

**PORT NATAL BOWLS**  
**CONDITIONS OF PLAY FOR THE QUALIFYING, OPEN AND VETERAN MASTERS SINGLES**  
**TIME LIMITED PLAY – NO STOPWATCH**

All games shall be played in accordance with the current Laws of the Sport of Bowls, the Bowls South Africa Domestic Regulations, the PNB Standard Competition By-Laws and the following Conditions of Play.

**PLAYERS**

Twelve players per event as selected by the respective Men's and Women's Selection Committee

**REGISTRATION AND PLAYING TIMES**

Players are to register between 08h00 and 08h30 on the first day of play. A time limit of 2 hours and 15 minutes will apply for each match excluding trial ends.

- Any Player arriving between 08h30 and 08h45 shall lose the right to play trial ends
- Any Player arriving after 08h45 shall forfeit the game and **the opponent shall be awarded one point and the net shots equal to the average net total of the shots scored by the winners of all the other games played in the same round in the same section.**
- **Should the Event Official not be advised of the delay and acceptable reason therefore, the Event Official reserves the right to replace the Player with the Reserve.**

**1<sup>st</sup> Session 08h45 to 11h00; 2<sup>nd</sup> Session 11h30 to 13h45; Third Session 14h15 to 16h30**

Should all participants be ready, having had a minimum of 15 minutes since the conclusion of their previous game, trial ends and play to the same time constraint may commence earlier than scheduled.

**MARKERS**

Players are required to provide their own Markers, **therefore two Markers per match one at either end.**

**The Marker at the scoreboard end shall maintain both the scorecard and scoreboard, with other maintains the flip board.**

**FORMAT OF PLAY**

- The various Masters Singles events are to be played with four bowls per player on a league system in sections of six players according to a pre-determined draw.
- The winner of each match shall be the player first scoring 21 shots. No shots in excess will be recorded
- In the event of the scores being equal at the end of the time limit, an extra end or ends shall be played to determine the winner.

**POINTS ALLOCATION AND SECTION WINNERS –**

One Point for winning the game.

The section winner shall be the player with the most points, and if a tie, the following sequential criteria will be used until a winner is determined. Net shots, shot percentage (i.e. shots for divided by shorts against), the winner of the game between the two players during section play.

**PROCEDURE FOR APPLYING TIME LIMITS**

- A warning bell/siren will be sounded five minutes prior to the time for commencing play.
- The next bell/siren indicates commencement of **the playing time period.**
- A warning will be sounded five minutes prior to the end of the playing time.
- The end of play bell/siren allows the completion of the end that started prior to the bell/siren being sounded. Start of play is defined as the delivery of the jack prior to the bell/siren being sounded.

**PLAYOFFS**

The two section winners shall play each other in the final. There is no playoff for third and fourth as the second place players in each section shall be Bronze Medalists. The overall winner and runner-up will automatically qualify for the following year's event.

**There will be no time restriction for the final.**

**DIRECTION OF PLAY**

Play during sectional play and for the final shall be at the discretion of the Event Committee in consultation with the host club.

**PRACTICE AND WARMUP**

No practice is allowed on those greens and days nominated for play.

Players may however warm up before a game with the approval of the Event Official, 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 OPENING PLAY**

The Marker should toss with a coin to determine which player will play first.

## **TRIAL ENDS**

One trial end in each direction may be played at the commencement of each game. Trial ends may be commenced up to 15 minutes prior to the start time of each game

## **RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY**

Players may only go to the head after the player's own third bowl has been delivered. In exceptional circumstances permission may be given with the consent of the Marker.

## **DEAD ENDS & JACK**

Dead ends or a jack being declared dead, the end is to be replayed

## **SLOW OR DELAYING PLAY**

Players are required to play without undue delay and in a manner which does not prevent their opponents being able to complete the **game** within the set time limit. The following conditions will apply in cases where players fail to meet this requirement.

If the Umpire by their own observation or on appeal by one of the players decides that a player is delaying the game to the extent that the game will not be completed within the time frame he shall:-

- On the first occasion the Umpire shall warn the player
- If the same player commits the same offence a second time the end will be regarded as completed and the non-offender will score two shots.
- If the same player offends a third time the game will be forfeited to the opponent.

If, during the end which is in progress immediately before the end time of play is signalled or on completion of that end and before the start of any subsequent end, the umpire as a result of their own observation or on appeal by one of the players, one of the coaches or the Controlling Body, decides that a player is being prevented from playing a further end due to the actions of their opponent, they will notify the players that they must play one more end even though the end time of play may have been signalled when such notification is given.

## **LEAVING THE RINK OF PLAY**

If a player wishes to leave the rink of play Law **33.1, which requires the opposition's agreement** will apply. However, if on more than one occasion, then on each occasion after the first they may only do so with the opponent and Umpire's permission. The clock controlling playing time will not be stopped during this break.

## **RESERVES**

Should a player be unable to complete all rounds of sectional play, a reserve nominated by the respective Selection Committee shall play as a replacement. Should a player be unable to complete a game within sectional play, then the opponent shall be credited with the points and the shot difference at the time the game is called off. The reserve shall then play in any subsequent games.

If a reserve is not available then the original player's scores of all rounds completed shall be expunged.

## **GENERAL**

If anything should arise that is not specifically covered in these Conditions of Play, then the Laws of the Sport of Bowls – Crystal Mark 3rd Edition will apply.

2020