

PORT NATAL BOWLS
CONDITIONS OF PLAY FOR PRO10 PAIRS

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 two players either of male or female or mixed gender, both being first-call first call members of the same affiliated Club. One registered reserve may be nominated, however one player of the originally nominated team must be on the green.

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 reserve of each gender if only two 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. The substitute may not Skip.

FORMAT OF PLAY AND SCORING

1. The PRO10 Pairs is to be played with two bowls per player on a league system in sections of six teams, over 10 ends.
2. Teams must play on the same green for every round of sectional play.
3. The scoring system shall be ten points per end and made up as follows:-
Nearest to the jack - 4 points; Second shot - 3 points; Third shot - 2 points; Fourth shot - 1 point.
Maximum points per game over ten ends = 100 points.
4. Should a "no shot" situation arise, the points available to the bowls in contention should be shared equally.
5. The team with the bowl nearest the jack at the conclusion of an end will start the next end. In a "no shot" situation the bowl nearest the jack in the previous end shall start the following end.
6. The winner of the game will be the team with the most points at the end of the 10th end and will be awarded two points. In the event of a peel one point will be awarded.
7. All games of sectional play are to be completed, as points could decide section winners.
8. In the event there are 96 teams or less in the initial entry then after the first phase of round robin has been completed, the winners of those sections will be drawn into sections of four and another round robin phase will be played to determine the section winners, who will proceed to the knockout phase.

SECTION WINNERS

The winner of the section will be the team with the most number of points. In the event of a tie then the team with the most number of **points for** in round robin play will be declared the winner. Should there still be a tie, then the team having won their game against each other will be declared the winner.

PLAYOFFS

The play-offs of section winners shall be on a knockout basis, according to a pre-determined draw, with the same format and scoring system as used during sectional play. In the event of a peel an extra end or ends will be played until a result is achieved.

NOTE POINT 8 ABOVE IN THE EVENT OF THE ENTRIES BEING 96 TEAMS OR LESS

There will be no playoff to determine third place. The losing semi-finalists will be placed third and will share any available prize money

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 may be played at the commencement of each game.

RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

Leads may not walk up to the head. Skips may visit the head after delivery of their third 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 current Laws of the Sport of Bowls will apply.

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