously at 13:45 to address Covid-19 regulations and to commence play at 14h00. Circumstances being considered, a 10-minute period of grace may be allowed.
- 4.1.2 The date and time of any league fixture shall not be altered. Clubs are to ensure that all participants honour their obligations by arriving at the correct venue of play at the stated time, irrespective of weather conditions. Subject to Clause 6.1.1.
- 4.1.3 Practice will not be permitted prior to the match.
- 4.1.4 Warming up will be permitted and will be restricted to non-deliberate play in the direction across the intended line of play and without the use of a target such as a jack, mat or other item. Bowls may be delivered to each other to enable players to loosen/warm up.

TRIAL ENDS

Trial Ends are permitted.

START OF PLAY

- 4.3.1 At the start of the game, the winner of the toss shall, decide whether to take the mat and deliver the jack or let the other side play first.
- 4.3.2 At the start of the second and third set, the winner of the previous set, must take the mat and deliver the jack. If the set is drawn the winner of the last scoring end in that set must take the mat and deliver the jack.
- 4.3.3 At the start of any other end, the winner of the previous end, must take the mat and deliver the jack.

COMFORT BREAK



- 4.4.1 An optional fifteen-minute comfort break may be taken after completion of the second set. However, this decision must be taken by the side captains and communicated to the teams prior to the commencement of play. If consensus is not reached between the two captains, the break is compulsory. The decisions for each division remain autonomous.
- 4.4.2 There will be a standard green fee of R10.00 per player payable to the hosting club each week.
- 4.4.3 Sweet or savoury snacks may be served after the game but will be at the discretion of the hosting club. (Not applicable during the Covid-19 Pandemic)

RESPOTTING THE JACK

- 4.5.1 If the jack passes completely outside the boundaries of the rink of play or comes to rest in a hollow of the bank or re-bounds to less than 20 metres from the front of the mat, the end should not be declared dead, but the jack must be re-spotted on the mark 2 metres from the front ditch and on the centre line as prescribed in Clause 4.6.3.
- 4.5.2 If the appropriate spot is partly or fully covered by a bowl the jack must be placed in front (towards the mat) of the spot, in line with that spot and the same spot on the other end of the rink, as close as possible to the spot without touching a bowl.

GREENS

- 4.6.1 The Club's highest graded greens must be used at all league matches. 'D' grade / ungraded greens WILL NOT be used.
- 4.6.2 Greens shall be laid out for 6 rinks. Written exemption from this regulation, to permit the stringing of a green for 7 rinks must be obtained from the JBA prior to the commencement of the league. In this instance, league matches are not to be played on rinks 1 and 7.
- 4.6.3 Each rink is to be marked with a spot 2 metres from the front ditch and on the centre line for re-spotting of the jack as per Law 56.5.3.
- 4.7.4 Each section will play on one green with exception of Men's and Woman's Division 1

SCORING

- 4.7.1 The Skip may delegate the duties of keeping the scorecard supplied by the Controlling Body of the event to another member of the team. However, they must make sure that the duties are transferred to players whose positions, in order of play, are the same in each team as per Law 40.1.9.
- 4.7.2 4.7.3.1 The scoreboard must be similarly completed by a player in the opposing team. It is imperative that scorecards with the names of all players are kept END by 4.7.3.2 END in case any disputes arise.
- 4.7.3 4.7.3.3 **Points Fours**

All matches will be played and decided on a sets basis (3 x 7 ends).

The total number of points for Men's and Woman's League matches will be 12 points.

1 (ONE) point is awarded to the team that wins a set.



- 2 (TWO) points are awarded to the winning team per game.
- 2 (TWO) bonus points are awarded to the overall winning side.
- In a drawn set, game or match, relevant points will be shared.
- 4.7.3.4 Should play be abandoned for any reason scoring will be as follows:
- 4.7.3.5
- 4.7.3.6 4.7.3.7.1 SETS: 1 (ONE) point to the winner of each completed set. Points for incomplete set must be shared.
- 4.7.3.7 4.7.3.7.2 GAME: Once 2 sets (14 ends) have been completed, the team with the greatest number of shots based on all completed ends is the winner. If less than 2 sets have been completed, the points are shared equally.
- 4.7.3.7.3 OVERALL: The bonus points are awarded to the side with the greatest number of shots based on all completed ends - irrespective of how many ends have been completed.
- 4.7.3.8 The scorecards and scoreboards must reflect the total number of shots for each individual set.
- 4.7.4 **Points Trips**
- 4.7.4.1 All matches will be played and decided on a sets basis (3 x 6 ends).
- 4.7.4.2 The total number of points for Men's and Woman's League matches will be 50 points.
- 4.7.4.3
- 4.7.4.4 1 (ONE) point is awarded to the team that wins an end.
- 4.7.4.5 1 (ONE) point are awarded to the team winning a set.
- 4.7.4.6 2 (TWO) points are awarded to the winner.
- 4.7.4.7 4 (FOUR) bonus points are awarded to the overall winning side.
- 4.7.4.8 In a drawn set, game or match, relevant points will be shared.
- Should play be abandoned for any reason scoring will be as follows:
- 4.7.4.8.1 SETS: 1 (ONE) point to the winner of each completed set. Points for incomplete set must be shared.
- 4.7.4.8.2 GAME: Once 2 sets (12 ends) have been completed, the team with the greatest number of shots based on all completed ends is the winner. If less than 2 sets have been completed, the points are shared equally.
- 4.7.4.8.3 OVERALL: The bonus points are awarded to the side with the greatest number of shots based on all completed ends - irrespective of how many ends have been completed.



The scorecards and scoreboards must reflect the total number of shots for each individual set.

INCLEMENT WEATHER

RAIN

5.1.1 ^{4.7.4.9} GREEN CLOSURE

If the weather will prohibit play from starting:

5

5.1

The captains of the hosting club must phone the captains of the visiting clubs or the district secretary if the greens are closed before 12h00 on the day of play. If communication was made with all sides, play may not proceed even if conditions improve.

5.1.1.1

If greens are closed after 12h00, all captains of the visiting clubs must be advised accordingly on arrival.

5.1.1.2

If the greens are closed during play, then an official stoppage will be called, and this will apply to ALL sides present.

5.1.1.3

If the greens have not been closed, play may not be abandoned before 15h00.

5.1.1.4

5.1.2 CAPTAINS

5.1.2.1

If both captains of opposing sides mutually decide that they do not wish to continue play due to rain, they may call an official stoppage. This will apply to all teams in the relevant sides only.

5.1.2.2

If the captains cannot come to agreement in this regard, the umpire in that division will make the decision, and this decision will be final.



LIGHTNING & DARKNESS

- 5.2.1 The umpire of the most senior division (Men or Women) will make all decisions regarding lightning by means of the lightning meter (Cell phone applications may not be used). This decision will apply to all the divisions present. When men and women each have a side in the same division at the same venue, the men's umpire will be responsible in this regard.
- 5.2 5.2.2 Play must cease whilst lightning activity is at or closer than 16km.
- 5.2.3 The umpire of the most senior division will also oversee calling an official stoppage due to darkness. This decision will apply to all divisions present.

OFFICIAL STOPPAGE OR ABANDONMENT

- 5.3.1 If an official stoppage is called as per Clauses 5.1 & 5.2 then:
- 5.3 ALL PLAY (including incomplete ends) must cease immediately. Incomplete ends are dead and must be replayed.
- 5.3.1.1 Measuring if started must be completed.
- 5.3.1.2 If a team or side elects to leave the venue prior to the announcement of an official abandonment, they will forfeit the match and all points will be awarded to the opposition.
- 5.3.1.3
- 5.3.1.4 Abandonment may not be called unless at least 60 minutes of play for the afternoon has been or will probably be lost.
- 5.3.1.5
- 6 If an official stoppage has NOT been called and a player refuses to play, all points will be forfeited to the opposing team.

6.1 RESULTS AND SCORE CARDS

- 6.2 It is the captain's responsibility to check that the correct scores and details have been recorded on the results sheet before both Captains sign them. One copy of the results sheets is to be taken by each captain.
- 6.3

All results sheets and scorecards are to reflect the names and the BSA number of all the players.

- 7.1 Home and away captains are responsible to ensure that the results sheets are timeously handed to their club's responsible official for forwarding to the association's office. Refer to Clause 1.2.
- 7.2

LEAGUE DIVISION WINNERS

The side with the most points in each division shall be declared the winner. A semi-final playoff shall be played as follows: A1 vs B2 and A2 vs B1 with the winners contesting a final to determine the overall winner.

In the event of two or more sides having attained the same number of points, the winner will be determined by the highest net total of shots in all matches played (Law C.22).



If equality still exists, the total number of shots scored by the side in all matches played, shall be divided by the total number of shots scored against the side in all matches played, and the highest resulting figure will determine the winner.

PROMOTION AND RELEGATION

7.3 The winners and runners up of the cross pool in each division will be promoted to the next higher division with the last side in each pool of the division being automatically relegated.

8 Should the side promoted withdraw from the league the following season, that year's relegated side will play off against the lower league's second placed side to determine who will be promoted.

8.1 In this regard the decision of the controlling body will be final.

8.2 DISPUTES

8.3 Any dispute regarding the outcome of any league match must be received by 10h00 on the Monday following that match.

9 After due investigation, the decision of the controlling body shall be final.

9.1

9.2 CELLULAR PHONES

10 The use of cellular phones is not permitted both on and within the precincts of the green.

DRESS

11

11.1 In addition to the regulations framed under the Sport of Bowls, the shirts worn by players must have conventional collars and be adequately buttoned.

11.2 It must be borne in mind that once clubs have had their colour approved, the wearing of these colours is only permissible if every member of the side wears them, i.e. a complete league side. Otherwise, the standard white or cream clothing must be worn.

11.3

12 Total uniformity within a side is required to ensure that clothing is seen to be smart and retain a good image for the Sport of Bowls. Players found guilty of transgressions of this dress code will be levied R10.00 per transgression.

12.1

12.2 DECALS

13 Unless ALL members of the side have the same decals on ALL bowls, decals must be removed from ALL bowls.

13.1

Decals may not be placed on top of old ones.

13.2

GENERAL

If any matter should arise that is not specifically covered in the above Regulations and Conditions of Play, the Laws of the Sport of Bowls will apply.

No alcohol will be allowed on or around the green during play.



APPENDIX B – SINGLES

1. ELIGIBILITY

All competitors shall be *bona fide* members of clubs affiliated to the JBA.

2. RESERVES AND SUBSTITUTES

Not Allowed.

3. ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4. PLAY ARRANGEMENTS

Sectional Play then knockout.

4.1 Teams / sides: - single player.

4.2 Bowls: -four bowls.

4.3 Sections: - Sections of three. Players to mark. Winner of the first game to mark second game.

4.4 Categories: - Open men and women, veteran men and women.

4.5 Length of Games: - All games first to twenty-one (21) shots.

5. SCORING

5.1 Scoreboard: no scoreboard.

5.2 Scorecard: one scorecard.

5.3 Points allocation:

5.3.1 Sectional play: - Two points for a win.

5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.

5.3.3 Winners of knockout play: first to twenty-one (21) shots.

6. TRIAL ENDS

6.1 Sectional play: - One trial end in each direction before every game.

6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

7.1 Sectional play: - If the jack is dead, the end must be declared dead and the end replayed.

7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL

8.1 Withdrawal during sectional play: - all points of the withdrawing player to be expunged.

8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.



10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.



APPENDIX C - PAIRS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club and of the same gender.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with one reserve who may be introduced any time.
- 2.2 Reserves. One reserve who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced once a game has started. One original player must always be present.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then knockout.

- 4.1 Two players of the same gender.
- 4.2 Bowls: -four bowls.
- 4.3 Sections: - Sections of four teams.
- 4.4 Categories: - Open men and women, veteran men and women.
- 4.5 Length of Games: - All games to be fifteen (15) ends and extra ends if tied in knockout.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - Two points for a win and one for a draw.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: teams with the highest number of shots.

6. TRIAL ENDS

- 6.1 Sectional play: -One trial end at start of sectional play only.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - Respot on centre two metre mark.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.



8. WITHDRAWAL

- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.

10. BREAKS

- 10.1 During the game: - No break.
- 10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.



APPENDIX D - TRIPS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club and of the same gender.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with one reserve who may be introduced any time.
- 2.2 Reserves. One reserve who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced once the game has started.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then knockout.

- 4.1 Three players of the same gender.
- 4.2 Bowls: -three bowls.
- 4.3 Sections: - Sections of four teams.
- 4.4 Categories: - Open men and women, veteran men and women.
- 4.5 Length of Games: - All games to be fifteen (15) ends and extra ends if tied in knockout.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - Two points for a win and one point for a draw.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: teams with the highest number of shots.

6. TRIAL ENDS

- 6.1 Sectional play: -One trial end at start of sectional play only.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END)

- 7.1 Sectional play: - Respot on centre two metre mark.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.



8. WITHDRAWAL

- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.

10. BREAKS

- 10.1 During the game: - No break.
- 10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.



APPENDIX E - FOURS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club and of the same gender.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with one reserve who may be introduced any time.
- 2.2 Reserves. One reserve who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced once the game has started.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then knockout.

- 4.1 Four players of the same gender.
- 4.2 Bowls: - two bowls.
- 4.3 Sections: - Sections of four teams.
- 4.4 Categories: - Open men and women, veteran men and women.
- 4.5 Length of Games: - All games to be fifteen (15) ends and extra ends if tied in knockout.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - Two points for a win and one for a draw.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of Knockout play: teams with the highest number of shots.

6. TRIAL ENDS

- 6.1 Sectional play: - One trial end in each direction before every game.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - Respot on centre two metre mark.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL

- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.



10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.



APPENDIX F – MIXED PAIRS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club and of both genders.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with reserves of both genders may be introduced any time but one original player must be present.
- 2.2 Reserves. One reserve of each gender who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced once the game has started. One original player must always be present,

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then knockout.

- 4.1 One male and one female player
- 4.2 Bowls: - four bowls.
- 4.3 Sections: - Sections of four teams.
- 4.4 Categories: - Open and veteran.
- 4.5 Length of Games: - All games to be fifteen (15) ends and extra ends if tied in knockout.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - Two points for a win and one for a draw.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: teams with the highest number of shots.

6. TRIAL ENDS

- 6.1 Sectional play: - One trial end at start of sectional play only.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - Respot on centre two metre mark.
- 7.2 Knockout play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL



- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on the same or different day, scores for all completed ends remain.

10. BREAKS

- 10.1 During the game: - No break.
- 10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Club colours.



APPENDIX G – PRESIDENT’S CUP

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Closed competition for invited players

2. RESERVES AND SUBSTITUTES

- 2.1 Not Allowed

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then section winners play the final

- 4.1 Single player
- 4.2 Bowls: - four bowls.
- 4.3 Sections: - Two sections of six players.
- 4.4 Categories: - Open men and women.
- 4.5 Length of Games: - All games to be first to twenty-one (21) shots.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - One point for a win.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: Player to first score twenty-one (21) shots.

6. TRIAL ENDS

- 6.1 Sectional play: - One trial end in each direction before every game.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - If the jack is dead the end must be declared dead and the end replayed.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL

- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Controlling body to determine, at their sole discretion, section winners and runners-up based on the reduced number of rounds.

10. BREAKS



10.1 During the game: - No break.

10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Highest colours.



APPENDIX H – JBA MASTERS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Closed competition for invited players.

2. RESERVES AND SUBSTITUTES

- 2.1 Not Allowed.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Sectional Play then section winners play the final

- 4.1 Single player
- 4.2 Bowls: -Four bowls.
- 4.3 Sections: - Two sections of six players.
- 4.4 Categories: - Open men and women veteran men and women.
- 4.5 Length of Games: - All games to be first to twenty-one (21) shots.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional Play: - One point for a win.
 - 5.3.2 Winners of Sectional Play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between the two players.
 - 5.3.3 Winners of knockout play: - player to first score twenty-one (21) shots.

6. TRIAL ENDS

- 6.1 Sectional play: - One trial end in each direction before every game.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - If the jack is dead the end must be declared dead and the end replayed.
- 7.2 Knockout Play: - If the jack is dead, the end must be declared dead and the end replayed.

8. WITHDRAWAL

- 8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.



9. GAME STOPPAGES

Controlling body to determine, at their sole discretion, section winners and runners-up based on the reduced number of rounds.

10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Highest colours.



APPENDIX I – JBA FUSED

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each side shall be members of the same club and of any combination of genders.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with two reserves who may be introduced any time.
- 2.2 Reserves. Reserves must be registered and play for one side.
- 2.3 Substitutes. Not Allowed.

3 ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4 PLAY ARRANGEMENTS

Knockout

- 4.1 One side of two teams of three players, one team of two players and two reserves, any combination of genders.
- 4.2 Bowls: - Two bowl trips and three bowl pairs.
- 4.3 Sections: - N/A
- 4.4 Categories: - Open.
- 4.5 Length of Games: - All games three sets of five ends.

5 SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - for each game, one point per end, one point per set and two points for the game. Twenty points total per game, sixty points total per side.
 - 5.3.2 Winners of sectional play: - N/A.
 - 5.3.3 Winners of knockout play: Team with the most points. If a tie a "last man standing" game to be played.

6. TRIAL ENDS

- 6.1 Sectional play: - N/A.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - N/A.
- 7.2 Knockout play: - Re-spot on centre two metre mark.



8. WITHDRAWAL

8.1 N/A

8.2 Withdrawal during Knockout play: - Win awarded to the opponent.

9. GAME STOPPAGES

Suspended game(s) to be continued on same or different day, scores for all completed ends remain.

10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after the first game, lunch after the second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the winner and runner up. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Coloured dress.

14. OTHER

SUDDEN DEATH

Both teams nominate one player. Toss for who starts. Four bowls per player. Furthest bowl is removed (if equidistant no bowl removed) from play, as well as all bowls out of play and in the ditch (no touchers). If the jack is out of play or in the ditch, re-spot on centre two metre mark before the end continues. The player lying shot will start the next end. When a player has no bowls left, the opponent wins the game.



APPENDIX J – PRO 10

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Each team shall be members of the same club and of the same gender.

2. RESERVES AND SUBSTITUTES

- 2.1 General. Declaration form with one reserve who may be introduced any time.
- 2.2 Reserves. One reserve who has played for no other team in the same tournament.
- 2.3 Substitutes. One substitute who has played for no other team in the tournament will be allowed but may only be introduced after a game has started.
One original player must always be present.

3. ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4. PLAY ARRANGEMENTS

Sectional play then knockout.

- 4.1 Two players of any gender.
- 4.2 Bowls: - Two bowls each player
- 4.3 Sections: - Sections of eight
- 4.4 Categories: - Open.
- 4.5 Length of Games: - All games ten (10) ends.

5. SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - FOUR points for shot, three points for second, two points for third and one point for fourth. In the case of two bowls being equidistant points available to be shared.
 - 5.3.2 Winners of Sectional play: - Winners are decided in the following sequence: points, net shots, shot percentage, game between two players.
 - 5.3.3 Winners of Knockout play: Team with the most points; if a tie, extra end(s) to be played until there is a winner.

6. TRIAL ENDS

- 6.1 Sectional play: - One Trial end in each direction before every game.
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - Re-spot on centre two metre mark.
- 7.2 Knockout play: - Re-spot on centre two metre mark.



8. WITHDRAWAL

8.1 Results of games completed before the withdrawal will stand. A win to be awarded to the teams due to play them with full points and the average net shots from all other winners in the same section and round.

9. GAME STOPPAGES

Controlling Body has the right to determine, at their sole discretion, section winners and runners-up based on lesser number of rounds. .

10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after second game, lunch after fourth game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the top eight finishers. Prize money is determined by the controlling body based on the number of entrants and sponsorship.

13. DRESS CODE

Coloured dress



APPENDIX K – CHAMPION OF CHAMPIONS

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of clubs affiliated to the JBA.
- 1.2 Only for players who won their respective club competition in the same year as this tournament.

2. RESERVES AND SUBSTITUTES

- 2.1 Not allowed.

3. ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4. PLAY ARRANGEMENTS

Knockout.

- 4.1 Single Player
- 4.2 Bowls: - Four bowls
- 4.3 Sections: - N/A
- 4.4 Categories: - Open men and women, veteran men and women, novice men and women.
- 4.5 Length of Games: - All games two sets of nine ends and three end tie breaks as per Law 56.

5. SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - N/A
 - 5.3.2 Winners of Sectional play: - N/A
 - 5.3.3 Winners of knockout play: Player to win two sets; in case of one set each the player with the most shots in the three-end tie break, or after extra end(s) in case of a further tie.

6. TRIAL ENDS

- 6.1 Sectional play: - N/A
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - N/A
- 7.2 Knockout play: - Re-spot on centre two metre mark.

8. WITHDRAWAL

- 8.1 Sectional play: - N/A
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.



9. GAME STOPPAGES

Suspended game(s) to be continued on same or different day, scores for all completed ends remain.

10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after first game, lunch after second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the top eight finishers. Prize money is determined by the controlling body based on the number of number of entrants and sponsorship.

13. DRESS CODE

Club Colours.



APPENDIX L – TOWER NOVICES

1. ELIGIBILITY

- 1.1 All competitors shall be *bona fide* members of Bowls SA.
- 1.2 Only for novices as defined in the entry form.

2. RESERVES AND SUBSTITUTES

- 2.1 Not allowed.

3. ABSENTEE PLAYERS

Registration of players will close twenty minutes before the scheduled time of play. A ten (10) minute grace period is permitted, provided the player has contacted the venue prior to the registration closing time.

4. PLAY ARRANGEMENTS

Knockout.

- 4.1 Single Player
- 4.2 Bowls: - Four Bowls
- 4.3 Sections: - N/A
- 4.4 Categories: - Novice men and women.
- 4.5 Length of Games: - All games two sets of nine ends and three end tie breaks as per Law 56.

5. SCORING

- 5.1 Scoreboard: one scoreboard.
- 5.2 Scorecard: one scorecard.
- 5.3 Points allocation:
 - 5.3.1 Sectional play: - N/A
 - 5.3.2 Winners of Sectional play: - N/A
 - 5.3.3 Winners of knockout play: Player to win two sets; in case of one set each the player with the most shots in the three-end tie break, or after extra end(s) in case of a further tie.

6. TRIAL ENDS

- 6.1 Sectional play: - N/A
- 6.2 Knockout: - One trial end in each direction before every game.

7. DEAD JACK (BURNED END).

- 7.1 Sectional play: - N/A
- 7.2 Knockout play: - Re-spot on centre two metre mark.

8. WITHDRAWAL

- 8.1 Sectional play: - N/A
- 8.2 Withdrawal during Knockout play: - Win awarded to the opponent.



9. GAME STOPPAGES

Suspended game(s) to be continued on same or different day, scores for all completed ends remain.

10. BREAKS

10.1 During the game: - No break.

10.2 Between games: - Tea break after first game, lunch after second game.

11. UMPIRES

No playing umpire allowed.

12. PRIZES AND AWARDS

Prizes are awarded to the top eight finishers. Prize money is determined by the controlling body based on the number of number of entrants and sponsorship.

13. DRESS CODE

Club Colours.