

BOWLS GAUTENG NORTH



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CONDITIONS OF PLAY LEAGUE

VERSION 05
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LEAGUE CONDITIONS OF PLAY (CoP)

These are the CoP for all Bowls GN Leagues and are applicable to the 2022/2023 season. This document as well as all published draws and results will be available on Bowls GN's website at www.bowlsgn.co.za and on BowlsDraw at www.bowlsdraw.co.za.

1. DEFINITIONS AND ABBREVIATIONS

- 1.1. Refer to the Definitions and Abbreviations as per clause 2 of the Bowls GN Constitution.

2. ENTRIES

- 2.1. The Bowls GN Leagues will start at dates as published on Bowls GN's calendar, and/or on the entry forms, and will be played on dates and at venues and on rinks as published on the draw. The Executive Committee reserves the right to change dates if necessary.
- 2.2. Draws will be published approximately 2 (Two) weeks before the championships start. Entries received after the official publication date will only be accepted where vacancies exist in drawn sections, and upon the discretion of the Competition Secretary.

3. FEES

- 3.1. Entry Fees:
- 3.1.1. League – R 490 per Side;
- 3.1.2. Reserve League – R 270 per Side (Team);
- 3.2. Facility Fees. A R20 per player, facility fee is payable to the venue where League matches are played.

4. FORMAT

- 4.1. Leagues are played in the following formats:

Competition	Section size	Time limit	Sectional play	Playoffs	Semi-Final and Final
League	10 or 12 depending on entries received	No	Round Robin, 21 ends	None	None
Reserve League	To be determined depending on entries received	No	Round Robin, 21 ends	None	None

4.2. Rink allocation and draw for League

- 4.2.1. Rink allocations will be done by the BGN Competition Secretary and will be reflected on the pre-printed scorecards.
- 4.2.2. The draw is done by the captains of the sides. Each captain must complete the names of the skips of its side on the pre-prepared Team Composition Form indicating which skip is to play on the pre-drawn rinks and handing it to the Tournament Official who must then complete the names of the skips on the scorecards.

4.3 Scoring and Points

- 4.3.1 League: League games are played in three sets of 7 ends each
 - 4.3.1.1 Total points awarded are 12.
 - 4.3.1.2 Each set won will earn 1 point. A set shared will earn 0.5 points.
 - 4.3.1.3 A Game won will earn 2 points. A game shared will earn 1 point.
 - 4.3.1.4 A side who wins on total shots of both teams will earn 2 points. Where side shots are equal each side will earn 1 point.
- 4.3.2 Reserve league: Reserve league games are played in three sets of 7 ends.
 - 4.3.2.1 Total points awarded is 5.
 - 4.3.2.2 Each set won will earn 1 point. A set shared will earn 0.5 points.
 - 4.3.2.3 A game won will earn 2 points. A game shared will earn 1 point.

4.4 Divisions and Sides - League

- 4.4.1 All entries received will be allocated into divisions of ten sides each, taking into consideration the standing of sides in the league of the previous season. The lower divisions may have less or more than ten sides, depending on the number of entries received.
- 4.4.2 Clubs may enter as many sides as they wish. A maximum of two sides of a club is allowed in any division except the lowest division, where more sides can be allowed.
- 4.4.3 A side shall comprise two teams of four players each
- 4.4.4 When the number of sides entered by a Club is more than that of the previous season, the additional side(s) shall be placed in the lowest division.

4.5 **Reserve League** - A Club may enter one team (four players) to play in the reserve league.

4.6 The league will be played over nine rounds with each side playing against all the other sides in the division. If the sides entered into the lowest division is five sides or less, the Controlling Body may determine that a double round be played in that division.

4.7 All teams are expected to play all rounds in the League as relegation and promotion is a factor.

4.8 Division winners are determined by points scored, if equal the shot aggregate, if equal shot percentage, if still equal by the result of the game where these teams played each other.

4.9 Promotion and Relegation

- 4.9.1 The winning side of the division, first division excluded, shall be promoted to the next higher division for the following season. However, if the relevant club already has two sides in that division, the runner-up in the section will be promoted to the higher division.
- 4.9.2 The side finishing last in the division, last division excluded, shall be relegated to the lower division. Where relegation has the effect that a club will have more than two sides in the lower division, last division excluded, one of the sides of that club will be relegated in the place of the side finishing last in the lower division.

5. INCLEMENT WEATHER

5.1 Matches may be stopped because of darkness and/or inclement weather conditions by the Controlling Body and/or the Umpire/ Club Tournament Official (after receiving the permission of the Controlling Body):

- 5.1.1 After appeal has been made by a player, or

- 5.1.2 If lightning is in a radius of 10 (Ten) km, according to a lighting meter, or less from the venue, or
 - 5.1.3 According to the hosting club's regulations, even if the "lightning distance" according to the club's regulations is greater than 10(Ten) km.
 - 5.1.4 Upon being informed by the hosting club's greenkeeper that the greens are unplayable, or will be damaged if play continues.
 - 5.1.5 Restarting games: Stopped games must be resumed when conditions improve. No games may be abandoned until permission is granted by the relevant Official (see 5.1) and players are to remain available at the various venues until such permission was granted.
- 5.2 In the event where inclement weather prevents the completion of the game:
- 5.2.1 If play on any two 2 (Two) rinks at the venue has reached 15 ends all games at the venue shall be regarded as completed and the last completed end of all teams shall be taken as the final score.
 - 5.2.2 Any sets not completed will be regarded as shared.
 - 5.2.3 Should less than 2 (Two) rinks have completed 15 (Fifteen) ends, the matches between all sides will be regarded as a draw and points will be shared.

6. TEAM COMPOSITION

- 6.1 All players in a Side are to be from the same club.
- 6.2 Use of players not registered on the Bowls SA Database or not being reflected on the database as members of the club or not entered on the scorecard or contravening the conditions set out in para 6.3 by allowing a player that already played in another division for that round, will lead to disqualification of the side for the round.
- 6.3 If, for any reason, the Controlling Body schedule the same round of the various divisions on different dates, no player competing in that round for a side may play in the same round in a side in another division.

7. DUAL MEMBERS

- 7.1 In the event of a player not representing the player's Main Club, the player may be required to supply documentary proof that the Main Club is agreeable to such player representing another club at which such player have dual membership.
- 7.2 A player may only represent one club in the league during any season, unless the player resigns from the club represented previously.

8. SCORECARDS

- 8.1 Scorecards for all Bowls GN League matches shall be completed in detail:
- 8.2 The surnames, initials and BSA number of each player must be recorded on the scorecard for each match.
- 8.3 Shots must be recorded at the completion of each end.
- 8.4 Scores on the scorecard and the scoreboard are to **restart** at the beginning of each set. Scores on the flip board (if used) must show the accumulated score.
- 8.5 The card must be signed by both skips at the conclusion of the game and the finishing time shall be recorded.
- 8.6 The umpire shall, after controlling the totals and names of the players, sign the card.

9. DRESS

- 9.1 All players in the side are to wear Member Club or Associate Member colours.
- 9.2 Footwear - Players, Umpires and Markers shall wear conventional shoes or sports shoes which have a continuous sole or a sole with a channel rise in the middle of the sole, as long as the sole is clearly in one piece and the heel area does not sit at a different height to the front of the sole. To assist in traction the sole can have indented grooves up to 2 (Two) mm (thickness of a matchstick), with no protuberances. The width of the rear part of the shoe shall be at least 50% of the widest part of the sole. Conventional sandals are acceptable provided they have a back strap.

10. USE OF CLUB FACILITIES

- 10.1 Clubs shall make their facilities available for matches when called upon by Bowls GN to do so.
- 10.2 During League/Reserve League matches clubs may present other matches, including “tabs-in” on the same green. These matches must, however, be played on the rinks not pre-allocated for league by the Controlling Body.

11. DUTIES OF HOSTING CLUBS

- 11.1 The hosting clubs shall provide a Tournament Official and Technical Officials on duty.
- 11.2 The hosting clubs shall prepare the greens for play in a North/South direction by ensuring that the greens are well prepared and by marking the centre line of each rink.
- 11.3 Scores
 - 11.3.1 **BowlsDraw:** Hosting clubs shall preferably, after obtaining a password from the Competition Secretary, update scores and defaulters directly in the Bowls Draw Database.
 - 11.3.2 **E-mail or WhatsApp:** Clubs who do not have access to the Bowls Draw system are to email or WhatsApp scores directly after each day’s play to the competition secretary with copies of the score cards.
- 11.4 **Documentation:** The hosting club must forward all scorecards and scoresheets to the Competition Secretary within 6 days from the date of the competition. (Appeals or corrections will only be considered based on the documentation received.)

12. MISCELLANEOUS

- 12.1 Any appeal against the outcome of a league match must be sent to the Honorary Secretary of Bowls GN in writing not later than 6 (six) days after the completion of the match in question. A copy of the appeal is to be sent to the Competition Secretary.
- 12.2 **Bowls:** Distinctive Marking, Legality and Stickers. Law 52.1.8.4 refers. Bowls in a set of four must have distinctive and similar markings on each side. If personalised stickers are used, all players in the side must use the same stickers.
- 12.3 **Withdrawal, disqualification or defaulter** - The opponent will get full points and number of shots equal to the average winning margin of that section.
- 12.4 **Start of Play.** Play will start not later than the time indicated on the draw. A period of grace of not more than 10 (Ten) minutes will be allowed, unless prior notice is given with reasons acceptable to the Tournament Official at the venue of play, provided that no game may be delayed for more than 30 minutes after the official starting time.
- 12.5 **Absent Players (Law 39.2.2)**
 - 12.5.1 If a player is absent and no reserve is available, the names of not more than four bowlers shall be recorded on slips of paper and placed in a suitable container.

- The captain of the opposing team shall draw a name, and this player shall substitute for the absent player or players, but may not skip.
- 12.5.2 If after the prescribed time has elapsed and no reserve/substitute is available, the game shall commence. Where a player is absent at the start or during the game the number of bowls played by the defaulting team must be made up by the lead and second both playing three bowls singly and in turn. For the duration of the absenteeism, one quarter of the total shots scored (including 2 decimal places) must be deducted from the defaulting team's score at the conclusion of each set.
- 12.6 **Tossing for opening play** - Captains of a Side should toss with a coin to decide who will start the game. The winner of the toss will be responsible to update the score board and Flip Boards (if provided), whilst the loser of the toss is responsible for the scorecard. (See Law 5.2 of Laws of the Sport of Bowls South African Edition (Third Edition)/Fourth Edition).
- 12.7 **Trial ends** - One trial end in each direction shall be allowed.
- 12.8 **Interval** - No Games will have an interval.
- 12.9 **Burnt ends** - are to be replayed.
- 12.10 **Restricting the Movement of Players During Play**
- 12.10.1 Leads and Seconds may not visit the head until the seconds of both teams have played all their bowls.
- 12.10.2 Thirds may be permitted to visit the head after delivery of his/her first bowl on being invited by the Skip and with the approval of the opposing Skip.
- 12.10.3 The Skips after delivery of each of their bowls.
- 12.11 All games will be played in accordance with the Laws of the Sport of Bowls (Crystal Mark Edition) South African Edition (Fourth Edition), unless changes have been specifically made in these Conditions of Play in accordance with Law 57.1
- 12.12 Any player may warm up before a game, time allowing and with the approval of the Tournament Official. Warm up should be as prescribed by the Laws.
- 12.13 The use of tobacco products, cellular phones and/or any electronic 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. Refer also BGN's Code of Conduct.
- 12.14 **Drug Testing** - Players are to be aware of their responsibilities in regard the anti-doping programme and rules of the South African Institute for Drug Free Sport.
- 12.15 The Controlling Body will have the right to change game parameters and/or dates based on local conditions.

The Controlling Body, which is the Bowls GN Executive Committee, has delegated its duties and powers to the Competition Committee.

Competition Secretary: Len Carver

Cell: 082 787 8583

E-mail: compmen.bgn@gmail.com