

PORT NATAL BOWLS

CONDITIONS OF PLAY FOR NOMINATED MEN'S AND WOMEN'S FOURS

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.

TEAMS

Each team shall consist of four or five players, all being first-call bona fide members of the same affiliated Club. If five players have been nominated, any four can play in any one match, the fifth player being deemed to be the registered reserve.

ENTRIES

The names of all the players in the team shall be submitted with the entry. Prior to playing its first game, a team may replace one or more of the players originally entered, or add the name of a fifth player if only four were originally entered, provided that the player or players so substituted did not originally enter the competition...

DECLARATION FORMS

Immediately prior to playing its first match, the skip of each team shall complete and sign the PNB declaration form setting out the names and Bowls SA registration numbers of all players in the team. Thereafter a substitute may be utilised, provided that they have not participated in any previous rounds of the competition. (Refer clause 2.10.6 of these by-laws)

FORMAT OF PLAY

- 1.1 The Fours Championships is to be played with two bowls per player on a league system in sections of four teams, over 15 ends. The play-offs of section winners shall be on a knockout basis, according to a pre-determined draw.
- 1.2 Teams must play on the same green for every round of sectional play.
- 1.3 All games of sectional play are to be completed, as net shots could decide section winners.

POINTS ALLOCATION AND SECTION WINNERS –

3 Points for winning the game and 1 Point if the game is peeled.

The section winner shall be the team 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 teams during section play, and if still a tie, a one end tie-breaker will be played.

PLAYOFFS

Knockout play shall be over 15 ends up to and including the quarter finals. The Semi Finals and Finals will be played over 21ends. In the event of a peel an extra end or ends will be played until a result is achieved.

DIRECTION OF PLAY

Play during sectional play shall be in the same direction for all games. Knockout – at the discretion of 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 Club Event Official (CEO), 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

Skips should toss with a coin to determine which side plays first.

TRIAL ENDS

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

RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

Leads and Seconds may not walk up to the head. Thirds, after delivering their first bowl, may be permitted to walk up to the head on being invited by the Skip and with the approval of the opposing Skip. Skips, after delivery of their first bowl.

DEAD ENDS & JACK

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

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.

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