



Wonderboom Bowls Club

Conditions of Play

Club Competitions



As amended on
5 October 2022

1. These are the conditions of play for all the Club Competitions played at Wonderboom Bowls Club.
2. It was decided that Bowls Gauteng North (BGN) championship conditions of play would be adopted for all competitions at Wonderboom, as far as possible. This is to standardise all competitions and to prepare members for the higher order competition formats being played throughout South Africa.
3. The conditions specified, apply to all Club Competitions at Wonderboom Bowls Club, unless exceptions are indicated in the conditions. This document as well as all published draws and results will be available the Notice Boards, as well as on the Wonderboom Whatapp Group.
4. All games will be played under the Laws of the Sport of Bowls, World Bowls Edition, Crystal Mark Fourth Edition, with effect from 1 August 2022.

ENTRIES FOR CLUB COMPETITIONS

5. The various Competitions will start at dates as published on the Wonderboom calendar, as well as on the Entry Forms, posted on the notice board. Dates will only be altered due to weather conditions or in the case where games are in conflict with that of BGN District Games. Should members be absent from the club over the period of a competition, it is requested that they do not enter for that specific competition.
6. Members are to complete the entry lists as neat as possible, and provide their Tab number for clarification.
7. Draws will be published, if possible, approximately 1 week before the competitions start.
8. Players will qualify for competitions as follows:
 - a. Veterans singles at Wonderboom: 73 years and older.
 - b. Seniors singles at Wonderboom: 60 years and older.
 - c. Open singles: Any age.
 - d. All other competitions have no age restrictions.

- e. Novice: New players less than 3 years since first registered with BSA. Members who have won the novice competition previously cannot participate in the novice singles again.
- f. Mixed: The composite of both male and female gender as indicated on the Entry List.
- g. Dual Member: Dual members can participate in all competitions, except the Open Singles, unless Wonderboom is indicated as their main Club.

REGISTRATION AND FEES

9. A facility fee of R 20.00 is payable to the Competition Officials on the first day of play. Skips are to collect their team members' fees and pay it in on behalf of their teams to speed-up the registration process. These funds will be made available for the production, printing and engraving of certificates, trophies at the end of the season.

REPORTING FOR PLAY

10. Play will start not later than the time indicated on the draw. Participants must report at least 20 minutes prior to the start of the matches for registration.

11. A period of grace of not more than 10 minutes will be allowed, unless prior notice is given with reasons acceptable to the Competition Officials. Only the game affected will be delayed. If after a further 20 minutes, the team or a player is still absent the game will be awarded to the opponent.

12. Provision will always be made for working members.

BURNT ENDS (Dead Jack)

13. In all open competitions where members select their own teams the "burned end" will be replayed.

14. In all drawn competitions (handicap format), the jack will be re-spotted on the 2 meter mark.

PRACTICE AND WARM UP

15. Any team / player may warm up before any game, time allowing and with the approval of the Competition Officials. Warm up must be in the opposite direction of play and may not be deliberate play by using a jack or a mat.

16. Teams/players with a "bye" and due to play in the next round, may practice on a rink allocated (not the scheduled rink) by the Tournament Officials.

17. No player/team should on any day of a competition play on the same rink.

FORMAT OF PLAY

18. Competitions will not be played in accordance with that of the BGN and BSA Guidelines. Members who wish to enter external competitions can practice the formats as indicated by such entities. Wonderboom Bowls Club's vision is to enhance and develop bowls in competition and in social formats. In the case of inclement weather and other

external factors the Controlling Body has the right to alter these formats and conditions in order to complete such an effected competition.

No	Competition	Time	Trial Ends	Play Format	Semi Final, Bronze and Final	Bowls
1	Singles: Open, Men and Ladies	Day time	2	Round Robin 21 shots	Knockout 21 shots	4
2	Singles: Novice, Mixed	Day time	2	Round Robin 21 shots	Knockout 21 shots	4
3	Singles: Seniors, Men and Ladies	Day Time	2	Knockout 21 shots	Knockout 21 shots	4
4	Singles: Veterans, Mixed	Day Time	2	Knockout 21 shots	Knockout 21 shots	4
5	Singles: Handicap, Men and Ladies	Day/Night Time	2	Knockout 21 shots	Knockout 21 shots	4
6	Pairs: Men and Ladies	Day time	2	Knockout 21 ends	Knockout 21 ends	4
7	Pairs: Mixed	Day time	2	Knockout 21 ends	Knockout 21 ends	4
8	Trips: Men/Ladies	Day time	2	Knockout 18 ends	Knockout 18 ends	3
9	Fours: Men/Ladies	Day time	2	Knockout 21 ends	Knockout 21 ends	2
9	Pairs: Drawn, Men and Ladies	Night time	2	Knockout 18 ends	Knockout 18 ends	4
10	Pairs: Drawn, Mixed	Night time	2	Knockout 18 ends	Knockout 18 ends	4
11	Trips: Drawn Mixed	Night time	2	Knockout 18 ends	Knockout 18 ends	3
12	Fours: Drawn Men/Ladies	Night time	2	Knockout 18 ends	Knockout 18 ends	2
13	Fours: Drawn Mixed (2 Men, 2 Ladies)	Night time	2	Knockout 18 ends	Knockout 18 ends	2
14	Pro 10 Pairs	1 Day	2	Round Robin 10 ends	Knockout 15 ends	2
15	Pro 10 Trips	1 Day	2	Round Robin 10 ends	Knockout 15 ends	2

TOSSING FOR OPENING PLAY

19. The Skips in a team game or opponents in Singles must toss a coin to determine who starts the game. It is the responsibility of the team winning the toss to ensure that the scoreboard is updated after each end. Take note that the scorecard will now be regarded as the official document should there be a dispute on the score.

20. In the case of equal score at the end of the allowable ends, the two Skips must toss again, to determine which team will play first in the final determining end.

SLOW PLAY AND VISITING THE HEAD

21. No time limit will be placed on Club Games, but deliberate slow play will be pointed out and acted on, by the appointed umpire/s on the day of play.

22. Players are to comply with these under-mentioned conditions, with regards to visiting the head during a game:

- a. Single Game (4 bowls), after the delivery of their 3rd and 4th bowls. (In exceptional and limited circumstances, a singles player can ask the marker for permission to walk up to the head).
- b. Pairs Game (4 bowls), the leads after the delivery of their 3rd and 4th bowls and the skips after the delivery of their 2nd, 3rd and 4th bowls.
- c. Trips Game (3 bowls), the leads after the delivery of their 3rd bowl, the seconds after the delivery of their 2nd and 3rd bowls and the skips after the delivery of each of their bowls.
- d. Fours Game (2 bowls), the leads after the 2nd player in their team has delivered their 2nd bowl, the seconds after the delivery of their 2nd bowl, the thirds after the delivery of their 2nd bowl and the skips after delivery of each of their bowls.

23. In exceptional and limited circumstances, can a skip request that a player walk up to the head earlier than described in the law of bowls, with the permission of the opposing skip.

SCORING AND SCORECARDS

24. The skips in a Pairs, Trips and Fours games will be furnished with a scorecard, which must be completed by filling in the names of all players.

25. Skips will be responsible for the scorecards and scores must be entered on the completion of each end. At the completion of each game, the finishing time must be recorded, the scorecard signed by both Skips and handed to the Competition Official who after comparing the scorecard to the scoreboard will sign off the scorecard and update the Draw Program.

26. In the Singles event both the players and the Marker must sign the scorecard and ensure the finishing time of the game is recorded before the card is handed to the Competition Official.

RESERVES AND SUBSTITUTES

27. If a player is not available during drawn (handicap games) the Competition Officials will provide a substitute of equal strength where possible. Should a suitable player not be found in time, the effected team will have to forfeit the match.

28. In a selected competition the skip may enter a substitution should one of their players are not available, provided that the selected player has not yet played in that specific competition. A team may only make use of one substitute during a competition

DISCIPLINE

29. The use of tobacco products, cellular phones and/or any electronically device on the green or within two metres from the perimeter of the green is strictly prohibited. The use of any alcoholic beverages by players during the course of a match is totally prohibited. Cell phones are to be put on silent during games. This also applies to all spectators.

30. The Controlling Body and/or the Competition Secretary will have the right to change game parameters and/or dates based on local conditions.

31. The Executive of Wonderboom, has delegated its duties and powers to the Competition Committee.

GAME DAYS

32. The Club Competitions will be played on the following allocated days and under the following circumstances:

- a. Drawn (Handicap) competitions: On Tuesdays and Thursdays late afternoon, starting at 17:30 sharp. (Will be played under floodlights). These games are usually played in the summer months, October to April.
- b. All other competitions are played in daytime on Saturday mornings (09:00) and afternoons (14:00). The flow-over of these games will be played on Wednesdays (14:00). Working members will NOT be considered for games during the week.
- c. Veteran and senior games will mostly be played on Tuesday mornings (09:00), but will also be scheduled at other times, if needed.
- d. The members who only play social games on a Tuesday, Wednesday and Saturday, are indispensable for the Club and the Competition Officials will ensure that, there will be at least 4 to 5 social rinks available at times, for this purpose.
- e. Games could be scheduled for Sundays, if a competition needs to be completed by a specific date. This will only be in exceptional cases.

DECALS

33. Should decals be used, it can only be done if all players in both sides of a competition make use of decals.

DRESS

34. All players in a team are to wear club colours, unless otherwise indicated by the Committee.

35. All players must wear heelless footwear that has either a smooth or a ribbed sole (maximum depth of 2mm of the ribbed section of the sole making contact with the green – (the thickness of a matchstick).

36. No rugby, cargo shorts or ski pants may be worn.

UMPIRES

37. The Convenor of Technical Officials is to ensure that umpires are appointed for each Club Competition as per Wonderboom Club Competition Schedule.

GREEN PREPARATION

38. The Green Keeper is to ensure that the greens are mowed for Club Competitions.

39. The Competition Officials are to ensure that the greens are prepared and marked in a north/south direction (all day) for single games and in an east/west direction for morning play and a north/south direction for afternoon play.

40. Night games will alternate between north/south and east/west as part of the green protection program.

INCLEMENT WEATHER - LOAD SHEDDING

41. In the event where inclement weather/load shedding prevents the completion of the game, the following applies:

- a. Stopped games must be resumed when conditions improve (at least half an hour). No games may be abandoned until permission is granted by the Club Competition Officials and players are to remain available until such permission is granted. **In the case of load shedding games will be regarded as completed when two (2) and more teams have completed 15 ends.**
- b. Should 15 ends not be completed, the games will then be rescheduled by the Competition Officials. Ends completed will stand; both skips must sign the scorecard and hand it in to the Competition Officials. Games must be completed at the same time as originally scheduled, in other words, day games in daytime and night games at night times.
- c. In the event of adverse weather conditions or for any other valid reason, the Controlling Body shall have the right to curtail the number of rounds/ends to be played to achieve a Result.
- d. Umpires shall not be responsible to call players off during lightning/thunderstorm activity, unless the players have made an appeal. Players may not stop play by themselves during rain, unless stopped by the umpire or Competition Officials.
- e. Games may also be re-scheduled in the event of extreme heat conditions. The BSA heat chart will apply in this event. Such games will most likely be played later in the afternoon during the summer months.