

## **PORT NATAL BOWLS**

### **CONDITIONS OF PLAY FOR NOMINATED MEN'S AND WOMEN'S TRIPS**

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 three or four players, all being first-call bona fide members of the same affiliated Club. If four players have been nominated, any three can play in any one match, the fourth 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 fourth player if only three 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 Trips Championships is to be played with three 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 18 ends. In the event of a tie 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 may not walk up to the head. Seconds after delivering their second bowl, may be permitted to visit the head on being invited to do so by the Skip. Skips may visit the head after delivery of their second bowl or sooner with the approval of the opposing Skip.

#### **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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