



BOWLS
VICTORIA

2019-20

**STATE CHAMPIONSHIP EVENTS WITH
SPECIFIC ELIGIBILITY REQUIREMENTS
CONDITIONS OF PLAY**

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EVENTS WITH SPECIFIC ELIGIBILITY REQUIREMENTS

Under 18 Championships

Bowlers Arm Championship

Novice Singles Championship

Multi-Disabilities Championships

Over 60s Singles and Pairs Championship

Introduction

The Board of Bowls Victoria has approved the guidance offered within these Conditions of Play.

The Board reserves the right to amend the BV Championships format of play and the Conditions of Play from season to season or as required.

The BV Championships are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 3rd edition and Bowls Australia (BA) Domestic Regulations (DR) as published January 2015
- BA Policies as found on the BA website; and
- Bowls Victoria (BV) Constitution, BV Regulations and BV Policies as found on the BV website.
- The BV Championship Committee is authorised to vary these Conditions of Play as necessary for the successful conduct of the events.

1. Responsibility

Subject to the control of the Board, responsibility for the satisfactory conduct of all BV Championship events rests with the BV Championship Committee and can be delegated to Regions/Divisions/Clubs for events at these levels.

2. Eligibility of Players

- 2.1 All players must be affiliated with BV, a registered full financial member of a Club and recorded on the BV Bowls Connect Data Base.
- 2.2 In addition specific eligibility requirements relating to Under 18, Novice Singles, Bowlers Arm, Over 60s and Multi-Disabilities Championships. (See Sections 22, 32, 35, 42, 51 and 54)
- 2.3 Not currently under disqualification or suspension by their state/territory association or national authority.

EVENTS AND ENTRIES

3. Entries for all Bowls Victoria Events.

- 3.1 Entries for all BV events will be made by the due date to the Club/Division/Region or BV as specified on the entry form.
- 3.2 Regions, Divisions and Clubs cannot accept late entries for any BV Championship Event.
- 3.3 Teams will be constituted in accordance with Domestic Regulations 2.2. If a Member of a Team is different from the intended team the BV Championship Committee/Division/Region will be informed prior to the commencement of the event.

4. Player Conduct & Behaviour

- 4.1 All players are required to conduct themselves in a polite and sportsman like manner when participating in BV Championship Events and not in any of the following behaviours:
 - act in an abusive, threatening, or intimidating manner;
 - use obscene, offensive, abusive, threatening, or intimidating language;
 - act in an unsportsmanlike manner;
 - threaten any person with physical violence or assault;
 - assault any person;
 - act in a manner likely to bring the sport of bowls into disrepute; or
 - act in a manner likely to bring BV into disrepute.
- 4.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

5. Smoking

- 5.1 BV recognises that smoking is hazardous to health and is committed to providing a healthy working and sporting environment that protects against the exposure to tobacco smoke.
- 5.2 In accordance with this commitment, Clubs hosting BV Championship events are required to prescribe and enforce smoke free designated areas.

6. Personal Electronic / Communication Devices

- 6.1 The use of personal electronic / communication devices on the green by a player is not permitted.
- 6.2 Should a Player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone or similar they must have permission from the Controlling Body and notify the Umpire of the day prior to playing. 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.
- 6.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

7. Consumption of Alcohol

- 7.1 The consumption of alcohol on the green by a player whilst a match is in progress is not permitted.
- 7.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

8. Instantaneous penalties

- 8.1 If an Umpire, by observation or on appeal by the Controlling Body, a Skip or an opponent in Singles that a player 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 opponent(s).
- 8.2 If the Umpire forms an 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. A substitute will not be permitted, and the defaulting player/team will forfeit the game.
- 8.3 A warning to one player in a Team shall be considered as a warning to all players in that Team.
- 8.4 The Umpire shall also forward a written report about the incident to the Controlling Body within seven (7) days of the incident occurring.

9. Alcohol

- 9.1 Unless otherwise stated in the Conditions of Play for each event, the consumption of alcohol by players and officials is limited to schedule breaks in play.
- 9.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

10. Playing attire

- 10.1 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 BV Championship event.
- 10.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.
(<http://www.bowls.com.au/LinkClick.aspx?fileticket=SxTHGDVqXBw%3d&portalid=9>)
- 10.3 There is no requirement for teams to be similarly attired and participants can wear a combination of club and non-club registered attire, unless specified in the event Conditions of Play.

11. Bowls Identification Discs

- 11.1 Players are not required to use bowls discs (adhesive labels). If they are used, all players in the Team must use a disc of the same colour/design.
- 11.2 Where opponents have the same coloured discs, the players in Singles or Skips in a team game will toss a coin to determine which player/team shall remove their discs or use another colour disc if available.
- 11.3 Bowls discs may not cover the World Bowls Stamp/Date or the Serial Number of the Bowl and only a single layer of disc is permitted on a bowl.
- 11.4 If bowls discs are used all bowls must have discs on both sides of the bowl. 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.

12. Umpires

- 12.1 The Controlling Body should appoint an accredited Umpire to officiate.
- 12.2 If an accredited Umpire is not available an accredited Measurer may be appointed as Umpire.
- 12.3 If no accredited Umpire or Measurer is available, a competent person should be appointed as Umpire for that day.
- 12.4 An Umpires' decision is final in all circumstances except those relating to the meaning and interpretation of a Law in which case there will be a right of appeal to the Controlling Body.

13. Damage to Green - Delivery of a jack or bowl

- 13.1 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 in a Team game the Skip and/or the Controlling Body advise.
- 13.2 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 or retire from the game.
- 13.3 If the player retires from the game or a "dump mat" is not available a substitute player is permitted in a Team game.
- 13.4 If a "dump mat" is not available or the player refuse to use it, they will be a defaulting player and be removed from the game. A substitute player is not permitted.
- 13.5 A "dump mat" may only be used on a green to address an identified issue as defined above.

14. Damage to Green - Use of a wheelchair or walking frame

- 14.1 If an Umpire by his own observation or on appeal by a Greens Director or their Deputy decides a player using a wheelchair or walking frame is causing damage to the green, that player must retire from the game when requested to do so by the Umpire.
- 14.2 If a player retires from the game a substitute player is permitted in a Team game.
- 14.3 If a player refuses to leave the green, they will be a defaulting player and be removed from the game and no substitute player is permitted.

15. Bowlers arm

(Except for Bowlers Arm Championship where specific provisions apply)

- 15.1 The bowlers arm once used in a game must be used for the remainder of the game.
- 15.2 This does not apply to the rolling of the jack, which can be rolled either by hand or by a bowlers arm.

16. Slow Play - Delaying Play

- 16.1 If an Umpire by observation or on appeal from one of the Skips, opponents in singles or by the Controlling Body 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 player and the Skip in a Team game.
- 16.2 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.

17. Inclement Weather

- 17.1 BV Championship Events conducted in the Metropolitan area will be governed by the Inclement Weather/Heat and Inclement Weather/Other provisions of the Metropolitan Pennant Conditions of Play.
- 17.2 BV Championship Events conducted in Country Divisions/Regions will be governed by the provisions of the local Inclement Weather/Heat and Inclement Weather/Other provisions of the Region/Division Pennant Conditions of Play.

GENERAL CONDITIONS

18. Availability for Play

- 18.1 A Player or Team not available for play within 30 minutes (or sooner if the Controlling Body decides) of the appointed time for commencing of a game will automatically forfeit the match.
- 18.2 Players must not leave the venue on game day until eliminated from the competition or not required to mark a game. Game times may be moved, and/or extra games scheduled by the Controlling Body as required for the effective running of the event.
- 18.3 Games may be played under artificial lighting or at an alternative location.

19. Restricted Movement of Players (DR A.4)

- 19.1 Restricted movement of players during play is in accordance with Law Appendix A.4.

Singles: the opponents: after delivery of their third and fourth bowls.

Pairs: the leads: after delivery of their third and fourth bowls and the skips: after delivery of their second, third and fourth bowls.

Triples: the leads: after delivery of their second bowl.
the seconds: after delivery of their second bowl.
the skips: after delivery of each of their bowls.

Mixed Pairs: the leads: after delivery of their third bowl.
the skips: after delivery of their second and third bowls.

- 19.2 In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walk up to the head earlier than described above.
- 19.3 If a player does not meet the terms of this law, law 23 Possession of the rink will apply

20. Player Protection

- 20.1 Players due to participate in a higher-level event on the same day as that scheduled for sectional and post-sectional play can apply to the Controlling Body for protection in accordance with State Championship Events Conditions of Play - Rule 30.
- 20.2 If the event cannot be rescheduled, then the participant concerned will have to decide which event to contest.

21. Jury of Appeal

In the event of an appeal a Jury of Appeal consisting of any three of the following will be formed:

Tournament Director and/or nominee

BV Laws & Rules Chairman and/or nominee

BV Umpires Comm Chairman and/or nominee

BV Chief Executive and/or nominee

BV President and/or nominee

OVER 60s MEN'S AND WOMEN'S CHAMPIONSHIPS

SINGLES CHAMPIONSHIPS

22. Eligibility

Open to all Bowls Victoria affiliated Female bowlers 60 years of age and over at commencement of event. Entries received after the closing date will not be accepted.

23. Format

- 23.1 Singles Championship – Men's and Women's
Four bowls per player
All rounds 21 shots up (in excess of 21 will not count)
All rounds knockout format
The number of games per day determined by the Controlling Body.
- 23.2 Pairs Championship - Men's and Women's
Four bowls per player. Played 2 x 2 x 2 x 2.
Sectional play - 12 ends.
Knockout play - 15 ends.
Final – 15 ends.
The number of games per day determined by the Controlling Body.
- 23.3 Where Regions have Divisions, play will be within the Division to determine a Division winner. Division winners will then play to determine a Region winner.
- 23.4 Region winner.
- 23.5 Region winners will play knockout rounds under an open draw to produce the State Champion for each event.

24. Substitutes and replacement players

- 24.1 In Team games substitute and replacement players are permitted in accordance with Law 33 and Domestic Regulation 2.3 and 2.4.
- 24.2 For the purposes of Substitute/Replacement players, the first game at Division or Region level is the beginning of that competition.

25. Game points

- 25.1 Game points during sectional rounds will be awarded as follows:

- Win: 3 points
Tie: 1 point.
Loss: no points
Bye: no points, if a player/team withdraws from a section prior to commencement of play in round 1 it will be treated a bye.
Forfeit: Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.
Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

- 25.2 Section Winner

Section winner will be determined in accordance with Law 27.

26. Trial Ends

One trial end in each direction may be permitted prior to the commencement time of each game in accordance with Law 5.1.

27. Player clearance

- 27.1 If after the closing date for entries and before the date of the first round a clearance to:

- a Club within the same Region/Division is issued the intended Player will remain eligible to play in the Singles event as a Player identified with their new Club;
- a Club other than in the same Region/Division eligibility to play in the Singles events will be forfeited.

- 27.2 For Team events another eligible Player, if necessary can take the place of the Member transferred. The Player receiving a clearance is eligible to join a Team from their new Club/Division/Region if a vacancy occurs.

28. Arrangement for Practice

- 28.1 Players will be able to practice on the day before the event pending availability of greens. This is to be communicated by the host venue.
- 28.2 Any additional practices on the day of play will be in accordance with Law 4.

29. Trial Ends

One trial end in each direction may be permitted prior to the commencement time of each game in accordance with Law 5.1

UNDER 18 CHAMPIONSHIPS

ELIGIBILITY

30. Age:

The under 18 championships are open to all BV affiliated female and male bowlers who are under 18 years of age on the final day of the Championship.

31. Format of play:

The initial rounds of all events may be played as sectional play followed by post-sectional knockout play

32. Trial Ends

One trial end in each direction may be permitted prior to the commencement time for the initial round each day in accordance with Law 5.1.

33. Re-spotting the Jack

Jack re-spotted in accordance with Law 56.5.

DURATION AND FORMAT OF MATCHES

34. Male and Female Singles Championship.

34.1 Four bowls per player.

- Sectional and post sectional rounds (except final) – 21 shots up (in excess of 21 will not count).
- Final 25 shots up (in excess of 25 will not count).
- Sectional play (where possible) will be conducted with a maximum of 3 players per section.
- Each player in a section of 3 player will marker in own section where not drawn to play.

34.2 A player scheduled to mark a round can be replaced by a parent or guardian if this is considered necessary and is approved by the players concerned. If agreement is not achieved the matter will be referred to the Controlling Body.

34.3 In sections of two (2) or four (4) players the marker will be provided by the Controlling Body or, with the approval of the players concerned, a parent or guardian.

34.4 Where possible the marker should be suitably attired.

35. Male and Female Pairs Championship.

Three bowls per player.

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

36. Mixed Pairs Championship.

Three bowls per player.

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

37. Open Triples Championship

Two bowls per player

Sectional & post-sectional rounds, except the final - 15 ends.

Final - 18 ends.

Sectional play will be conducted with a maximum of 4 teams per section.

Triples teams shall comprise any combination of female and male players.

38. Protection – players and officials

- 38.1 Should a player or official be involved in a World Bowls, Bowls Australia, Bowls Victoria, Region, Division or Club Championship, an Interstate Match, a State, Region or Division trial, a BV Development Squad activity, an Under 18 game or trial, they will not be penalised should they be absent because of their involvement in a higher-level event on the same day.
- 38.2 Except for World Bowls and Bowls Australia events this protection is limited to one occasion per season.
- 38.3 If the game cannot be rescheduled the player or official will decide which event, to compete in or officiate at.

39. Game points

39.1 Game points during sectional rounds will be awarded as follows:

Win: 3 points

Tie: 1 point.

Loss: no points

Bye: no points, if a player/team withdraws from a section prior to commencement of play in round 1 it will be treated a bye.

Forfeit: Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.

Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

39.2 Section Winner

Section winner will be determined in accordance with Law 27.

40. Coaching

- 40.1 Either the coach of a player, team or side or, in their absence the coach's delegated deputy, can give advice to a player during the course of play as long as:
- 40.2 the umpire is given the names of the coach or the coach's delegated deputy as appropriate before the game starts;
- 40.3 only one person is present at the rink to give advice at any one time;
- 40.4 the person giving the advice does so when their team or side is in possession of the rink; and
- 40.5 the person giving the advice does so from outside the boundaries of the green.
- 40.6 If, in the umpire's opinion, this law has been broken, the umpire must ask the coach or delegated deputy concerned to stay within the law. If they do not stay within the law, the umpire must ask the Controlling Body to take immediate action to make sure that the offender stops breaking the law.

NOVICE SINGLES CHAMPIONSHIPS – WOMEN'S AND MEN'S

41. Eligibility

Open to affiliated Male and Female bowlers first affiliated on or after 1st May 2017. Eligibility must be validated by Region/Division before accepting entry.

42. Format

- 42.1 Four bowls per player

All rounds - 21 shots up (shots in excess of 21 will not count).

- 42.2 If fewer than two entries are received per event:

- Where Regions have Divisions, the entrant will progress as the Division representative (not the Division Champion) to determine the Region winner.
- For Regions without Divisions the entrant will progress to the State Championship Final as the Region representative (not the Region Champion).

43. Trial Ends

One trial end in each direction may be permitted prior to the commencement time of each game in accordance with Law 5.1

BOWLERS ARM CHAMPIONSHIP

44. Eligibility

All participants must carry a BV Bowlers Arm Permit card.

DURATION AND FORMAT OF MATCHES

45. Men & Women's Bowlers Arm Singles Championship

Four bowls per player

All rounds 21 shots up (in excess of 21 will not count)

Sectional play format

The number of games per day determined by the Controlling Body.

46. Men & Women's Bowlers Arm Pairs Championship

Four bowls per player. Played 2 x 2 x 2 x 2.

Sectional play - 12 ends.

Knockout play - 15 ends.

Final – 15 ends.

The number of games per day determined by the Controlling Body.

47. Availability for Play

- 47.1 A Player or Team not available for play within 30 minutes (or sooner if the Controlling Body decides) of the appointed time for commencing of a game will automatically forfeit the match.
- 47.2 Players must not leave the venue on game day until eliminated from the competition or not required to mark a game. Game times may be moved, and/or extra games scheduled by the Controlling Body as required for the effective running of the event.
- 47.3 Games may be played under artificial lighting or at an alternative location.

SPECIAL PROVISIONS

48. Delivery of jack and bowl

- 48.1 Every delivery (including rolling of the Jack) MUST be delivered with the Bowlers Arm
- 48.2 A current BV Bowlers Arm Permit MUST be carried at all times and produced to the Controlling Body/Umpire when requested.

49. Trial Ends

One trial end in each direction may be permitted prior to the commencement time of each game in accordance with Law 5.1

MULTI-DISABILITIES CHAMPIONSHIPS

50. Eligibility of Players

Open to bowlers with a classified disability and who meet the disability criteria for the particular event.

51. Events

- Open Singles & Pairs for Bowlers with an Intellectual Disability
- Open Singles & Pairs for Bowlers with a Physical Disability
- Ladies & Men's Singles for Bowlers with a Vision Impairment o B1, B2, B3, B4

NOTE: Late entries may be accepted if a BYE can be filled.

52. Formats:

52.1 Singles

Four bowls per player,
21 shots up, Shots in excess of 21 will not count.
Time limit of 120mins per (not including trial ends).
Semi-Finals and Finals will not be subject to a time limit

52.2 Pairs

Three bowl per player. Played 3 x 3.
13 ends. Time limit of 90mins (not including trial ends).
Semi-Finals and Finals will not be subject to a time limit

53. Additional information regarding singles for Bowlers with a Vision Impairment

53.1 Men and women will competitions in separate competitions based on their classification; B1, B2, B3 and B4.

53.2 In the event there are not sufficient entries within a classification an Open Men's & Open Women's handicap event will be run.

53.3 The following handicaps will apply:

B1 – 12 shots
B2 – 8 shots
B3 – 4 shots
B4 – 0 shots

53.4 Handicaps will be a starting figure, rather than a differential e.g. if a B1 were playing a B3, the starting scores would be B1 12 – B3 4.

54. Sectional Play

54.1 Game points during sectional rounds will be awarded as follows:

Win: 3 points

Tie: 1 point.

Loss: no points

Bye: no points, if a player/team withdraws from a section prior to commencement of play in round 1 it will be treated a bye.

Forfeit: Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round.

Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

54.2 Section winner will be determined in accordance with Law 27.

55. Finals draw

- Semi-Final 1: Winner of Section 1 v Winner of Section 2
- Semi-Final 2: Winner of Section 3 v Winner of Section 4.
- Final: Winner of Semi-Final 1 v Winner of Semi-Final 2

56. Time limit

56.1 Should a match be stopped due to extreme weather, the time limit will be extended by the equivalent amount of the time for the delay.

56.2 Any player/team arriving after the official start time shall lose the right to play trial ends.

56.3 Any player/team arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game.

57. Start of Play

Play will commence with the Tournament Director signalling the start time by a bell, horn, etc.

58. End of Play

At the completion of the allocated time, the Tournament Director will signal the end time of play by a bell, horn, etc. At this time players will complete the current end in progress. (The start of an end is determined by the delivery of the jack by the first player in that end).

59. Trial Ends

One trial end in each direction may be permitted prior to the commencement of the first game each day. Trial ends must be completed prior to the scheduled commencement time.

60. Re-spotting the Jack

Jack re-spotted in accordance with Law 56.5.

61. Leaving the rink of play is subject to Law 33.

- 61.1 A player may not delay play by leaving the rink of play unless their opponent agrees and for no more than 10 minutes.
- 61.2 In the final 20 mins of play in a timed match, players must advise the umpire and may not leave the green for an extended period of time.
- 61.3 A bowler may only visit the head after the third bowl has been bowled.

62. Use of Directors

- 62.1 Bowlers with a Vision Impairment must provide their own director.
- 62.2 Bowlers with an Intellectual Disability will have the option of having a director to assist during the game.
- 62.3 The umpire must be given the director name before the game starts. Only one director per player/team is permitted.
- 62.4 The director must;
 - Wear approved bowls attire and the BA NMP Logo Policy applies.
 - Only provide assistance to the bowler at the mat end or when accompanying the bowler to/at the head.
- 62.5 The director and player may visit the head together, not the bowler alone.
- 62.6 The director may;
 - Provide assistance in determining the result of the end and completing the scorecard
 - Provide other assistance to the bowlers as necessary to minimise any delay in play e.g. move bowls behind the mat after the result of the end has been determined.

63. Death of a Player

- 63.1 If a match has commenced and a participating player passes away, all games in progress at the venue will be abandoned.
- 63.2 Matches abandoned for this reason will be resumed under such conditions as the BV/Region/Division Championships Committee decides with the scores carried forward as they were when play was abandoned.

