

HAMPTON BAYSIDE BOWLS CLUB

CONDITIONS OF PLAY FOR CLUB CHAMPIONSHIPS

OCTOBER 2024

The Hampton Bayside Bowls Club Championship Committee is the Controlling Body for all Club Championship Events and reserves the right to amend the Conditions of Play for Club Championship Events, as and when considered necessary.

1. Laws, Regulations & Rules.

All Championship Events will be played in accordance with the Laws of the Sport of Bowls (Crystal Mark Edition 4), the Bowls Australia Domestic Regulations and the Bowls Victoria Rules for Competition. All players need to be aware that the Laws, Regulations and Rules regarding late arrivals, injury, or illness, leaving the Green during play, Substitutes and Replacement Players, and Constituted Teams, will be strictly enforced.

1.1 Late arrivals:

Players arriving more than 30 minutes late from the agreed start time will forfeit their game.

1.2 Injury or illness:

If a player in either of the Singles, Novice, or the 100-Up Handicap is unable to play a scheduled game due to injury or illness, that player will forfeit if another time / date within the published Play-By date for that game is not available.

1.3 Leaving the Green during play:

If a player needs to leave the Green during the course of a game due to illness or some other reasonable cause, and cannot return within ten minutes, then Law 32 will apply. The Controlling Body can approve a Substitute Player for a team game. If no eligible player is available, the defaulting team will forfeit the game to their opponents. In a singles game, the defaulting player will forfeit the game to their opponent.

1.4 Substitutes and Replacement Players:

Substitutes and Replacement Players will be approved by the Controlling Body in accordance with the provisions of Law 32 and Domestic Regulations 2.1, 2.3, 2.4, 2.5 & 2.6.

2. Inclement Weather.

2.1 Law 33 and the Bowls Victoria Rules for Competition relating to inclement weather apply to all games.

2.2 If the temperature reaches **36 degrees** (Moorabbin Airport Temperature Gauge), **play will be suspended for up to 1 hour**. Every effort must be made to complete any ends in progress before leaving the Green.

2.3 The game should resume immediately if the temperature drops below 36 degrees within an hour of play being suspended. Alternatively, if both players agree, and completion of the game can be re-schedule within the published Play -By date, play can be continued on a subsequent day rather than waiting for up to 1 hour for the temperature to fall.

2.4 If the temperature does not fall below 36 degrees after one hour, then the game shall be abandoned and re-scheduled in accordance with the directions of the Controlling Body.

2.5 If the game cannot be completed by the published Play-By date then the Controlling Body will determine whether an extension to this date is feasible, or the outcome of the game if no extension can be accommodated.

3. Protection for Players.

3.1 Should a player be involved in a World Bowls, Bowls Australia or Bowls Victoria sanctioned event, Bowls Victoria Pennant competition, Bowls Victoria Region Championships, Bowls Victoria State or Region Trials, a Bowls Victoria Development Squad activity, or a Bowls Victoria Under 18 game or trial, they shall not be penalised should they be absent because of their involvement in such a higher-level event on the same day.

3.2 Except for World Bowls, Bowls Australia, or Bowls Victoria events this protection is limited to one occasion per season. However, every endeavour must be made to accommodate a player's involvement in higher level events.

3.3 If the game cannot be rescheduled the player must decide which event to compete in or officiate at.

4. Attire.

4.1. It is preferred that all players wear the current Club uniform for all games. This is primarily to alert others who may be playing / practicing on the same Green to allow for a minimum of one rink to be free adjacent to where Club Championship games are being played. Wearing the Club uniform also reminds others who may wish to watch a Club Championship game what behaviours the players and officials are expecting of them as spectators.

4.2 For all Finals all players must wear the current Club uniform. Where a Markers is required, they must also wear the current Club uniform. Alternatively, Markers and Umpires may wear a Bowls Australia National Umpire or Technical Official uniform, if entitled to do so.

5. Schedule of Events and Play-By Dates.

5.1 All games must be played on or before the published Play-By date for each round of each event, as detailed in the Club Championship Schedule of Play.

- 5.2** No player shall arrange to play a game in an event beyond the published Play-By date without the expressed permission of the Controlling Body.
- 5.3** In exceptional circumstances the Schedule of Play may be amended by the Controlling Body to accommodate unforeseen situations that may arise from time to time.
- 5.4** Subject to Clause 5.3, the failure of a player or team to play a game by the published Play-By date shall result in the player or team forfeiting the game to their opponent.
- 5.5** Any dispute over the forfeiture of a game by a player or team must be referred to the Controlling Body within 48 hours of the scheduled game in question. The decision of the Controlling Body shall be final in all respects.

6. Practice.

- 6.1** Subject to Clause 6.2, no player or team, on the scheduled day of their game, shall practice on any Club Green prior to their game.
- 6.2** Law 4 and Domestic Regulation 1.1, relating to practice on the day a player or team is scheduled to play, apply to all Club Championship Events.

7. Markers for Singles Events.

- 7.1** The Marker for a Singles game is to be arranged by the player first named, or the top player in the draw, for all games other than Finals.
- 7.2** Players are asked to always prioritise the use of an Accredited Club Marker if one is available. Details of Accredited Club Markers can be found on the Club website (under Bowling / HBBC Championships).
- 7.3** The Marker nominated for a game must not be related to either player, unless both players agree.
- 7.4** For all Singles Finals games the Marker will be appointed by the Controlling Body, in conjunction with the Umpire's Convener.

8. Cards and Results.

- 8.1** Scorecards will be available from the Bowls Office or the Controlling Body.
- 8.2** On completion of each game players in singles events and the Skips in team events are to clearly write the event name, the date played, and sign the card. Completed cards must be placed in the box provided.
- 8.3** Singles players and team Skips must also clearly enter the results of each game on the Draw Sheet, posted on the Club Championship Noticeboard.

9. Coaching.

9.1 Subject to compliance with Law 44, players may receive advice from a Coach. The Coach must be nominated prior to the beginning of the game and advised to the opposition player / Skip, as well as to the Umpire and / or Marker if present.

9.2 There is no requirement for a person acting as a Coach to be accredited.

10. General.

10.1 The Instantaneous Penalties provided for in the Bowls Victoria Rules for Competition will be applied for any breach of such Rules with respect to smoking, the use of electronic devices, and the consumption of alcohol during games.

10.2 All Club Championship Events are knockout and do not have a time limit.

10.3 Dead ends are to be re-played. There is no re-spotting of the jack.

10.4 Trial ends – prior to the commencement of play one trial end in each direction of play is permitted for all games, in accordance with Law 5.1.

10.5 Men's and Women's Singles shall be four bowls per player and the first to 25 shots.

10.6 Novice Singles shall be four bowls per player and the first to 21 shots.

10.7 Men's and Women's Pairs and **Mixed Pairs** shall be three bowls per player, played 3 x 3, over 15 ends for knockout rounds and 18 ends for Finals.

10.8 Triples shall be two bowls per player over 15 ends for knockout rounds and 18 ends for Finals.

10.9 Fours shall be two bowls per player over 15 ends for knockout rounds and 18 ends for Finals.

10.10 Men's and Women's 100-Up Handicap shall be four bowls per player and the first to 100 points.

10.10.1 If scores are drawn at 100 an extra end shall be played, in accordance with the provisions of Law 28.

10.10.2 Scoring shall be 4 points for the shot bowl, 3 points for second shot, 2 points for third shot, and 1 point for fourth shot.

10.10.3 The Points Handicap Schedule is as follows:

PLAYER EXPERIENCE	POINTS HANDICAP
Played 3rd or Skip in Saturday Pennant Top Side	Starts with minus 25 points
Played Lead or 2nd in Saturday Pennant Top Side / 3rd or Skip in Saturday Pennant Second Side	Starts with minus 20 points
Played Lead or 2nd in Saturday Pennant Second Side / Skip or 3rd in Saturday Pennant Third Side	Starts with minus 15 points
Played Lead or 2nd in Saturday Pennant Third Side / 3rd or Skip in Saturday Pennant Fourth Side	Starts with minus 10 points
Played Lead or 2nd in Saturday Pennant Fourth Side / 3rd or Skip in Saturday Pennant Fifth Side	Starts with minus 5 points
Played Lead or 2nd in Saturday Pennant Fifth Side / Lead, 2 nd , 3rd or Skip in Saturday Pennant Sixth Side	Starts from scratch
Affiliated Members and Life Members not playing in any Pennant Competition	Starts with plus 10 points
<p>All other handicaps to be determined by the Controlling Body</p> <p>NOTE: Players in Tuesday Pennant only will have handicaps allocated by the Controlling Body using the Saturday Pennant guidelines.</p>	