

BOWLS WA MEN'S STATE PAIRS CONDITIONS OF PLAY

To be read in conjunction with the Bowls WA General Field of Play Rules

Controlling Body

Bowls WA Fixtures and Events Committee

Competition Dates

- Sectional Play – Friday 27th December 2024
- Knockout Play – Saturday 28th, Sunday 29th and Monday 30th December 2024

Report and Start Time

- 9.00am – All teams to report to host club
- 9.15am – Trial ends commence
- 9.30am – Trial Ends finish and Games Commence

Format of Play

- Pairs – four (4) bowls per player
- Play shall be 2 x 2 x 2 x 2
- Sectional Play (4 teams per section whenever possible) followed by knockout
- Sectional Play shall be 15 ends
- Post sectional play shall be 15 ends
- Semi Final and Final shall be 18 ends

Late Entries

- Late entries will be accepted onto a waiting list up until the Event Draw has been published. Should withdrawals from the original draw occur, teams on the waiting list will be added to the draw in the order they were received.
- Late entries accepted will be used to fill any byes in the original draw before the specific event draw has been published
- Once the draw has been published, NO late entries will be accepted.

Time Limits

The following Time Limits will be in place for all games (not including trial ends)

- **All Sectional Rounds – Two and a half hours**
- Knockout and Alignment Rounds up to and including Quarter Finals – Two hours and forty-five minutes
- Semi Finals and Final – No time limit will apply but BWA Umpires will be monitoring slow play closely
- The start time for the first round will be 9.30am, each subsequent round starting time will be determined by the Match Committee Member in control of the venue.
- If the time limit is reached with play still going on, the players will be allowed to complete the end they are on as long as the jack is in place.
- If an end is killed after the time limit has expired, the end will be replayed until completed.
- A ten (10) minute warning should be given to all teams still playing at the 2 hours and twenty-minute mark. It is up to the Umpire of the Day how this is done but it should be communicated to teams how it will be done prior to the start of play
- If scores are level in a knockout game after the time limit is expired, the teams will still play one tiebreak end
- **If the Heat rule or other substantial delay outside of the players control, is invoked during a game, the time that players are off the green should be added to the time limit. E.g. 10 minutes off means that game is now 2 hours and 40 minutes and so on for subsequent time off the green**

DELAYING PLAY

If the umpire, either by their own observation or on appeal from one of the skips or the opponent in singles, decides that a player is deliberately delaying the delivery of a player's bowl:

- On the first occasion, the umpire will warn the offending player.
- If the offending player commits the same offence a second time the end will be regarded as complete, and the opponents of the offender will score as many shots as there are bowls in use by such opponent.
- If the player offends a third time the game will be forfeited to the opponent.

Allocation of Points in Sectional Play

- Game results will be awarded in line with the 'Laws of the Sport of Bowls' Appendix A1.4.4 with the following match points: three (3) points for a win, one (1) point for a draw and zero (0) points for a loss.

Determination of Section Winner

- If two or more teams have equal game points at the end of sectional play, then the winner will be the team with the highest number of shots up
- If two or more teams are still equal, then the winner will be determined by the number of shots for divided by the number of shots against (Percentage%)
- If two or more teams are still equal, then the winning team will be determined by:
 1. The team that won the match between the teams that are equal in sectional play
 2. The highest number of ends won during sectional play
 3. If two or more teams are still equal then the 'Yardstick Rule' will apply as follows
- Each team shall play on a separate rink which shall not be the rink they last played on but shall be on the same green
- The mat shall be placed two (2) metres from the rear ditch and the jack 27 metres from the mat line
- Each member of the team shall use as many bowls as they have been using in the competition
- Only one end shall be played and if the jack is moved by a bowl it shall remain where it comes to rest
- Measuring shall proceed only after all bowls have been delivered.
- The team drawing most bowls within one metre of the jack shall be the winner
- If two teams tie for the most number of bowls within one metre of the jack a subsequent end or ends shall be played until a winner is determined.

Heat Rule

Clubs will use their designated BOM Weather Station to determine temperature.

In the best interest of the competition continuing, whilst bearing in mind the risk associated with heat stress, the following principles shall apply:

- It is understood that the temperature will not be 38°C at the start of play, therefore play will commence with the first game of the days play.
- If the temperature reaches 38°C, the Umpire of the Day shall call the players off the green at the completion of each rinks specific end for a designated 10-minute rest period. The rest period will not begin until the last rink has left the green.
- After 10 minutes, play will recommence for a further 30 minutes.
- If the temperature is still above 38°C, then the Umpire of the Day will continue the process of 10 minutes rest and 30 minutes play until the temperature drops below 38°C
- Any player can appeal to the Umpire of the Day at any time. Refer to the Bowls WA Extreme Weather Policy.

Trial Ends

- Two (2) trial ends are permitted before the start of the first game of the day or before continuing an unfinished game on another day.
- Two trial ends are permitted if a team must change greens during the day.

Practice

If a team that has not yet played, is due to meet a team that has already played on the same day, the team that has not yet played can practice as long as:

- The Controlling Body gives approval
- A rink is available on a different green than that on which their match is to be played; the team will still be permitted to have two (2) trial ends on the rink on which they are drawn to play.

If a rink is only available on the green on which the team is drawn to play, the team may choose to:

- Practice on the available rink as long as they like (but not beyond match starting time) but forfeit their right to trial ends on the rink on which they are drawn to play or;
- Choose not to practice and have two (2) trial ends on the rink on which they are drawn to play.

If a team has already played on the same green on the same day, that team can practise in line with the above, if they have a BYE.

Forfeit

- A team that forfeits during any Bowls WA event (Sectional or Knockout) shall be liable for a fine (per player). However, in the final game of any sectional play, if the result of the singles players or teams drawn to play each other will have no effect upon the final sectional winner, the opposing players or teams may, with the consent of the Controlling Body, elect not to play. If one team wishes to play the final game, then the game must be played.
- A team or singles player that forfeits two or more games in sectional play will be considered as never entering the event and all previous scores shall be deleted.

Restricting movement of players during play

Players will be able to follow their bowls up to the head under the following circumstances only:

Leads Position – After delivery of their second bowl

Seconds Position – After delivery of their second bowl

Thirds Position – After delivery of their second bowl

Skips Position – After delivery of each of their bowls

In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier.

Replacing an Original Team Member

Intended players in a team, who are unable to play due to unforeseen circumstances, may be changed. However, permission to change intended players and the composition of teams **MUST** be approved by the Controlling Body or the Umpire of the Day prior to the starting time of the event.

Footwear and attire

As per the Laws of the Sport of Bowls, footwear and attire must adhere to the standards as denoted in the Bowls Australia Logo Policy. This policy is available on the Bowls Australia website www.bowlsaustralia.com.au

Smoking and the Consumption of Alcohol

Any lit or unlit smoking implement, electronic cigarettes and alcoholic beverages are not permitted on the greens during any Bowls WA Competition or Event.

Photographs

All photographs that are taken at Bowls WA Association Events by the Official Bowls WA Photographer remain the property of Bowls WA.

Bowls Stickers

In Bowls WA State Events stickers shall be allowed in lead up games provided all bowls within that team have identical stickers.

Stickers may be provided for semi finals and finals by the Bowls WA Fixtures and Events Committee.

General Playing Conditions

All players must adhere to the Bowls WA Field of Play Rules.

Please Note: games may be played on grass or synthetic greens. The decision will be made based on number of entries and condition of grass greens leading up to the event.

CLUB ORGANISERS- Please read out the competition rules of the event to all players prior to commencing play

The Fixtures and Events Committee reserve the right to alter the conditions of play at anytime.