

Metropolitan Pennant

Conditions of Play

2026/27

1 SECTION 1 6

1.1 Structure of Competition 6

1.2 Insufficient Players to Enter a Side 6

1.3 Penalty for a Side Withdrawal after the Competition Draw is Published 6

1.4 Eligibility of Players 6

1.5 Pennant Permit 7

1.6 Interstate, International Players (Marquee Players) and Promotional Permits 7

1.7 Protected Events 8

1.8 Controlling Body on Day of Play 9

1.9 Side Manager on Day of Play 9

1.10 Umpires 9

1.11 Selection of Sides & the use of Substitutes 10

1.12 Incomplete Team at Commencement of a Game 10

1.13 Substitute After a Game has Commenced 10

1.14 Use of a Neutral Venue 10

1.15 Use of Alternative Venue for Home Games 11

1.16 Condition of Green 11

1.17 Bowls Identification Discs 11

1.18 Rules for Attire 11

1.19 Playing of Music 12

1.20 Photography, Video and Live Streaming 12

1.21 Pre-Game Pennant Practice 12

1.22 Draw for Rinks 13

1.23 Allocation of Rinks 13

1.24 Trial Ends 13

1.25 Results by Round 13

1.26 Additional Penalty for a Side Forfeit or Walkover 13

1.27 Submission of Side Results 13

1.28 Game Abandoned by Side Manager Agreement 14

1.29 Instantaneous Penalties 14

1.30 Smoking 14

1.31 Personal Electronic/Communication Devices 14

1.32 Consumption of Alcohol 15

1.33 Player, Coach and Officials Conduct & Behaviour 15

1.34 Delaying Play 15

1.35 Damage to Green - Delivery of a Jack or Bowl 15

1.36 Damage to Green - Use of a Wheelchair, Walking Frame or other Approved Artificial Device 16

1.37 Bowler's Arm 16

1.38 Death of a Player *16*
2 SECTION 2 - Metropolitan Pennant Conditions of Play **17**
2.1 Competition Format *17*
2.2 Selection of sides *17*
2.3 Draw for rinks *17*
2.4 Interchanging of Players Between Sides Prior to Finals *17*
2.5 Eligibility to Play in Finals *18*
2.6 Advice of Abandonment of Play or change to scheduled start time by BV. *18*
2.7 Rescheduling of Games *18*
2.8 Scorecards *18*
2.9 Points Allocated for a Game *19*
2.10 Inclement Weather, Play Commencement, and Interruption to Play *20*
2.11 Final Series Game Abandoned due to Weather *22*
2.12 Awarding of Points for Abandoned Games *22*
3 SECTION 3 - Metropolitan Midweek Pennant **24**
3.1 Competition Structure *24*
3.2 Division 1 ..... *24*
3.3 Division 2 ..... *25*
3.4 Division 3 ..... *26*
3.5 Division 4 ..... *27*
3.6 Division 5 ..... *27*
3.7 Division 6 ..... *28*
3.8 Midweek 6-a-side (Tuesday Morning) Competition *29*
3.9 Midweek 7-a-side (Thursday) Competition *29*
3.10 Scheduling of Games for Sectional Play *30*
3.11 Scheduled Breaks *30*
3.12 Scheduling of Games for Finals *30*
3.13 State Pennant Championship Representation *30*
3.14 Promotion & Relegation *30*
4 SECTION 4 - Metropolitan Weekend Pennant **32**
4.1 Competition Structure *32*
4.2 Premier Division *32*
4.3 Premier Reserve Division *32*
4.4 Division 1 ..... *33*
4.5 Division 2 ..... *34*
4.6 Division 3 ..... *35*
4.7 Division 4 ..... *36*
4.8 Division 5 ..... *37*
4.9 Division 6 ..... *38*

4.10 Division 7 (16-a-side)..... 38
4.11 Division 8 (12-a-side)..... 39
4.12 Scheduling of Games for Sectional Play..... 40
4.13 Scheduled Breaks..... 40
4.14 Scheduling of Games for Finals..... 40
4.15 State Pennant Representation..... 40
4.16 Promotion & Relegation..... 40

SECTION 1
Statewide Conditions of Play

Introduction

Section 1 are Statewide Conditions of Play that apply to all Pennant competitions in Victoria.

Sections 2, 3 and 4 are Metropolitan Pennant competition Conditions of Play.

The Conditions of Play are reviewed annually by Bowls Victoria (BV), with input and feedback from the Officiating and Laws Committee.

BV reserves the right to amend the Conditions of Play from season to season, or as required.

Victorian Pennant competitions are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including domestic regulations for Australia), April 2023 (revised May 2023).
- Bowls Australia (BA) Policies; and
- BV Constitution, Regulations, and Policies.

No laws governing a sport can cope with every situation, and the Laws governing the sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the Laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action.

The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Conditions of Play, may involve a monetary fine (not exceeding $1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the BV Disciplinary Committee, Region Disciplinary Committee, or nominated committee responsible for pennant in respect of an affiliated player/club.

1 SECTION 1

1.1 Structure of Competition

1.1.1 Clubs may enter a side or sides in the eligible Region and Metropolitan Pennant Competitions.

1.1.2 Sides will be assigned a division and/or section within each competition. The placement of sides will depend on the promotion and relegation provisions applicable from the previous season, unless otherwise determined by BV or the relevant Region Pennant Committee.

1.1.3 A club's sides shall be numbered in descending order of grading, in each individual competition. This will determine eligibility for finals, including where clubs have multiple sides in a section or division.

1.1.4 A new side entry in a pennant competition will be placed in a division as determined by BV or the relevant Region Pennant Committee. This may result in a side, or sides being relegated as necessary to accommodate the new side.

1.2 Insufficient Players to Enter a Side

1.2.1 Clubs may seek approval from BV or the Region Pennant Committee to enter a combined side.

1.2.2 One of the clubs must be nominated to enter sides and scores in BowlsLink, as provided for in Section 1, Clause 27.

1.2.3 If a combined side is approved, the players are permitted to wear their respective club uniform and cap. If bowls discs (adhesive labels) are used, all members of the combined side must use discs that are of the same colour and design.

1.3 Penalty for a Side Withdrawal after the Competition Draw is Published

1.3.1 For Metropolitan Pennant competitions, Clubs will incur a financial penalty of up to $600 for a 16-a-side and 12-a-side, and up to $300 for a 6-a-side and 7-a-side if a side is withdrawn after the draw is published.

1.3.2 For Region Pennant competitions, the relevant Region Pennant Committee will determine the financial penalty, if any, to be imposed where a side is withdrawn after the draw is published.

1.3.3 BV will determine the size of any fine imposed for a Metropolitan Pennant competition within the amounts listed in Clause 1.3.1 above.

1.3.4 The side withdrawn will be deemed to have finished in last position in the section and may be relegated to the next lower division at the end of the season.

1.4 Eligibility of Players

All players competing in any Victorian Pennant Competition must be member of a BV affiliated Club, registered on their Club BowlsLink data base as a full financial member and competition bowler prior to the commencement of the game. A breach of this requirement will result in forfeiture of the game under Law 39.2.1.

Note: Any participant in an organised event^ at club level and above must be a registered financial member of a BV Member club and recorded on the BowlsLink database as having playing rights.

^ Organised club events include all regular competitions regardless of the value of the prize or prestige associated with the event. For the avoidance of doubt, this includes social competitions such as Thursday morning triples where the prize might be a frozen chook or a small amount of money, but does not include barefoot bowls or Christmas parties which are understood to serve as an important format to attract new members and a vital income stream for clubs.

1.5 Pennant Permit

1.5.1 A Club may register up to three (3) players as pennant permit players per competition who may be used in any division/side for both Midweek and Weekend Pennant.

1.5.2 A player cannot permit to the same club to play in both Midweek and Weekend competitions.

1.5.3 A player can be approved to play in a Midweek or Weekend Pennant competition for a member club other than their nominated club by submitting a Pennant Permit request form to BV 7 days prior to round 1 of the pennant competition they wish to play in. No application will be considered after round 1. This application must be endorsed by both the permit club and the primary club.

1.5.4 In order to qualify for finals at a player's Permit Club, they must play a minimum of 1.5 times the number of games required by a player who is playing for their Primary Club, rounded up to the nearest whole number. i.e. If finals qualification is a minimum of 3 matches, then the permit player must play a minimum of 5 matches to qualify. If finals qualification is a minimum of 4 matches, then the permit player must play a minimum of 6 matches to qualify.
Link to Pennant Permit form: https://bit.ly/BV2026-27_PennantPermit

1.5.5 If approved by BV, a permit remains in place until 30 June of the following year.

1.5.6 If a player on permit receives a club-based suspension or higher, they are no longer eligible to play pennant for their primary club or the club they are permitting to.

1.5.7 A player may apply for a clearance from their nominated club while a permit is in place. The permit will become null and void if the new Primary Club does not endorse the permit.

1.5.8 A player may apply for a permit for a maximum of one Weekend Pennant competition and one Midweek Pennant competition, noting Clause 1.5.2.

1.5.9 If the primary club and permit clubs' Midweek or Weekend competition rounds are scheduled on different days, a permit player is available to play in both competitions. This is applicable for both Weekend and Midweek competitions.

1.5.10 In Region or State Pennant Finals, players must represent the club where they play the majority of their games, if both clubs have qualified. If the number of games played at each club are identical, then the player must play for their Primary Club.

1.5.11 BV reserves the right to approve a variation to permits under limited circumstances. These must be applied for, in writing, to BV.
Link for more information on Pennant Permits:
https://www.bowlsvic.org.au/pennant/permits_transfers/

1.6 Interstate, International Players (Marquee Players) and Promotional Permits

1.6.1 Up to three (3) 'invited' interstate and/or international players, to be known as 'marquee players', may be used by a club for both Midweek and Weekend Pennant, in any division.

1.6.2 Eligibility – Player Residency
Players must reside in Victoria, or in a catchment that has a BV affiliated club with Bowls Victoria if residing interstate, to be considered eligible players. Players not meeting this requirement will be classified under the Marquee Player cap. Bowls Victoria may grant exemptions at its discretion.

1.6.3 A 'marquee player' must be a registered member of the club and registered on the BowlsLink database prior to the first round of the applicable pennant competition.

1.6.4 A player may apply to be a marquee player for a maximum of one Weekend Pennant competition and one Midweek Pennant competition.

1.6.5 The names of any interstate player or players must be submitted to BV and the relevant Region Pennant Committee via email prior to the first round of the pennant competition. No additional or replacement interstate players can be added to a club's list after round 1.

1.6.6 Interstate players must submit a BA Interstate Pennant Permit Declaration Form through their state body. An Interstate clearance is not required.

1.6.7 An international player is defined as a player, that prior to playing in a metropolitan or Region pennant competition, has held no prior affiliation with a State Body within Australia, but has held affiliation with an overseas body and represented that body in an open national side in the last 2 years (from round 1 of Pennant season).

1.6.8 In addition to Clause 1.6.7, an international marquee player is any player who does not permanently reside in Victoria (or a BV affiliated town) and shall be classified as a marquee player at the discretion of BV. Clubs are encouraged to seek approval from BV before designating their marquee players.

1.6.9 International players may be nominated at any stage during the season but remain part of the 3-marquee player limit. Names of an international player or players must be submitted to BV and the relevant region via email prior to the player playing.

1.6.10 In order to qualify for finals, a marquee player must play a minimum of 1.5 times the number of games required by a player who is playing for their Primary Club, rounded up to the nearest whole number. i.e. If finals qualification in that competition is a minimum of 3 matches, then the marquee player must play a minimum of 5 matches to qualify.

Promotional Permit

1.6.11 Promotional permit can only be used once per club, per season.

1.6.12 A promotional permit must be used before December 24, 2026, or prior to the last 4 rounds of pennant, whichever comes first.

1.6.13 A promotional permit player must fit within the 3-player marquee limit.

1.6.14 A promotional permit player must not already be playing on a pennant permit or as an interstate marquee for that season in that competition (e.g. a player on a weekend permit is not eligible for a promotional permit for Weekend Pennant in that competition).

1.6.15 An eligible player can play on multiple promotional permits throughout the season.

1.6.16 The application form must be completed, and approved by BV, 14 days prior to the promotional permit player representing the club.

1.6.17 Failure to comply will result in forfeiture of the game, under Law 39.2.1.

1.6.18 Promotional Permits to be applied for via the following link: https://bit.ly/BV2026-27_PromoPermit

1.6.19 Complaints about the eligibility of marquee players must be lodged via the Complaint Form: PENNANT COMPLAINT FORM – Fill in form

1.7 Protected Events

1.7.1 BV Victorian Open.

1.7.1.1 The BV Victorian Open is a protected event. Pennant is not to be scheduled during the running of the event, and the scheduling/playing of rounds of region state championships and club championship events during the Victorian Open is prohibited.

1.7.1.2 No exemptions will be given for the conduct of region/club championships during this time.

1.7.2 The Nationals (Bowls Australia event) or an Australian representative team (capped event).

1.7.2.1 The Nationals and Australian representation are protected events for pennant under the following conditions. Where one player or BA appointed official from a pennant side is unavailable due to playing in The Nationals, then that side will play without any recourse. One appointed coach and one appointed manager are considered Bowls Australia officials. Any other persons outside those parameters don't get protection.

1.7.2.2 Where 2 or more players or BA appointed officials are playing in The Nationals or an Australian representative team (capped event), the following shall occur:

1.7.2.3 By mutual agreement, sides can agree to play without those players affected;

1.7.2.4 Clubs are encouraged to find a suitable alternate date to avoid any clash;

1.7.2.5 Where a suitable alternative date cannot be agreed to, BV or the relevant Region pennant committee will nominate the suitable date.

1.7.2.6 If Clause 1.7.2.5 is invoked, the controlling body cannot choose a date during The Nationals.

1.7.2.7 State and club championships can be conducted on the proviso that any player at The Nationals must have an equal opportunity to participate with no exception.

1.7.3 World Bowls and World Bowls Events.

1.7.3.1 The World Bowls Champion of Champions and the World Bowls Series are protected events for pennant under the following conditions. Where one player from a pennant side is unavailable due to playing in either of those two events, then that side will play without any recourse.

1.7.3.2 Where 2 or more players are playing in the World Bowls Champion of Champions and the World Bowls Series the following shall occur:

1.7.3.3 By mutual agreement, sides can agree to play without those players affected;

1.7.3.4 Clubs are encouraged to find a suitable alternate date to avoid any clash;

1.7.3.5 Where a suitable alternative date cannot be agreed to, BV or the relevant Region pennant committee will nominate the suitable date.

1.7.3.6 If Clause 1.7.3.5 is invoked, the controlling body cannot choose a date during the World Bowls Champion of Champions and the World Bowls Series.

1.7.4 Pennant Competitions.

1.7.4.1 The scheduling/playing of rounds of region championships and club championship events on a day when Pennant rounds are scheduled is prohibited.

1.7.4.2 No exemptions will be given for the conduct of region or club championships during this time.

1.8 Controlling Body on Day of Play

1.8.1 Except for finals, the host club shall nominate a person to be the controlling Body for matters arising on the day of play. This person must not be the umpire or side manager of the day.

1.8.2 For finals, BV or the relevant Region Pennant Committee is the controlling body on the day of play.

1.9 Side Manager on Day of Play

1.9.1 Wherever under a law, regulation, policy or the BV Conditions of Play, a side is given a right of decision or choice, it will be exercised by the side manager who will act on behalf of the side.

1.9.2 The side manager must not be the umpire, greenkeeper or greens director or controlling body of the day for the game they are managing.

1.10 Umpires

1.10.1 The club that is designated as the home club must, if possible, appoint an accredited umpire to officiate.

1.10.2 If the home club does not have an accredited umpire available, then a visiting accredited umpire may be appointed to officiate. Alternatively, if no accredited umpire is available, then an accredited measurer must be appointed umpire.

1.10.3 If no accredited umpire or measurer is available, then a competent player from the home club must be appointed to act as umpire for that day.

1.10.4 An umpire's decision is final and cannot be contested, disregarded, or appealed, except for matters relating to the meaning or interpretation of a Law.

1.10.5 The umpire of the day must resolve any matter where the side managers cannot agree.

1.10.6 The umpire of the day must not be the side manager or coach or controlling body for the game they are umpiring.

1.11 Selection of Sides & the use of Substitutes

1.11.1 Gender cannot be used as criterion for selection, as per Equal Opportunity Act 2010, and no restrictions allowed in the Conditions of Play.

1.11.2 Subject to Clause 1.4, sides must be filled by available players in descending order of ability.

1.11.3 If there are insufficient players available on a day of play to fill all sides entered by the club, the club's lowest graded side must be the side which concedes a walkover.

1.11.4 The club's lowest graded side can play with one or more teams playing ONE player short in accordance with Domestic Regulations (DR) 2.6.

1.11.5 An affiliated member can be used as a substitute in a club's lowest graded side. Only one substitute is permitted in each team (rink) and the substitute cannot skip.

1.11.6 The name of the substitute must be provided to the opposition manager at the time of the drawing for rinks.

1.11.7 A player will not be named in more than one "side" in the same round of the same Pennant competition.

1.11.8 A player will not be named in more than one pennant "side" in a different pennant competition on the same day, unless it's considered reasonable that they could physically play both, at the discretion of BV or the relevant Region Pennant Committee.

1.11.9 Failure to comply will result in forfeiture of the game, under Law 39.2.1.

1.12 Incomplete Team at Commencement of a Game

1.12.1 If, 30 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side and no eligible or affiliated member is available and approved to act as substitute, the game must continue in accordance with the provisions of DR 2.6.

1.12.2 A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.

1.12.3 The skips of both teams will carry the scorecard and update the score at the completion of each end.

1.12.4 If the absent player arrives late, all players must take their original place in the team, at the completion of the end in progress.

1.13 Substitute After a Game has Commenced

1.13.1 If a player who has commenced the game cannot continue and there is no eligible or affiliated member available to act as substitute available and approved, the game must continue in accordance with the provisions of DR 2.6.

1.13.2 If a substitute is available, they must play in the same position as the player being substituted (excluding the skip). If the skip is required to be substituted, then the other members of the team must rearrange their positions as necessary. A substitute cannot skip.

1.13.3 If a substitute is not available, the skips of both teams will carry the scorecard and update the score at completion of each end.

1.13.4 A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.

1.13.5 If a player arrives late or leaves the game and subsequently becomes available, they must re-join the team in their original place at the completion of the end in progress.

1.13.6 If a substitute player becomes available, the controlling body may allow them to enter the game at the completion of the end in progress.

1.14 Use of a Neutral Venue

By agreement, clubs may negotiate to play a game at a neutral venue.

1.15 Use of Alternative Venue for Home Games

1.15.1 When a club enters more sides than can be catered for at home, the club must nominate the side(s) to use the alternative venue prior to the commencement of the pennant season.

1.15.2 If during the pennant season it is necessary to transfer a home game to an alternative venue, the club must get agreement from the opposing side. If agreement cannot be reached between the clubs, it will be referred to BV or the relevant Region Pennant Committee for resolution.

1.15.3 Where the home green is available, sides will be allocated to play at the home venue in descending order of grading of the sides drawn to play at home.

1.16 Condition of Green

1.16.1 BV recommends the speed for greens for the conduct of pennant competitions range between 13 and 17 seconds.

1.16.2 A green must be suitable for play. When a club determines that its green(s) is not suitable for play, it must:

1.16.2.1 Inform visiting club(s) and BV and or relevant Region Pennant Committee immediately the determination is made;

1.16.2.2 Make a genuine attempt to find an alternative venue, including switching the home and away fixture.

1.16.3 If a satisfactory alternative green cannot be found, the club may be directed by BV or Region Pennant Committee, to use an alternative venue or forfeit the game(s) and may be subject to further action under Section 1, Introduction.

1.16.4 After commencement of a game, the greens director or their deputy has the authority to close the green due to safety of players and/or damage to the green after they have waited an hour as per clause 2.10.7.

1.16.5 If a club wishes to lodge a complaint about a green, the Pennant Complaint Form is to be used: PENNANT COMPLAINT FORM – Fill in form

1.17 Bowls Identification Discs

1.17.1 Sides are not required to use bowls discs (adhesive labels). If they are used, then all players in the side must use a disc of the same colour and design.

1.17.2 Where opponents use the same-coloured discs, the visiting side shall remove theirs or use another colour if available.

1.17.3 Bowls discs must not cover the WB Stamp/Date, or the Serial Number of the bowl, and should be cut or trimmed to comply.

1.17.4 Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl. Law 52.1.8.

1.17.5 The dot from the set of discs may be placed over the insignia on the bias side of the bowl in lieu of the small ring, provided it is from the same set of discs used by the side.

1.18 Rules for Attire

1.18.1 It is the responsibility of the president of the player's club to ensure a player is attired in accordance with the BV Rules for Attire when playing in a pennant competition.

1.18.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire: https://bowls.com.au/wp-content/uploads/2025/10/BA-NMP-Policy-and-Style-Guide-2025.pdf

1.18.3 Players must be attired in the same BV registered shirts/tops, and lower body wear (colour/image), except for a combined side as provided for in Clause 1.2.3.

1.18.4 All lower body attire and outer wear must include the NMP logo, with placement of logo conforming to the Bowls Australia NMP guidelines.

1.18.5 For information about approved footwear, refer to the following Bowls Australia information. All footwear must comply with the Laws of the Sport of Bowls,

Appendix A.2. https://bowls.com.au/get-involved/national-merchandise-program-policy/footwear/

1.18.6 The NMP Logo must appear on the front or side of all headwear, except on hats with a club hat-band, where a logo is not required.

1.18.7 An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.

1.18.8 Complaints must be lodged via the following form: PENNANT COMPLAINT FORM – Fill in form

1.18.9 Failure to comply will result in a warning on the first occasion. A subsequent breach(s) may result in a fine of $100 and/or action being taken under Section 1, Introduction.

1.18.10 To register all uniform garments, please email your club's name, club contact, the manufacturer and artwork to: bowlsvic@bowlsvic.org.au

1.19 Playing of Music

1.19.1 If music is played during a pennant game, it should be appropriate in content, not impact on the conduct of the game and be at a level acceptable to side managers. If side managers cannot agree, the umpire of the day will make the final decision.

1.19.2 Any breach of this clause may result in action being taken under Section 1, Introduction.

1.20 Photography, Video and Live Streaming

1.20.1 BV reserves the right to use any photographs, video, or live streaming footage taken during pennant for promotional purposes.

1.20.2 BV encourages third-party live streaming for all matches.

1.20.3 Third party live streaming requires prior approval from BV. Approval can be sought by emailing media@bowlsvic.org.au

1.20.4 Live streaming of Premier Division and Premier Reserve Divisional Grand Finals is restricted to BV transmission only.

1.21 Pre-Game Pennant Practice

1.21.1 Pre-Game Practice for both the home and visiting sides is subject to the Greenkeeper/Greens Director of the venue club declaring the greens available for practice. This must be the same for both sides.

1.21.2 Practice is allowed on the day of play including on the rinks the game is to be played on, for both the home and visiting side.

1.21.3 Subject to Clause 1.21.1, both sides must have access for

1.21.3.1 Weekend - a minimum of 1 hour, commencing no later than ninety (90) minutes before the game is scheduled to start and concluding thirty (30) minutes before the commencement of play.

1.21.3.2 Midweek - a minimum of 30 minutes, commencing no later than sixty (60) minutes before the game is scheduled to start and concluding thirty (30) minutes before the commencement of play.

1.21.4 If required, the visiting side must have access to half the rinks the game is to be played on, and these should be consecutive rinks. In a 3-rink game, this will require sharing of 1 rink.

1.21.5 If the allocated rinks for the game are in use for another pennant competition prior to the start of the game, an equivalent number of rinks must be made available on that green or greens, of a similar surface if available, at the club.

1.21.6 The controlling body is responsible for the management of any issues arising during the practice period.

1.21.7 The home club greens director or representative is responsible for any stoppages or green closures due to inclement weather during practice.

1.21.8 A breach may result in a fine or the deduction of four (4) competition points and/or action being taken under Section 1, Introduction.

1.22 Draw for Rinks

1.22.1 The rink draw will be conducted by the Side Managers after the completion of pre-game practice and prior to the commencement of the game except when clause 1.22.3 is invoked.

1.22.2 Please refer to Clause 2.3 for those competitions that are using the Shuffle Button function in BowlsLink. For those competitions that are using the Shuffle Button function in BowlsLink, refer to Clause 2.3. For all other competitions, each manager shuffles the opposing team's cards. The Home Team manager places the Away cards name-side down, and the Away Team manager places one Home cards on top of each card.

1.22.3 Rink draws may be conducted, from time to time, by BV or the relevant Region Pennant Committee and will be communicated to all clubs involved. This can be done in the days prior to the game being played. This includes the draws for rinks for livestreamed games.

1.23 Allocation of Rinks

1.23.1 Rinks must be consecutively numbered. A side will play on consecutively numbered rinks, preferably on the same green.

1.23.2 The separation of teams that are part of a side is not permitted on the same green.

1.23.3 Where more than one green is required, a side will play on those rinks which have been consecutively numbered for both greens.

1.23.4 For matches where the Shuffle Button is being used, teams must play on the allocated rinks, in numerical order. e.g. If the allocated rink numbers for that match are rinks 4 to 7, then Team 1 v Team 1 must play on the lowest allocated rink number, being Rink 4 in this example. Refer to clause 2.3.

1.24 Trial Ends

One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game.

1.25 Results by Round

1.25.1 The ranking of sides in each section will be determined by the total points gained.

1.25.2 If two or more sides have the same number of points, their order will be determined by the net margin of shots 'for' minus shots 'against' each side.

1.25.3 If net margins are equal, the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.

1.25.4 If there is still a tie for a position to qualify for finals play, the results of the home and away games between the sides will be used to determine their ranking.

1.26 Additional Penalty for a Side Forfeit or Walkover

1.26.1 For Metropolitan Pennant competitions, as well as the loss of shots and points specified in Clause 2.9, a club that has had a side forfeit/walkover may incur a financial penalty of $50 for a 16-a-side and 12-a-side and $30 for a 7-a-side and 6-a-side.

1.26.2 For Region Pennant competitions, the relevant Region Pennant Committee will determine the financial penalty, if any, to be imposed where a side forfeits or concedes a walkover.

1.26.3 A club conceding a walkover must notify their opponent via phone as soon as possible, but no later than two hours before the scheduled starting time.

1.26.4 When a walkover has been conceded, it cannot be withdrawn.

1.27 Submission of Side Results

1.27.1 Both the home and away sides are responsible for entering full teams on BowlsLink prior to the commencement of a game. A failure to submit team(s) may result in a penalty of a $100 fine or the deduction of competition points for the club/side concerned. The penalty is at the discretion of BV or the relevant Region Pennant Committee.

1.27.2 Results must be finalised by the home club by midnight on the day of play.

1.27.3 If the home club fails to confirm the results in accordance with the provisions of Clause 1.27.2, a penalty of a $100 fine or the deduction of competition points may apply to the club/side concerned. The penalty is at the discretion of BV or the relevant Region Pennant Committee.

1.27.4 If a side receives a walkover/forfeit or a bye, they must submit the names of the selected players for finals eligibility purposes in accordance with Clause 1.27.1. If a side gives a walkover/forfeit no player from that side will have the game counted for eligibility of Finals.

1.27.5 Clubs may seek a correction to the result entered in BowlsLink. The request must be submitted to BV or the relevant Region Pennant Committee within 48 hours of the game being completed via the BowlsLink Pennant Match Review Request Form: PENNANT COMPLAINT FORM – Fill in form

1.27.6 All clubs will keep scorecards for the duration of the season.

1.27.7 For those divisions not using scorecards, the dispute will be handled by the controlling body which must be on the day the game was played.

1.28 Game Abandoned by Side Manager Agreement

1.28.1 Matches can only be abandoned by agreement under the following conditions:

1.28.1.1 Weather/heat as per Clause 2.10;

1.28.1.2 Safety of the players and/or officials;

1.28.1.3 Death of a player as per Clause 1.38;

1.28.1.4 Weather other than heat i.e. rain, including lightning, Clause 2.10;

1.28.1.5 Government restrictions.

1.28.1.6 Reasons approved by BV or the relevant controlling body.

1.28.2 At the time of abandonment points will be awarded as per Clauses 2.9 and 2.12. Any breach of this clause may result in action being taken under Section 1, Introduction.

1.29 Instantaneous Penalties

1.29.1 During a game, if an umpire, by observation or on an appeal by the controlling body, a side manager, a skip, or an opponent decides that a player or coach is non-compliant, then the end shall be immediately regarded as completed and the opponent of the offender shall be awarded as many shots as there are bowls in use by the opponents.

1.29.2 If the umpire forms the opinion on a second occasion that the same player or coach is non-compliant, the player or coach will be excluded from taking any further part in the game. A substitute will not be permitted.

1.29.3 An instantaneous penalty applied to one player in a team shall be considered as an instantaneous penalty to all players in that team. If another player within the same team also receives an instantaneous penalty, the side will be forfeited.

1.29.4 Any of the above umpire-imposed penalties are final and cannot be appealed.

1.29.5 The umpire shall also complete a BA Instantaneous Penalty Report and forward it to both BA & BV within five (5) days of the incident: https://bit.ly/BA-Penalty-Form

1.30 Smoking

1.30.1 Smoking (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS), including e-cigs, e-cigarettes, vapes, shisha and any other form of smoking device) by a player on the green is not permitted.

1.30.2 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 1.29) and/or referring the matter to the BV or Region Disciplinary Committee.

1.30.3 Smoking is only permitted in the designated area as determined by the host club.

1.31 Personal Electronic/Communication Devices

1.31.1 The use of mobile phones/MP3 players/iPods/iPads/pagers/communication devices and/or other similar sound/communication devices on the green by a player is not permitted.

1.31.2 Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone, they must have permission from the umpire of the day prior to play. If approved, the device can be carried on the player but must be on silent/vibrating (only) and responded to on the bank away from play.

1.31.3 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 1.29) and/or referring the matter to the BV or Region Disciplinary Committee.

1.31.4 Exemptions will be provided for scoreboard control devices/applications and/or approved BV electronic scorecard devices/applications, requiring the use of an electronic device/application.

1.32 Consumption of Alcohol

1.32.1 The consumption of alcohol on the green by a player whilst a game is in progress is not permitted.

1.32.2 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 1.29) and/or referring the matter to the BV or Region Disciplinary Committee.

1.33 Player, Coach and Officials Conduct & Behaviour

1.33.1 All players, coaches, and officials are required to conduct themselves in a polite and sportsmanlike manner. The following behaviours are not acceptable when participating or officiating in any pennant competition:

1.33.2 Act in an abusive, threatening, or intimidating manner;

1.33.3 Use of obscene, offensive, abusive, threatening, or intimidating language including racial and gender-diverse discriminatory language;

1.33.4 Act in an unsportsmanlike manner;

1.33.5 Threaten any person with physical violence or assault;

1.33.6 Assault any person;

1.33.7 Act in a manner likely to bring the sport of bowls into disrepute;

1.33.8 Act in a manner likely to bring BV into disrepute;

1.33.9 Deliberate cheating; or

1.33.10 Abuse of an official.

1.33.11 A failure to comply can result in the umpire applying an Instantaneous Penalty (Clause 1.29) and/or the matter being referred to the BV or Region Disciplinary Committee.

1.34 Delaying Play

1.34.1 If the umpire, by their own observation or on appeal by a side manager, decides a player is deliberately delaying the delivery of their bowl, or a skip is acting or issuing instructions designed to delay play, a warning will be issued to the skip, and the side manager must be advised.

1.34.2 If an umpire forms the opinion that the player or skip has repeated the same offence a second time, the end will be regarded as completed, and their opponent will be awarded as many shots as there are bowls in use by their opponent.

1.35 Damage to Green - Delivery of a Jack or Bowl

1.35.1 If the umpire, by observation or on appeal by a greens director or their deputy decides a player is causing damage to the green when delivering the jack or a bowl, a warning will be issued to the player and their skip and/or side manager advised.

1.35.2 If the umpire forms the opinion that the player has repeated the same offence a second time, the umpire will direct that the player must use a "dump mat" if available.

1.35.3 If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game as per Laws Definition C2.

1.35.4 If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opposing side.

1.35.5 If a "dump mat" is not available and the offending player agrees to leave the game as directed by the umpire, a substitute is then permitted in accordance with DR 2.4.

1.35.6 A "dump mat" may only be used for an individual player(s) to address an identified issue as defined above.

1.36 Damage to Green - Use of a Wheelchair, Walking Frame or other Approved Artificial Device

1.36.1 If the umpire, by observation or on appeal by the Greens Director or their deputy, decides a player using a wheelchair, walking frame or other approved artificial device is causing damage to the green, a warning will be issued to the player and their skip and/or side manager advised.

1.36.2 If the umpire forms the opinion on a second occasion that the player has caused further damage to the green, the umpire will direct that the player retires from the game.

1.36.3 If a player retires from the game a substitute player is permitted.

1.36.4 If a player refuses to leave the green, they will be a defaulting player, and the game forfeited to the opposing side.

1.37 Bowler's Arm

1.37.1 When a player commences using a bowler's arm in a game, then the arm must be used for the remainder of the game. This does not apply to the delivery of the jack, which can be delivered either by hand or by a bowler's arm.

1.37.2 If an umpire, by observation or on appeal by a side manager or a skip, decides that a player is non-compliant then they will warn the player and advise the skip and side manager.

1.37.3 If the umpire forms the opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the game and a substitute will not be permitted.

1.37.4 Failure to comply may also result in the matter being referred to the BV or Region Disciplinary Committee and action taken under Section 1, Introduction.

1.37.5 If a bowler's arm is rendered unplayable or deemed modified by the umpire or controlling body, then the player may change to another approved brand or style, on approval of the umpire or controlling body. Modifications to bowler's arms are not permitted with the exception to the rubber grip on the bottom of the arm which may need to be replaced as it wears out.

1.38 Death of a Player

1.38.1 If a game has commenced and a participating player passes away, all games in progress at the club will be abandoned.

1.38.2 Points for a game other than a final abandoned because of the death of a player will be awarded as per Clauses 2.9 and 2.12.

1.38.3 Final games abandoned for this reason will be resumed under such conditions as BV or relevant region pennant committee decides, with the scores carried forward as they were when play was abandoned, unless the scores are such that one side must win the game if all the remaining ends were played.

2 SECTION 2 - Metropolitan Pennant Conditions of Play

2.1 Competition Format

2.1.1 Each Metropolitan Pennant Competition has divisions and within each division, there will be sections, except for Premier Division and Premier Reserve division in Weekend Pennant.

2.1.2 If a club has more than one side in a division, the club should indicate, 7 days prior to the finality of the draw, which numbered side is placed in each section, otherwise BV will place the sides.

2.1.3 The number of divisions and sections will depend on the number of entries received.

2.2 Selection of Sides

2.2.1 A player will not be named in more than one "side" in the same round of the same Pennant competition.

2.2.1.1 This includes finals. A player who has played in a semi-final cannot play in another semi-final in the same pennant competition. The same for Preliminary Finals and Grand Finals. A semi-final and an elimination final are considered the same stage final.

2.2.1.2 Any player that plays Division 1 or below on the weekend of the 17th October cannot play in round 1 of Premier and Premier reserve.

2.2.2 An exemption is granted to a player selected to play in Premier Division and Premier Reserve, in Rounds 11 to 14 where the sequence of rounds is different to that of other divisions, as a result of matches being scheduled on a different weekend. e.g. a player selected to play in Premier Division or Premier Reserve games in Rounds 11 to 14 is eligible to play the following week in any of their club/sides in a corresponding numbered Round.

2.2.3 The above clause does not apply in the following circumstances:

2.2.3.1 Weekend commencing Friday 5th February, a player cannot play in round 13 Division 1 or below if they have already played round 13 Premier or Premier Reserve.

2.2.3.2 Weekend commencing Friday 12th February, a player cannot play in Round 14 Division 1 or below if they have already played round 14 Premier or Premier Reserve.

2.2.4 A player cannot play in more than one match on a weekend (defined as Friday through to Sunday) in the same competition, unless it's a BV scheduled or approved double header.

2.3 Draw for Rinks

2.3.1 All Metropolitan Pennant rink draws are to be conducted by using the Shuffle Button feature in BowlsLink. This is to be done by the home side on the day of the scheduled match, in conjunction with a representative of the visiting side, prior to the commencement of play.

Note: BowlsLink will only allow this button to be clicked once. It also keeps a record of the BowlsLink ID that was used, and the time the shuffle button was pressed. Once this button has been clicked, you cannot alter any players within any of the teams. Please ensure all teams have been entered correctly by both sides prior to shuffling the teams.

2.4 Interchanging of Players Between Sides Prior to Finals

2.4.1 Prior to the last three rounds of a metropolitan pennant competition, there will be no restrictions on the interchange of players between the sides of a club.

2.4.2 For the last three rounds of a metropolitan pennant competition, no side will include more than two (2) players who have played a majority (51% or more) of their games in any combination of higher graded Sides.

2.4.3 If you are including a player in a side that has played a majority (51% or more) of their games in any combination of higher graded sides, they can only be included in one side below where they have played the majority of their games.

2.4.4 If clause 2.4.2 cannot be met in the lowest side only, the club may apply to BV for approval to include a player from their next lowest side, who has not met the above requirements. All exemption requests must be made via the BV Exemption Form and both sides involved in

the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the fixtured game.

BV Exemption Request Form: PENNANT COMPLAINT & EXEMPTION REQUEST FORM – Fill in form

2.4.5 The BowlsLink competition management system shall be used as the official record of the number of games played by a player.

2.4.6 Failure to comply will result in forfeiture of the game, under Law 39.2.1.

2.5 Eligibility to Play in Finals

2.5.1 To be eligible to play finals, a player must:

2.5.1.1 Comply with Clause 1.4 in the Conditions of Play (Eligibility of Players);

2.5.1.2 Have played a minimum of four (4) games, or for a permit or marquee player six (6) or more games, for the club in that competition, and;

2.5.1.3 Meet the requirements set out in Clause 2.5.2.

2.5.2 Weekend and Midweek Pennant.

2.5.2.1 A player must have played four (4) or more games, or for a permit or marquee player six (6) or more games, in the side concerned or lower graded sides combined.

2.5.2.2 In each competition, a side must not include any player who, during the current season, has played four (4) or more games in higher graded sides, unless the player has played four (4) or more games in the side concerned, or lower graded sides combined. For permit and marquee players, refer to Section 1 Clauses 1.5.4 and 1.6.10 for eligibility.

2.5.2.3 In other competitions, conditions for eligibility for finals are:

2.5.2.4 Midweek 6-a-side, see Clause 3.8

2.5.2.5 For Midweek 7-a-side, see Clause 3.9

2.5.3 If a club has insufficient players for their lowest side, they may apply to BV for approval to include a player from their next lowest side who's played the majority of games in that side but has not met the above requirements. All exemption requests must be made via the BV Exemption Request Form, and both sides involved in the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the fixtured game. BV Exemption Request Form: PENNANT COMPLAINT & EXEMPTION REQUEST FORM – Fill in form

2.5.4 A player who has been given an exemption to play, cannot skip.

2.5.5 BV reserves the right to provide an exemption in a side other than a club's lowest side, if deemed appropriate.

2.5.6 Failure to comply will result in forfeiture of the game, under Law 39.2.1.

2.6 Advice of Abandonment of Play or change to scheduled start time by BV.

2.6.1 Updates will be provided on the BV Website and the BV Facebook page.

2.7 Rescheduling of Games

2.7.1 Except for the final round of sectional play in all competitions, clubs may negotiate to play a game at a time or day other than the scheduled time, prior to the next round's scheduled match, unless approved by BV or the relevant Region Pennant Committee.

2.8 Scorecards

2.8.1 Scoring is to be electronic for Weekend Premier Division, Premier Reserve, Divisions 1, 2, 3 and Midweek Divisions 1 and 2 competitions, using the BA Scoring App. All other Divisions will use paper scorecards, unless an agreement is made to use the BA Scoring App.

2.9 Points Allocated for a Game

2.9.1 Points for a win, tie or bye

Side win	10 points
Side tie	5 points
Team win	2 points
Team tie	1 point
Bye	No points

2.9.2 Points for a side receiving a walkover*

16 players per side	18 points, plus 15 shots
12 players per side	16 points, plus 12 shots
9 players per side	16 points, plus 9 shots
7 players per side	16 points, plus 8 shots
6 players per side	14 points, plus 8 shots

***Note**: A walkover results from a club's inability to meet its commitment to field a side. This includes a walkover resulting from a side withdrawal after the competition has commenced.

Available players in sides giving a walkover will not have the game counted as part of eligibility for finals qualification purposes.

2.9.3 Penalty for a side giving a walkover**

16 players per side	0 points, minus 15 shots
12 players per side	0 points, minus 12 shots
9 players per side	0 points, minus 9 shots
7 players per side	0 points, minus 8 shots
6 players per side	0 points, minus 8 shots

****Note**: This includes a walkover resulting from a side withdrawal after the competition has commenced.

2.9.4 Points for a side receiving a forfeit are below, unless the score at the time of forfeiture is greater than the below table, then the higher score shall be recorded.***

16 players per side	18 points, plus 15 shots
12 players per side	16 points, plus 12 shots
9 players per side	16 points, plus 9 shots
7 players per side	16 points, plus 8 shots
6 players per side	14 points, plus 8 shots

*****Note**: A forfeit is a penalty for an infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play.

2.9.5 Points for a side giving a forfeit are below, unless the score at the time of forfeiture is greater than the below table, then the higher score shall be recorded.

16 players per side	0 points, minus 15 shots
12 players per side	0 points, minus 12 shots
9 players per side	0 points, minus 9 shots
7 players per side	0 points, minus 8 shots
6 players per side	0 points, minus 8 shots

2.9.6 Points for an abandoned game****

(Refer criteria for abandoned game Section 1, Clauses 1.28, 1.29, 1.38 and2.10)

16 players per side	9 points, no shots
12 players per side	8 points, no shots
9 players per side	8 points, no shots
7 players per side	8 points, no shots
6 players per side	7 points, no shots

****Note**: Unless the scores are such that a side must win the game if all remaining ends were played.

2.10 Inclement Weather, Play Commencement, and Interruption to Play

2.10.1 Prior to a scheduled round of Weekend Pennant, at 4.00pm on Thursday, BV will check the weather forecast at all applicable BOM weather stations individually and make a decision based on the following (noting, Clause 2.10.4 still applies). Clubs will be notified by email to their designated Pennant Contact.

2.10.1.1 If the forecasted temperature is 35 degrees Celsius or less at your designated BOM weather station, play will commence as normal.

2.10.1.2 If the temperature is forecasted to be 36 Celsius and or above at your designated BOM weather station, play will be moved to a 10.00am start. Pre-game practice may need to be reduced or removed at the discretion of the home club's greenkeeper. Two trial ends will still occur, commencing at 9.45am.

2.10.1.3 By agreement, sides can still alter the start date and time of their match, ensuring it is completed after the previous round and before the following round.

2.10.2 Prior to a round of Midweek Pennant, at 10.00am on Monday, BV will check the weather forecast at all applicable BOM weather stations individually and make a decision based on the following (noting, Clause 10.4 still applies):

2.10.2.1 If the forecasted temperature is 35 degrees Celsius or less at your designated BOM weather station, play will commence as normal.

2.10.2.2 If the temperature is forecasted to be between 36 Celsius and or above at your designated BOM weather station, play will be moved to a 10.00am start. Pre-game practice may need to be reduced or removed at the discretion of the home club's greenkeeper. Two trial ends will still occur, commencing at 9.45am.

2.10.2.3 By agreement, sides can still alter the start date and time of their match, ensuring it is completed after the previous round and before the following round.

2.10.3 Inclement weather - Heat (on the day of play) - It is the responsibility of the side managers to monitor and record the time the temperature is taken and any suspension or interruption to play.

2.10.4 Clubs must use the official Bureau of Meteorology (BOM) App and select the relevant BOM weather station location as per the postcode of the address of the club the game is taking place at*. The postcode will default to the nearest weather station.
The official BOM app can be found here: www.bom.gov.au/app
An exemption exists for Cardinia Waters, Eastwood Golf and Mt Waverley Bowls Clubs, where the Scoresby (postcode 3179) weather station must be used and for Whittlesea Bowls Club, where the Viewbank (postcode 3084) weather station must be used.

2.10.5 Play cannot commence:

2.10.5.1 If the temperature at the club's Designated BOM weather station has reached 36 degrees Celsius or above at the scheduled commencement time of the game, play will be suspended for up to 1 hour. If at any stage after play has been suspended the temperature falls to below 36 degrees Celsius, play must be commenced.

2.10.5.2 If the temperature fails to fall below 36 degrees Celsius within 1 hour of play being suspended, the game is abandoned.

2.10.6 Play has commenced:

2.10.6.1 If the temperature at the club's Designated BOM weather station has reached 36 degrees Celsius or above at any time after play commences, play will be immediately suspended for up to 1 hour. If the process of deciding the number of shots is not completed when play is suspended the end must be declared dead and the end replayed. It is the responsibility of the side managers to record the time that play is suspended.

2.10.6.2 If at any stage after play has been suspended the temperature falls below 36 degrees Celsius, play must resume immediately, with no time given for side or team meetings.

2.10.6.3 If the temperature fails to fall below 36 degrees Celsius after play has been suspended for 1 hour, the game will be abandoned.

2.10.6.4 Midweek and Weekend Pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.

2.10.7 Inclement weather other than heat:

2.10.7.1 Play cannot commence:

2.10.7.2 If play cannot commence at the scheduled commencement time of the game, play may be suspended for up to 1 hour.

2.10.7.3 If after 1 hour of play being suspended the game cannot commence, the game will be abandoned.

2.10.7.4 Play has commenced:

2.10.7.5 If after 1 hour of play being suspended the game cannot continue, the game will be abandoned. It is the responsibility of the side managers to record the time that play is suspended.

2.10.7.6 Every effort must be made to complete any ends in progress prior to leaving the green.

2.10.7.7 Midweek and Weekend Pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.

2.10.8 If lightning is present:

2.10.8.1 It is the responsibility of the side managers to monitor and record the provisions relating to lightning. Play should be immediately suspended if the time between seeing a lightning flash and hearing a thunderclap is less than 30 seconds, which indicates the thunderstorm is within 10km of the venue. This includes outdoor covered greens.

Only venues that are completely closed in can continue play while there is lightning present. Players should go inside an enclosed building and stay inside until 30 minutes after the last sight of lightning.

2.10.8.2 Bowlers' arms, bowls lifters and umbrellas should not be handled when lightning is present.

2.10.9 Air Quality Ratings:

2.10.9.1 Hazardous rating:

2.10.9.2 If the EPA Air Quality Forecast for "Melbourne" is rated as Hazardous 2 hours prior to the scheduled start time of a pennant game, then that round of pennant will be abandoned. www.epa.vic.gov.au/EPAAirWatch

2.10.9.3 This will be communicated to all clubs as per Section 2, Clause 6 in the Conditions of Play.

2.10.9.4 All points will be shared for all games in accordance with the provisions of Section 2, Clause 9.6.

2.10.9.5 Poor or Very Poor rating:

2.10.9.6 If the EPA Air Quality Forecast for "Melbourne" is rated as Poor or Very Poor, two hours prior to the scheduled start time of a pennant game, then the following will apply: www.epa.vic.gov.au/EPAAirWatch

2.10.9.7 All clubs will be sent a notification of the Forecast with guidance on how to use the Conditions of Play to deal with Air Quality as it pertains to Inclement weather (other than heat).

2.10.9.8 All fines for walkovers due to air quality will be waived to ensure that clubs and players are not pressured into playing in unsafe conditions.

2.10.10 'Code Red' fire rating scheduled on day of play:

2.10.10.1 If a 'Code Red' Day is announced for the Central Fire District on a day of play, by the Bureau of Meteorology, all metropolitan pennant competitions will be abandoned, and no results will be required to be submitted.

2.10.10.2 If a 'Code Red' Day is announced for the North Central Fire District on a day of play, by the Bureau of Meteorology, both home and away games involving the Wallan Bowling Club will be abandoned and no results will be required to be submitted.

2.10.11 Leaving the green, interruption to play and stoppage:

2.10.11.1 No player can leave the green without permission of their opponent, in accordance with Law 32.1. If an opponent refuses permission the player can appeal to the umpire.

2.10.11.2 After 10 minutes has elapsed from commencement of an interruption to play as determined by the side managers agreement, or the umpire of the day or greenkeeper, the interruption becomes a stoppage as per Law 33.

2.10.11.3 After a stoppage of play has been declared and if all bowls have not been played or the number of shots not agreed to, the end must be declared dead, in accordance with Law 33.

2.10.11.4 If the game stoppage exceeds one hour the game will be abandoned (Refer Clause 1.28).

2.10.12 Teams are not to be altered on BowlsLink after a match has been declared a washout or heat out.

2.11 Final Series Game Abandoned due to Weather

2.11.1 Every effort must be made to complete a finals series game on the scheduled day.

2.11.2 If a finals series game is abandoned, it will be rescheduled and completed under such conditions as the BV decides, unless the scores are such that one side must win the game if all remaining ends were played. Clause 2.12.2 does not apply in finals.

2.12 Awarding of Points for Abandoned Games

2.12.1 If play is abandoned by BV for all games in a round, the points will be allocated as per an abandoned game, as provided in Clause 2.9.

2.12.2 When play has commenced, and the game is subsequently abandoned under Clause 1.28 (Game Abandoned by Side Manager Agreement), or Clause 1.38 (Death of a Player), or Clause 2.10.4.1. and 2.10.5. (Inclement Weather, Play Commencing and Interruption to Play), and the following minimum number of ends in total have been completed;

- 60 ends being completed for a 16-player game;
- 45 ends being completed for a 12-player game;
- 30 ends being completed for a 7-player game;
- 20 ends being completed for a 6-player game;

Then the game will be awarded to the side that has the higher number of total shots at the time the game is abandoned, and points shall be allocated in accordance with the provisions of Clause 10.9.1.

If the game is abandoned prior to the above number of ends being completed, the maximum available points will be shared equally as for an abandoned game (Clause 2.9.6).

If 2.10.1.2 is implemented and sides have agreed to take a break, they can only take a 10 minute comfort stop and the constituted ends must have been reached first.

2.12.3 In the event of government-imposed constraints impacting on the competition or individual clubs, BV will take the necessary action which may include abandonment of games.

2.12.4 If games are abandoned by BV due to Government restrictions, points will be shared equally as for an abandoned game (Clause 1.28).

3 SECTION 3 - Metropolitan Midweek Pennant

3.1 Competition Structure

Midweek Pennant competitions:
Midweek 12-a-side (Tuesday morning) divisions 1, 2, 3, 4, 5 and 6
Midweek 6-a-side (Tuesday morning) Competition
Midweek 7-a-side (Thursday) Competition

3.2 Division 1

Four (4) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

3.2.1 Division 1 Finals

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Semi Finals (at a venue to be advised by BV)
SF1 – Winner of Section 1 v Winner of Section 2
SF2 – Winner of Section 3 v Winner of Section 4

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v winner of SF2

3.3 Division 2

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

3.3.1 **Division 2 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Quarter Finals (at a venue to be advised by BV)
QF1 – Winner of Section 2 v Winner of Section 3
QF2 – Winner of Section 1 v Winner of Section 6
QF3 – Winner of Section 4 v Winner of Section 8
QF4 – Winner of Section 5 v Winner of Section 7

Division Semi Finals (at a venue to be advised by BV)
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v winner of SF2

3.4 Division 3

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

3.4.1 **Division 3 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Quarter Finals (at a venue to be advised by BV)
QF1 – Winner of Section 6 v Winner of Section 8
QF2 – Winner of Section 3 v Winner of Section 5
QF3 – Winner of Section 2 v Winner of Section 7
QF4 – Winner of Section 1 v Winner of Section 4

Division Semi Finals (at a venue to be advised by BV)
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v winner of SF2

3.5 Division 4

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

3.5.1 **Division 4 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

There will be no Divisional Finals for Midweek Division 4.

3.6 Division 5

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

3.6.1 **Division 5 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

There will be no Divisional Finals for Midweek Division 5.

3.7 Division 6

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends.

3.7.1 **Division 6 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

There will be no Divisional Finals for Midweek Division 6.

3.8 Midweek 6-a-side (Tuesday Morning) Competition

3.8.1 Format of Play:
Entry dependent
14 rounds to be played (Home and Away)
6 players per side, 3 players per team, 2 bowls per player, 21 ends.

3.8.2 Eligibility to play in finals: To be eligible to play finals, a player must comply with Section 1, Clause 4 in the Conditions of Play (eligibility of players) and must have played a minimum of four (4) games in that side.

3.8.2.2 If a club has insufficient players, they may apply to BV for approval to include a player who has not met the above requirements.

3.8.2.3 Failure to comply will result in the game being forfeited to the opponent under Law 39.2.1.

3.8.3 Promotion and Relegation. There is no promotion or relegation for the 6-a-side competition.

3.8.4 **6-a-side Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

3.9 Midweek 7-a-side (Thursday) Competition

3.9.1 Format of Play
Division 1: The number of Sections and Sides per Section is dependent on the number of entries received
Division 2: The number of Sections and Sides per Section is dependent on the number of entries received
10 rounds to be played (Home and Away)
7 players per side
2 teams of 2 players (3 bowl pairs) 18 ends
1 team of 3 players (2 bowl triples) 18 ends

3.9.2 Eligibility to play finals

3.9.2.1 To be eligible to play finals, a player must comply with Section 1, Clause 4 in the Conditions of Play (eligibility of players) and must have played a minimum of three (3) games in that side.

3.9.2.2 If a club has insufficient players, they may apply to BV for approval to include a player who has not met the above requirements.

3.9.2.3 Failure to comply will result in the game being forfeited to the opponent under Law 39.2.1.

3.9.3 Promotion and Relegation. There is no promotion or relegation for the 7-a-side competition.

3.9.4 **7-a-side Finals Division 1**

Section Semi Final
Semi-Final 1 - 2 v 3 at the venue of the side finishing higher on the ladder.
Semi-Final 2 - 1 v 4 at the venue of the side finishing higher on the ladder.

Section Final
Winner of Semi-Final 1 v Winner of Semi-Final 2 at venue of the side finishing higher on the ladder.

3.9.5 **7-a-side Finals Division 2**

Section Semi Final
Semi-Final 1 - 2 v 3 at the venue of the side finishing higher on the ladder.
Semi-Final 2 - 1 v 4 at the venue of the side finishing higher on the ladder.

Section Final
Winner of Semi-Final 1 v Winner of Semi-Final 2 at venue of the side finishing higher on the ladder.

3.10 Scheduling of Games for Sectional Play

3.10.1 Play is scheduled for the following start times, with two trial ends to be completed before the below times:

Midweek (Tuesday) 10.30am
6-a-side (Tuesday morning) 10.30am
7-a-side (Thursday morning) 10.30am

3.10.2 With the agreement of the opposing club, sectional games in all divisions can be rescheduled. These games can take place at any time after the previous round of fixtures but must be completed by the next round of fixtures. The home side must notify BV of any changes to the schedule of play.

3.10.3 There is no provision to commence or complete a rescheduled game on another day.

3.10.4 There is no provision for clubs to reschedule the final round of games of Sectional Play in any competition.

3.11 Scheduled Breaks

3.11.1 A scheduled break of up to 30 minutes may be taken by agreement of both side managers. If agreement can't be reached a schedule break will be taken at 12.30 pm.

3.11.1.1 If there is agreement between both side managers, the break can be waived.

3.12 Scheduling of Games for Finals

All finals may be scheduled by BV on a Tuesday, Wednesday, or Thursday.

3.13 State Pennant Championship Representation

The winner of Midweek Division 1 will be the metropolitan representative in the Champion of State Pennant event.

3.14 Promotion & Relegation

3.14.1 **Division 1**

3.14.1.1 There will be no promotion from Midweek Division 1.

3.14.1.2 The bottom two (2) sides in each section will be relegated to Division 2.

3.14.2 **Division 2**

3.14.2.1 The eight (8) section winners will be promoted to Division 1.

3.14.2.2 The bottom two (2) sides in each section will be relegated to Division 3.

3.14.3 **Division 3**

3.14.3.1 The sixteen (16) section finalists will be promoted to Division 2.

3.14.3.2 The bottom two (2) sides in each section will be relegated to Division 4.

3.14.4 **Division 4**

3.14.4.1 The sixteen (16) section finalists will be promoted to Division 3.

3.14.4.2 The bottom two (2) sides in each section will be relegated to Division 5.

3.14.5 **Division 5**

3.14.5.1 The sixteen (16) section finalists will be promoted to Division 4.

3.14.5.2 The number of relegated sides will be equivalent to the number of promoted sides from Division 6. If the number of promoted is different to the number of relegated bottom two (2) sides in each section, BV reserves the right to determine final relegations and promotions.

3.14.6 **Division 6**

3.14.6.1 All section finalists will be promoted to Division 5. If the number of promoted is different to the number of relegated bottom two (2) sides in each section, BV reserves the right to determine final relegations and promotions.

3.14.6.2 There will be no relegation from Division 6, as the next division is Six-a-Side.

4 SECTION 4 - Metropolitan Weekend Pennant

4.1 Competition Structure

Weekend Metropolitan Pennant competitions.
Premier Division, Premier Reserve and
Divisions 1, 2, 3, 4, 5, 6, 7 (16-a-side), Division 8 (12-a- side).

4.2 Premier Division

One (1) section of eight (8) sides
rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.2.1 Premier Division Finals

Qualifying Final (1 v 2) at the venue of the side finishing higher on the ladder.
Elimination Final (3 v 4) at the venue of the side finishing higher on the ladder.

Preliminary Final
Winner of Elimination Final v Loser of Qualifying Final at the venue of the loser of the Qualifying Final.

Grand Final (at a venue to be advised by BV)
Winner of Qualifying Final vs Winner of Preliminary Final.

4.3 Premier Reserve Division

One (1) section of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.3.1 Premier Reserve Division Finals

Qualifying Final (1 v 2) at the venue of the side finishing higher on the ladder
Elimination Final (3 v 4) at the venue of the side finishing higher on the ladder.

Preliminary Final
Winner of Elimination Final v loser of Qualifying Final at the venue of the loser of the Qualifying Final.

Grand Final (at a venue to be advised by BV)
Winner of Qualifying Final vs winner of Preliminary Final.

4.4 Division 1

Four (4) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.4.1 **Division 1 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Semi Finals (at a venue to be advised by BV)
SF1 – Winner of Section 2 v Winner of Section 3
SF2 – Winner of Section 1 v Winner of Section 4

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v Winner of SF2

4.5 Division 2

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.5.1 **Division 2 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Quarter Finals (at a venue to be advised by BV)
QF1 – Winner of Section 3 v Winner of Section 4
QF2 – Winner of Section 6 v Winner of Section 8
QF3 – Winner of Section 5 v Winner of Section 7
QF4 – Winner of Section 1 v Winner of Section 2

Division Semi Finals (at a venue to be advised by BV)
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v Winner of SF2

4.6 Division 3

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.6.1 **Division 3 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final at a venue to be advised by BV.

Division Quarter Finals (at a venue to be advised by BV)
QF1 – Winner of Section 1 v Winner of Section 8
QF2 – Winner of Section 2 v Winner of Section 6
QF3 – Winner of Section 3 v Winner of Section 4
QF4 – Winner of Section 5 v Winner of Section 7

Division Semi Finals (at a venue to be advised by BV)
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final (at a venue to be advised by BV)
Winner of SF1 v Winner of SF2

4.7 Division 4

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.7.1 **Division 4 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Quarter Finals
QF1 – Winner of Section 6 v Winner of Section 8
QF2 – Winner of Section 3 v Winner of Section 5
QF3 – Winner of Section 2 v Winner of Section 4
QF4 – Winner of Section 1 v Winner of Section 7

Division Semi Finals
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final
Winner of SF1 v Winner of SF2

NOTE: Divisional Quarter Finals, Semi Finals and Grand Final will be played all in one day at a venue to be determined by BV. All matches will be 12 ends in length.

4.8 Division 5

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends.

4.8.1 Division 5 Finals

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final.

Division Quarter Finals
QF1 – Winner of Section 6 v Winner of Section 8
QF2 – Winner of Section 2 v Winner of Section 7
QF3 – Winner of Section 1 v Winner of Section 5
QF4 – Winner of Section 3 v Winner of Section 4

Division Semi Finals
SF1 – QF 1 Winner v QF 2 Winner
SF2 – QF 3 Winner v QF 4 Winner

Division Grand Final
Winner of SF1 v Winner of SF2

NOTE: Divisional Quarter Finals, Semi Finals and Grand Final will be played all in one day at a venue to be determined by BV. All matches will be 12 ends in length.

4.9 Division 6

Eight (8) sections of eight (8) sides
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.9.1 **Division 6 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final at a venue to be advised by BV.

There will be no Divisional Finals for Weekend Division 6.

4.10 Division 7 (16-a-side)

The number of sections will be determined by the number of entries received
14 rounds to be played (Home and Away)
16 players per side, 4 players per team, 2 bowls per player, 21 ends

4.10.1 **Division 7 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final (at a venue to be advised by BV)
Winner of Section Semi-Final v winner of Section Prelim Final at a venue to be advised by BV

There will be no Divisional Finals for Weekend Division 7.

4.11 Division 8 (12-a-side)

The number of sections will be determined by the number of entries received
14 rounds to be played (Home and Away)
12 players per side, 4 players per team, 2 bowls per player, 21 ends

4.11.1 **Division 8 Finals**

Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final
Loser of Section Semi-Final v winner of Elimination Final at venue of losing section semi-finalist.

Sectional Final
Winner of Section Semi-Final v winner of Section Prelim Final at a venue to be advised by BV.

There will be no Divisional Finals for Weekend Division 8.

4.12 Scheduling of Games for Sectional Play

4.12.1 Play is scheduled for a 1.00pm start time, with two trial ends to be completed after pre-game practice has finished and before the scheduled start time.

4.12.2 With the agreement of the opposing club, sectional games in all divisions can be rescheduled. These games can take place at any time after the previous round of fixtures but must be completed by the next round of fixtures. The home side must notify BV of any change to the scheduled start time. This does not apply to the final round of the season in any division.

4.12.3 A rescheduled game that has NOT commenced CAN again be rescheduled provided it is concluded before the scheduled start time of the following round of the competition.

4.12.4 Rescheduled games that have commenced and are abandoned cannot be rescheduled for any other day and will have the points shared as per an abandoned game, as provided for in Clause 2.9.6 or Clause 2.12.

4.12.5 Points for a game not rescheduled under Clause 4.12.2 will be shared as per an abandoned game, under Section 2.9.6 or Clause 2.12.

4.13 Scheduled Breaks

4.13.1 Premier Division and Premier Reserve Divisions:
There will be no break taken irrespective of the day of play or the commencement time.

4.13.2 Other Divisions:
A 15-minute break can be taken at 2.45pm. A bell will be rung at 2.40pm and no new ends are to be commenced after the bell, including ends declared 'dead'. If there is agreement between both side managers, the break can be waived. Subject to any variation in the start time the scheduled break may be varied, or not taken, by agreement between the side managers.

4.14 Scheduling of Games for Finals

All finals may be scheduled by BV for Friday Night, Saturday, Saturday Night or Sunday.

4.15 State Pennant Representation

The winner of Premier Division will be the metropolitan representative in the Champion of State Pennant event.

4.16 Promotion & Relegation

4.16.1 **Premier Division**

4.16.1.1 No club will have more than one side in Premier Division and Premier Reserve combined.

4.16.1.2 Premier Division will have no promotion.

4.16.1.3 The bottom side from Premier Division will be relegated to Premier Reserve for the following season.

4.16.2 **Premier Reserve**

4.16.2.1 No club will have more than one side in Premier Division and Premier Reserve combined.

4.16.2.2 The winner of Premier Reserve will be promoted to Premier Division for the following season.

4.16.2.3 The bottom two (2) sides from Premier Reserve will be relegated to Division 1 for the following season.

4.16.3 **Division 1**

4.16.3.1 The Division 1 Grand Final Winner and Runner Up will be promoted to Premier Reserve for the following season.

4.16.3.2 If one of the grand finalists already has a side in Premier Division or Premier Reserve, the defeated semi-finalists will play off for the remaining position in Premier Reserve.

4.16.3.3 If each of the grand finalists already has a side in Premier Division and Premier Reserve, then the two losing semi-finalists will be promoted to Premier Reserve.

4.16.3.4 If either or both of the two losing semi-finalist clubs already have a side in Premier Division or Premier Reserve Divisions, then BV reserves the right to determine the final one (or two) places in Premier Reserve.

4.16.3.5 The bottom two (2) sides in each section will be relegated to Division 2 for the following season.

4.16.4 **Division 2**

4.16.4.1 The eight (8) section winners will be promoted to Division 1.

4.16.4.2 The bottom two (2) sides in each section will be relegated to Division 3 for the following season.

4.16.5 **Division 3**

4.16.5.1 The sixteen (16) section finalists will be promoted to Division 2.

4.16.5.2 The bottom two (2) sides in each section will be relegated to Division 4 for the following season.

4.16.6 **Division 4**

4.16.6.1 The sixteen (16) section finalists will be promoted to Division 3.

4.16.6.2 The bottom two (2) sides in each section will be relegated to Division 5 for the following season.

4.16.7 **Division 5**

4.16.7.1 The sixteen (16) section finalists will be promoted to Division 4.

4.16.7.2 The bottom two (2) sides in each section will be relegated to Division 6 for the following season.

4.16.8 **Division 6**

4.16.8.1 The sixteen (16) section finalists will be promoted to Division 5.

4.16.8.2 The number of relegated sides will be equivalent to the number of promoted sides from Division 6. If the number of promoted is different to the number of relegated bottom two (2) sides in each section, BV reserves the right to determine final relegations and promotions.

4.16.9 **Division 7**

4.16.9.1 All section finalists will be promoted to Division 6. If the number of promoted is different to the number of relegated bottom two (2) sides in each section, BV reserves the right to determine final relegations and promotions.

4.16.9.2 There will be no relegation from Division 7, as Division 8 is 12-a-side.

4.16.10 **Division 8**

4.16.10.1 There will be no promotion from Division 8, as Division 7 is 16-a-side.

4.16.10.2 There will be no relegation from Division 8.