

**EWIE
CRONJE**
LAWN BOWLS
EVENT
2023

**SATURDAY
1 APRIL
2023
10:00**

Free State
Cricket Stadium

Contact:

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Conditions of **PLAY**

1. TITLE

1.1 The title for this event is THE EWIE CRONJE LAWN BOWLS CHALLENGE, hereinafter referred to as "The Event", and can be prefixed with the sponsor's name, for example: THE (SPONSOR) EWIE CRONJE LAWN BOWLS CHALLENGE.

2. EVENT COMMITTEE

- 2.1. FREE STATE CRICKET (FSC) will nominate an Event Committee with its Convenor, hereinafter referred to as "the Committee," of not more than five members.
- 2.2. The Committee will have their respective portfolios allocated to them by the Convenor. These portfolios could include a Secretary, Treasurer, PRO, Sponsorships, Press, Records, Umpires and Markers, Greens, Data Capturers, Seating and Transport, Accommodation, Catering, etc.

3. INTRODUCTION

- 3.1. The conditions of play are designed to give clear guidelines to the officials and players and to eliminate all grey areas that may exist
- 3.2. If any other decision / ruling need to be made it will be done so according to the Laws of the Sport of Bowls, latest edition, by the Committee and any other person/s the Committee require to assist.

4. EVENT DATES & TIMES

- 4.1. Entry into the event closes at midnight on 28 February 2023
- 4.2. The event will take place on Saturday, 1 April 2023
 - 4.2.1. 10:00 - Team registrations
 - 4.2.2. 11:00 - Captains Meeting & Briefing
 - 4.2.3. 11:30 - Welcome & Opening Ceremony
 - 4.2.4. 11:45 - Spider at 11:45
 - 4.2.5. Play starts: All matches start simultaneously at the same time on the sound of a siren

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- 4.2.5.1. Round 1 12:00 - 12:30
- 4.2.5.2. Round 2 13:45 - 15:15
- 4.2.5.3. Lunch 15:20 - 15:50
- 4.2.5.4. Round 3 16:00 - 17:30
- 4.2.5.5. Round 4 17:45 - 19:15
- 4.2.6. Prize Giving & Closing Ceremony 20:15
- 4.2.7. Dinner

5. ENTRIES & PLAYER ELIGIBILITY

- 5.1. The Event consists of 2 competitions within the same event
- 5.1.1. One competition where teams are made up from Bowls South Africa (hereinafter referred to as BSA) registered players only.
 - 5.1.1.1. A person not a registered BSA player may not participate in this competition.
 - 5.1.1.2. Any gender combination.
 - 5.1.1.3. Maximum ONE current or previous national player per team, with maximum ONE current or previous district player per team allowed.
 - 5.1.1.4. Or maximum TWO current or previous district players per team allowed.
 - 5.1.1.5. Junior teams participating in the BSA Junior Nationals the week of 3 April may enter their Junior teams exactly as they have entered to play in the Junior Nationals.
 - 5.1.1.6. Substitutions and reserves during or between matches in any position, as well as positional changes are allowed, provided the team composition remains correct.
- 5.1.2. The other competition is where teams are made up from “corporate” non-bowling players
 - 5.1.2.1. Any gender combination.
 - 5.1.2.2. Maximum ONE current or previous BSA-registered player per team allowed.
 - 5.1.2.3. Substitutions and reserves during or between matches in any position, as well as positional changes are allowed, provided the team composition remains correct.

- 5.1.3. Teams playing with an incorrect team composition at any time during the event will be disqualified from the event.
- 5.2. Any individual, club or corporate may enter more than one team into the event. It will not be permissible to interchange players / reserves between different teams.
- 5.3. Substitutes, if required, shall be allowed as follows:
 - 5.3.1. In the event that there is/are no reserve/s or the registered reserve/s is/are already playing, the names of not more than four bowlers who have not played for any team participating in the Event shall be recorded and placed in a container.
 - 5.3.2. The Skip of the opposing side shall be allowed to draw out one name from the container. This player shall be substituted for as many matches as he/she may be required and allowed to play in any position.

6. WITHDRAWAL FROM THE EVENT

- 6.1. Should a side 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 be expounded as if they never participated and all their oppositions totals revised accordingly.

7. THE FORMAT OF PLAY

- 7.1. The format of play in all matches is, FOURS
- 7.2. Each match will be played over 10 (ten) ends
- 7.3. In the event of adverse weather conditions 6 (six) ends or if more have been played will constitute a match

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8. EVENT OFFICIALS

- 8.1. Qualified and experienced persons will be appointed to act as Event Officials
- 8.2. Each green will have its own designated Umpire

9. SKIP'S MEETING

- 9.1. Before the commencement of the event the Event Committee shall convene a meeting of skips at which time they will be alerted to some of the Conditions of Play and handed all applicable documents, i.e. program, score card, etc.
- 9.2. Any player / team failing to appear and commence play within 10 minutes of indicated starting time shall forfeit that particular match.

10. DRAW, GREEN & RINK ALLOCATION, DIRECTION OF PLAY

- 10.1. All match oppositions will be pre-drawn prior to the start of the event.
- 10.2. Greens and Rinks will be allocated to each match prior to the start of the event. All entrants understand and accept that scenarios could arise where some teams might play on the same rink more than once during the event.
- 10.3. Teams allocated to a specific green will play all their matches on that same green.
- 10.4. The direction of play for all matches will remain as set out at the start of the event.

11. TIME LIMIT ON EACH MATCH

- 11.1. A maximum duration of 90 minutes is allowed per match.
- 11.2. 75 minutes after the start of the match a siren will sound alerting players that 15 minutes playing time is left.

- 11.3. 90 minutes after the start of the match a siren will sound indicating end of play
- 11.4. An end started at the time of the 90 minute siren, i.e. the jack has been delivered, may be completed
- 11.5. The number of ends played at the completion time will constitute a match and points allocated accordingly. The point/s for ends not played will be discarded from that match
- 11.6. Deliberate slow play will be penalised

12. MATCHES OR EVENT STOPPED

- 12.1. If a match is stopped, either by mutual agreement, by the Event Committee or by the Umpire, after an appeal to them on account of darkness or the conditions of the weather, or any other valid reason, it shall be resumed with the scores as they were when the game stopped.
- 12.2. An end commenced, but not completed, shall be declared dead and played over.

13. MATCH SCORING

- 13.1. 1 skin-point will be awarded to the winner of each end.
- 13.2. 4 skin-points will be awarded to the winner of the match, i.e. the overall shot total.
- 13.3. If both teams are tied on the same number of shots at the end of the match they will share the 4 skin-points and be awarded 2 skin-points each.
- 13.4. The winners of the competitions will be the teams with the highest number of skin-points. If teams are tied on the same number of skin-points, shot aggregate will determine the winner. If still tied, the team with the most ends won (most end-skin points) will be the winner. If still tied the teams will

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share the prizes equally.

- 13.5. If no play is possible or less than 6 (six) ends have been played teams will share the points.

14. SCORE CARDS

- 14.1. The Skips are ultimately responsible for the correctness of the cards.
- 14.2. The Skip may transfer his/her duties to any player.
- 14.3. To be comprehensively completed, proper names, surnames, etc.
- 14.4. At the completion of the match both skips must check and confirm correctness by signing the opposition's card.
- 14.5. Cards must then be handed to the green umpire on duty.
- 14.6. Any queries must be raised BEFORE the start of the next match. No score card queries will be entertained after "the next" match has started.

15. TRIAL ENDS

- 15.1. No trial ends will be played.
- 15.2. The first end of each match will be played normally, but ONLY 1 shot will be awarded to the team laying shot.
- 15.3. In the case of continuing an unfinished match, no trial end will be played.

16. DRIVES AND BURNT ENDS

- 16.1. Due to the greens' layout and proximity to others', DRIVE SHOTS are NOT allowed.
- 16.2. A team playing a drive shot will lose that end in which it was played and the opposition awarded 1 shot if they were not holding shot before the drive shot. If they were holding shot, 1 shot extra will be added over and above the shots laid.
- 16.3. In the case of a burnt end, through acceptable weighted play, the jack

is "spotted on the 2m mark" by the Umpire on duty or an independent party if not available. If there is no obvious and clear "2m mark" then an Umpire will determine and indicate a 2m mark using a suitable measuring device and the Jack placed by the Umpire. The Umpire's decision will be final.

17. INSPECTING THE HEAD

- 17.1. Inspecting the head is NOT allowed by any player at any time

18. DRESS CODE

- 18.1. Individual teams must be uniformly dressed throughout the event.
- 18.2. Any modest sport-like dress, conducive to lawn bowls (similar to that of golf), may be worn.
- 18.3. Foot wear must be sport tekkies without a spiked or knobby sole. Players may play bare-foot.
- 18.4. Any sport-type hats, caps, peaks, etc. are allowed.
- 18.5. No player may wear revealing clothing. The Event Committee reserves the right not to allow players or teams to play wearing unacceptable clothing.

19. BASIC DISCIPLINE

- 19.1. Cell phones are to be switched off during play, unless otherwise agreed with the Event Committee and the opposing skip.
- 19.2. Smoking only allowed 2m away from the green, i.e. no smoking on the playing surface.
- 19.3. Players may consume alcoholic drinks during play, but only 2m away from the playing surface.
- 19.4. Player and spectator behaviour and discipline "on and off" the green must at all times be as per the Bowls Code of Ethics.