

PORT NATALBOWLS

CONDITIONS OF PLAY FOR MEN'S AND WOMEN'S INTER-CLUB LEAGUE

All games shall be played in accordance with current version of The Laws of the Sport of Bowls, the domestic regulations of Bowls SA, the PNB standard competition by-laws and the following conditions of play.

SIDES

All members of a side must be bona fide first call members of their club. A reserve of the same standing may be registered.

MEN In divisions one and two a side shall consist of three four's teams.

In divisions three upwards a side shall consist of two four's teams

WOMEN Sides in all divisions shall consist of two four's teams.

FORMAT OF PLAY

The tournament shall be played in sections on a league basis with all teams in the same section playing each other. Each game shall be played over 21 ends split into three sets of seven ends each, unless prior to the match the Executive have decided for good reason that a lesser number of ends or sets shall be played.

START OF PLAY

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.

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.

At the start of any other end the winner of the previous end must take the mat and deliver the jack.

SCORING

One point is awarded to the team that wins a set,

Two points are awarded for the winning team per game,

Two bonus points are awarded for the overall winning side i.e. nett aggregate shots of the combined two teams.

In the event of set, game or match being drawn, the relative points will be shared.

Total number of points available per match

Men divisions 1 to 2 – seventeen. Men divisions 4 upwards – twelve

Women all division - twelve

Should play be abandoned for any reason the scoring will be as follows:

SETS One point scored for the winner of each completed set. The points for incomplete sets are to be shared.

GAME Once two sets (14 ends) have been completed, the team with the greatest number of shots, based on completed ends, will be the winner. If less than two sets have been completed, the points are shared equally.

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.

SCORE CARDS, SCORE BOARDS AND FLIP BOARDS

The Skip losing the toss shall be responsible for the scorecard and the opposing skip responsible for the scoreboard and flip board. The Skips may delegate these duties to a member of their team.

Score cards

Must reflect the number of shots end by end and accumulative shots **for each individual set**, starting at zero at the beginning of each set i.e., ends 8 and 15. Also points per set, total points and total shots after 21 ends.

Score Boards

Must reflect the total number of shots for each individual set, starting at zero at ends 8 and 15.

Flip Boards (where available)

Must reflect the number of ends completed and the continuous accumulative scores.

SIDE DECLARATION

Before the commencement of each round, the home Manager/Captain shall fill the names of his/her team members on the relevant number of scorecards.

RINK AND OPPONENT ALLOCATION

The cards must be laid face down and the visiting Manager/Captain shall nominate one of his/her skips, select a card and enter that team on that card (repeating the process for individual teams). The **visiting Manager/Captain** shall draw a rink for each side from those made available by the home club.

RESERVES AND SUBSTITUTES

RESERVES

A registered reserve may be used.

If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available.

SUBSTITUTES

A registered player from the **same** club as the player being substituted may be utilised in the event of illness occurring before or during play. The substitute may not skip.

In the event of no suitable substitute being available, play shall then continue with the remaining three players from that team with the lead and second playing three bowls each and the skip playing two bowls. The team will lose 25% of their score for the ends played with three players. No interchange of players between teams is allowed.

DIRECTION OF PLAY

As decided by the host club

PRACTICE AND WARMUP

No practice is allowed on the green nominated for play on the day of that round.

Players may however warm up before a game with the approval of the Controlling Body but must be in the opposite direction of expected play. No target such as a jack may be used but bowls may be delivered.

TOSSING FOR THE OPENING PLAY

Managers shall toss a coin to determine which side plays first.

TRIAL ENDS

One trial end in each direction may be played at the commencement of a game.

DEAD ENDS& JACK

Dead ends are to be replayed.

In the event of a jack being declared dead the end is to be replayed.

WITHDRAWING DURING THE LEAGUE

Should a side withdraw at any time after commencement of the league, with or without the consent of the Controlling Body, all their completed results up to the point of withdrawal shall be expunged. If, without consent from the Controlling Body, then suitable disciplinary action may be taken by Port Natal Bowls.

DIVISION WINNERS

The winners in each section will be decided by the following sequential criteria. Points, Highest Net Score, Highest Shot Percentage (i.e., shots for divided by shots against). The side that won the game between the two sides in section play.

GENERAL

If anything should arise that is not specifically covered in these Conditions of Play, then the current Laws of the Sport of Bowls will apply.

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