BOWLS
VICTORIA

2018-19
METROPOLITAN
PENNANT COMPETITIONS
CONDITIONS OF PLAY

Introduction

The Board of Bowls Victoria has approved the guidance offered within these Conditions of Play.
The Conditions of Play are reviewed annually by the Laws and Rules Committee and the Metropolitan Pennant Committee.

The Board reserves the right to amend the Metropolitan Pennant Competition format of play and the Conditions of Play from season to season or as required.
These Conditions of Play apply to the conduct of the 2018/2019 Midweek and Saturday Metropolitan Pennant Competitions.

The Metropolitan Pennant Competitions are conducted in accordance with the:

- Laws of the Sport of Bowls Crystal Mark 3rd edition and BA Domestic Regulations (DRs) as published in January 2015
- Bowls Australia (BA) Policies as found on the BA website; and
- Bowls Victoria (BV) Constitution and BV Regulations as found on the BV website.

1. Eligibility of Clubs

1.1 Clubs may enter a Side or Sides in the Metropolitan Pennant Competition.

1.2. The placement depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section within each Competition.

1.3 Sides of a Club will be numbered 1, 2, 3, 4 etc. in descending order of ability.

1.4 Each Side will be placed in a different Section unless the BV Metropolitan Pennant Committee determines otherwise.

1.5 A new Side entry may be placed in the lowest Division unless otherwise determined by the BV Metropolitan Pennant Committee. If this discretion is exercised, the Committee may also relegate a Side or Sides to enable this to occur.

2. Competition format

2.1 Each competition has Divisions and within each Division, there will be Sections.

2.2 The number of Divisions and Sections will depend on the number of entries received.

3. Insufficient players to enter a side

3.1 A Club may seek approval from the BV Metropolitan Pennant Committee to combine with another Club or Clubs to enter a side in the lowest Division available.

3.2 The application must be made by the Club accepting responsibility for the Side and be accompanied by written approval of the other Club or Clubs.

3.3 If a combined side is approved the players are permitted to wear their respective club shirts and cap. If bowls discs are used all members of the combined side must use discs that are of the same colour/design.

4. Penalty for a side withdrawal after the competition draw published

A Club withdrawing a Side will incur a financial penalty of $450.00 for a 16-a-Side, $360 for a 12-a- Side and $220 for 6-a-side, to remove that side from the competition.

5. Bowls identification discs

5.1 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/design.

5.2 Where opponents use the same coloured discs, the visiting Side shall remove theirs or use another colour if available.

5.3 Bowls discs may not cover the WB Stamp/Date or the Serial Number of the Bowl and they should be cut or trimmed to comply.

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

5.5 Alternatively, 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.

6. Controlling body on day of play

The Controlling Body for the purposes of a Metropolitan Pennant Competition is the Host Club.

7. Side manager on day of play

7.1 Wherever under a Law, Rule or Regulation gives a Side a right of decision or choice, it will be exercised by the Side Manager who will act on behalf of the Side.

7.2 The Side Manager should not be the Umpire of the day.

8. Umpires

8.1 The Club who is designated as the Home Club should appoint an accredited Umpire to officiate.

8.2 If the Home Club does not have an accredited Umpire available then a visiting accredited Umpire maybe appointed to officiate. Alternatively, if no accredited Umpire is available then an accredited Measurer may be appointed Umpire.

8.3 If no accredited Umpire or Measurer is available then a competent player from the Home Club should be appointed to act as Umpire for that day.

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

8.5 The Umpire of the day should not be the Side Manager

9. Eligibility of players

9.1 A player must be a registered full financial member of a Club as determined by the Board from time to time and in accordance with Rule 6 of the BV Constitution.

9.2 All players must be selected on ability.

9.3 Gender cannot be used as a selection consideration.

9.4 A player must be affiliated with BV, a financial member of the club and recorded on the BV Bowls Connect Data Base as eligible to represent the Club. A breach of this requirement will result in forfeiture of the game to the opponent. (See 26 for points and shots relating to a forfeit).

10. Pennant permit

10.1 A player can be approved to play with another Club other than their Nominated Club by submitting a Pennant Permit Request Form to BV prior to Round 4 of Pennant Competition they wish to play in. No application will be considered after Round 4. This Form must be endorsed by both Clubs.

10.2 If approved by BV, a permit remains in place until 30 June of the following year and the player is not eligible to play for their Nominated Club until the permit expires.

10.3 A player may apply for a clearance from their Nominated Club while a permit is in place and the permit automatically expires.

10.4 A player may only apply for one permit for a Pennant Competition.

10.5 A player with a Pennant Permit may not play in the Singles, Pairs, Triples and Fours Championships at their Permit Club. The ability to play in other events is at the discretion of the Club conducting the event.

11. Selection of players on descending order of ability

11.1 Sides will be filled by available players in descending order of ability.

11.2 If there are insufficient players available on a day of play to fill all Sides entered by the Club, the lowest numbered Side will be the Side which forfeits.

11.3 The Club's lowest numbered side can play with one or more teams playing ONE player short in accordance with DR 2.5

11.4 A Player will not play in more than one Side in the same round of the same Metropolitan Pennant Competition.

12. Rules for attire

12.1 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 Metropolitan Pennant Competition.

12.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.

12.3 For Pennant, bowlers must be attired in the same club, upper body attire in respect to image and colour.

12.4 All lower body attire must include the NMP logo immediately above the back-right pocket or front right below pocket.

12.5 If BV registered shirts/tops are worn, all members of the side must be in the same attire (Except for a combined side. See 3.3)

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

13. Player conduct & behaviour

13.1 All players are required to conduct themselves in a polite and sportsman like manner when participating in a Metropolitan Pennant Competition and not in any of the following behaviours:

- 13.1.1 act in an abusive, threatening, or intimidating manner;
- 13.1.2 use obscene, offensive, abusive, threatening, or intimidating language;
- 13.1.3 act in an unsportsmanlike manner;
- 13.1.4 threaten any person with physical violence or assault;
- 13.1.5 assault any person;
- 13.1.6 act in a manner likely to bring the sport of bowls into disrepute; or
- 13.1.7 act in a manner likely to bring Bowls Victoria into disrepute.

13.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

14. Smoking

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

14.2 Smoking is only permitted in the designated area as determined by the Club.

14.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

15. Personal electronic/communication devices

15.1 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.

15.2 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 Controlling Body and notify the Umpire of the day prior to playing. If approved the phone can be carried on the player but must be on silent / vibrating (only) and responded to on the bank away from play.

15.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

16. Consumption of alcohol

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

16.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

17. Instantaneous penalties

17.1 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 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.

17.2 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. A substitute will not be permitted and the defaulting team will forfeit the game.

17.3 An instantaneous penalty applied to one player in a Team shall be considered as an instantaneous penalty to all players in that Team.

17.4 Any of the above Umpire imposed sanctions are final and cannot be contested, disregarded or appealed.

17.5 The Umpire shall also forward a written report about the incident to the Controlling Body within seven (7) days of the incident.

18. Damage to green - Delivery of a jack or bowl

18.1 If the Umpire by his own 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 advise the Skip and/or the Controlling Body.

18.2 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.

18.3 If a “dump mat” is not be available or the player refuse to use it, they will be a defaulting player and be removed from the match (Laws of the Sport Definition C.2).

18.4 A substitute player is not permitted (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).

18.5 A “dump mat” may only be used on a green to address an identified issue as defined above.

19. Damage to green - Use of a wheelchair, walking frame or other approved artificial device

19.1 If an Umpire by his own 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, that player must retire from the green when requested to do so by the Umpire.

19.2 If a player retires from the match a substitute player is permitted.

19.3 If a player refuses to leave the green, they will be a defaulting player and be removed from the match (Definition C.2) and no substitute player is permitted (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).

20. Bowlers arm

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

21. Interchanging of a player between sides prior to finals

21.1 Prior to the last four rounds of a Metropolitan Pennant Competition, (except for Women Only Division 1) there will be no restrictions on the interchange of players between the sides of a club.

21.2 For the last four rounds of a Metropolitan Pennant Competition (except for Women Only Division 1) no Side will include more than three players who have played a majority of their games, prior to the fourth last game, in a higher numbered Side.

21.3 For Midweek Women Only Division 1, there will be no restrictions on the interchange of players.

22. Interchanging of a player between sides in finals

22.1 A Side may not include any player who during the current season has played less than four games for the Club in that Metropolitan Pennant Competition.

22.2 A Side may not include any player who, during the current season has played more than four games in any higher numbered Sides unless the player has also played in four or more games in the Side concerned and/or a lower numbered Side.

22.3 A Club who has insufficient eligible players for any finals of a Metropolitan Pennant Competition may apply to the BV Metropolitan Pennant Committee for approval to play other players from the Club. If this approval is granted then such players may play in any position other than Skip.

23. Substitutes players during the season including finals

23.1 If a player becomes unable to play in the match for reasons arising after the commencement of the match, a substitute is permitted in accordance with Law 33.2 & DR 2.3.

23.2 Only one substitute is permitted in each Team.

24. Incomplete team at commencement of a match

24.1 If at the time a match is due to commence (both fours and triples), a player is absent then play may commence without a second for that team (DR 2.5).

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

24.3 The opponents with a complete team will have their second play consecutive bowls (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).

24.4 If the absent player arrives late, they must take their original place in the team and enter the match at the completion of the end in progress.

25. Incomplete side after a match has commenced

25.1 If a player who has commenced the match cannot continue and there is no eligible substitute available, a team may play with an absent player. The absent player is deemed to be the second.

25.2 The Skips of both teams carry the scorecard and update the score at completion of each end.

25.3 The opponents with a complete team will have their second play consecutive bowls (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).

25.4 If a player who leaves the match subsequently becomes available they must re-join the team in their original place in the team at the completion of the end in progress.

25.5 If a substitute player is available, the Controlling Body may allow them to enter the match at the completion of the end in progress.

26. Points allocated for a match

Side Win	10 points.
Side receiving a walkover	10 points + 2 points per rink + 15 shots for 16 players per Side and + 8 shots for 6 players per Side, + 12 shots for 12 players per Side.
Side giving a walkover	No points & minus 15 shots for 16 players per Side, minus 8 shots for 6 players per Side, and minus 12 shots for 12 players per Side.
Side tie	5 points.
Team win	2 points.
Team tie	1 point.
Bye	Side receiving the Bye will be awarded 10 points + 2 points per rink and 0 shots.
Side receiving forfeit	Average points and average winning shots in remaining games played in that Section on that day.
Side giving forfeit	Loss of average points and average winning shots in remaining games played in that Section on that day.

26.1 Walkovers resulting from a Side withdrawal (including the withdrawal of a Side from a Metropolitan Pennant Competition after the season has commenced) will be awarded the average points scored and the average winning shots in the remaining games played in that Section on that day.

27. Additional penalty for a side forfeit or walkover

27.1 As well as loss of shots, a Club who has had a Side forfeit will incur a financial penalty of $25.00 for a 16-a-Side, $20.00 for a 12-a-Side and $15.00 for a 6 a-Side.

27.2 When a walkover has been conceded it cannot be withdrawn.

28. Pennant check form submitted to Bowls Victoria within 48 hours of match being completed

The Home Club must provide a completed Pennant Check Forms via post - addressed to Bowls Victoria, Suite 7, 32-34 Camberwell Road, Hawthorn East 3123 or by electronic submission to bowlsvic@bowlsvic.org.au

29. Pennant check form for a side forfeit of walkover

29.1 Both Sides must complete a Form showing which Side has given the walkover.

29.2 A Side receiving a walkover must also enter the intended players names to enable players who would have played in the match to qualify for Finals.

30. Pennant check form for a side with a BYE

A Form must be completed showing a Bye with the intended player's names entered to enable players who would have played in the match to qualify for Finals.

31. Alterations to a pennant check form

Clubs may seek a correction to the Pennant Check Form if an alteration is received in writing endorsed by both Clubs within 14 days of the match being completed.

32. Advice of abandonment of play by Bowls Victoria

32.1 Region Secretaries will be contacted as soon as it is practicable.

32.1 Updates will be provided on the Bowls Victoria Website and a recorded announcement will be available on the Bowls Victoria landline 9861 7100.

32.3 Individual Clubs may be contacted if time permits.

33. Points when play is abandoned

33.1 When all matches scheduled for that day are abandoned by the BV Metropolitan Pennant Committee points will be shared.

33.2 Sides receiving the Bye when play is abandoned by the BV Metropolitan Pennant Committee will be awarded 5 points + 1 point per rink and 0 shots.

34. Points when play is abandoned and less than half the section matches are completed

35.1 All matches in that Section are deemed a tie.

35.2 A forfeit or walkover in that Section will count as a completed match.

35. Match abandoned by side manager agreement before play or during play before a result is obtained

Each Side will share equally the maximum points available.

36. Match abandoned by side manager agreement during play and a result is possible

It will be a tie unless the scores are such that one Side must win the match if all the remaining ends were played.

37. Post sectional knock-out match abandoned inclement weather heat/other

After a match is abandoned, it will be rescheduled and completed under such conditions as the BV Metropolitan Pennant Committee decides.

38. Section results by round

38.1 The order of Sides in each section will be determined by the total points gained.

38.2 If two or more Sides have the same number of points their order will be determined by net margin of shots 'for' minus shots 'against' each Side.

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

38.4 If there is still a tie for a position to qualify for finals play, the Sides concerned will play a deciding match.

39. Notification of results on day of play

39.1 Home Clubs are responsible for advising BV of the results of matches via Bowls Connect online IT system (found here), BV Google form (found here), or by phoning Bowls Victoria on 9861 7155. BV preference is for results to be submitted through Bowls Connect.

39.2 When phoning in results, information is to be provided in the following order:

1. Division
2. Section
3. Home Side Name & Side Number
4. Points
5. Score/shots
6. Visiting Side Name & Side Number
7. Points
8. Score/shots

39.3 Results must be submitted for all scheduled matches in a Round whether completed or not.

40. Rescheduling of matches

Clubs with the approval of the Metropolitan Pennant Committee may negotiate to play a match at a time or day other than the scheduled time on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

Refer to Schedule One for the Midweek Competition information. (Clause 8)
Refer to Schedule Two for the Saturday Competition information. (Clause 11)

41. Use of a neutral venue

Clubs may negotiate to play a match at neutral venue on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

42. No matches to be played on a Sunday

Clubs may not play on a Sunday unless approval is granted by BV.

43. Location of matches

A Club with the agreement of their opponents may play any match other than a Final at the scheduled location or at an alternative location.

44. Pre-match pennant practice

Refer to Schedule One for the Midweek Competition information. (Clause 5)
Refer to Schedule Two for the Saturday Competition information. (Clause 8)

45. Draw for rinks

45.1 The rink draw will be conducted prior to the commencement of the match by the Side Managers.

45.2 The cards will be shuffled and exchanged with the cards of one Side being placed name face down by one Manager then the other Manager will place a card face down on each card.

46. Allocation of rinks

46.1 Rinks must be consecutively numbered. A Side will play on consecutively numbered rinks preferably on the same green.

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

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

47. Condition of green

47.1 A green must be suitable for play. If a green is found to be unsuitable, a Club may be directed to make alternative arrangements.

47.2 If a satisfactory alternative green cannot be found, the Club may be directed by BV to forfeit games.

47.3 BV recommends the speed for greens for the conduct of a Metropolitan Pennant Competition range between 13 and 17 seconds.

48. Timing of greens at home club discretion

Timing of the green is not compulsory, and there is no requirement that BV be informed of the speed of the green on the day of play. A visiting Club cannot demand that a green be timed.

49. Use of alternative venue for home games

49.1 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.

49.2 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 can't be reached between the clubs it will be referred to the Chair, Metropolitan Pennant Committee for resolution.

49.3 Where the home green is available, a Side will be allocated to play at the home green in order of seniority of the Sides drawn to play at home.

50. Duration of match

Refer to Schedule One for the Midweek Competition information.
(Clause 9, 10, 11, 12 and 13)
Refer to Schedule Two for the Saturday Competition information.
(Clause 12, 13, 14, 15 and 16)

51. Scheduled break

Refer to Schedule One for the Midweek Competition information. (Clause 7)
Refer to Schedule Two for the Saturday Competition information. (Clause 10)

52. Delaying play

52.1 If an Umpire by his 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 a Skip.

52.2 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.

53. Inclement weather/heat

53.1 'Code red' fire day scheduled on day of play
If a 'Code Red' Fire Day is announced for the Central Fire District on a day of play, all Metropolitan Pennant Competitions will be abandoned, and no results will be required to be submitted.

53.2 Play cannot commence;

53.2.1 If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached 36 degrees Celsius or above at the scheduled commencement time of the match, play may be suspended for up to 1 hour.

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

54. Play cannot continue after match has commenced due to Inclement weather/heat

54.1 If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached the 36 degrees Celsius or above at any time after play commences, play will be suspended for up to 1 hour.

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

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

54.4 For Midweek Pennant if play has been interrupted and the game has not been completed by 4.00pm, it will be abandoned.

54.5 In Saturday Pennant for games scheduled to commence at 1.00pm, if play has been interrupted and the game has not been completed by 6.00pm it will be abandoned.

54.6 For Saturday Pennant when a game scheduled to start at other than 1.00pm is interrupted, it will be abandoned five hours after the scheduled start time.

55. Forfeit/walkover offered by a side manager for reason of inclement weather/heat

A forfeit or a walkover offered for this reason will count as a completed game.

56. Inclement weather/other than heat

If BV decides to abandon play for reasons of inclement weather/other, no results will be required to be submitted.

57. Club discretion to determine whether play will commence

The Green Director or their Deputy at the Club where the match is scheduled to be played has the sole authority to determine whether the match will commence.

58. Play cannot commence

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

60.2 If after 1 hour of play being suspended the match cannot commence, the match is abandoned.

59. Play cannot continue after the match has commenced due to Inclement weather/other than heat

59.1 If at any time after play commences, play cannot continue, play may be suspended for up to 1 hour.

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

59.3 If after 1 hour of play being suspended play cannot recommence, the match is abandoned.

59.4 If play has been interrupted and the game has not been completed by 4.00 pm for Midweek Pennant and 6.00pm for Saturday Pennant, it will be abandoned on completion of the end in progress.

59.5 Inclement weather/lightning
Play should be suspended when lightning is present. Players should go inside a sturdy building and stay inside until 30 minutes after the last rumble of thunder.

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

60. Death of a player

60.1 If a match including a Final has commenced and a participating player passes away all games in progress at the Club will be abandoned.

60.2 Matches other than a Final abandoned because of a death of a player will count as a tie unless the scores are such that one Side must win the match if all the remaining ends were played.

60.3 In that case, the Side will be awarded the match with the scores as at the abandonment.

60.4 Final matches abandoned for this reason will be resumed under such conditions as the Bowls Victoria Metropolitan Pennant Committee decides with the scores carried forward as they were when play was abandoned.

61. Protected Events

61.1 The BV Victorian Open is a protected event. Metropolitan Pennant is not scheduled during the running of the event and the scheduling/playing of rounds of Region State Championships and Club Championship events during Victorian Open is prohibited.

61.2 No exemptions will be given for the conduct of Region/Club Championships during this time.

62. Playing of music

If music is played during a pennant game, it should not impact on the conduct of the game and be at a level acceptable to both Side Managers.

2018-19 Schedule One Midweek Competition

1. Promotion & Relegation

Clubs may enter a Side or Sides in the Midweek Metropolitan Pennant Competition. Depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section.

2. More than one side in a Division

Each Side will be placed in a different Section unless the BV Metropolitan Pennant Committee determines otherwise.

3. New side entry

A new Side entry may be placed in the lowest Division unless otherwise determined by the BV Metropolitan Pennant Committee. If this discretion is exercised, the Committee may also relegate a Side or Sides to enable this to occur.

4. Result where a side withdraws after the draw has been published

This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

5. Pre-match practice

5.1 Pre-match practice is not permitted other than the two trial ends.

5.2 A breach in the first instance may result in a warning. A subsequent breach may result in the game being awarded to the opposition and/or loss of points.

6. Commencement time

The commencement time will be not later than 10:30am with two trial ends completed before that time.

7. Scheduled break all Divisions

A 30-minute break is to be taken at 12 noon. A bell will be rung at 11:55am and no new ends are to be commenced after the bell including ends declared ‘dead’.

8. Scheduling of matches for Sectional Play

8.1 Play is usually scheduled Tuesday.

8.2 With prior approval of the Metropolitan Pennant Committee and the agreement of the opposing Club, Sectional games in all Divisions can be rescheduled to a Wednesday or Thursday. There is no provision to commence or complete a rescheduled game on another day.

9. Division 1 - Women only

Two Sections of six Sides
12 players per Side, 2 bowls per player, 21 ends.

Finals

Week 1	Section Semi Finals 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Week 2	Section Final Winner of 1 v 4 and 2 v 3 at a venue advised by BV.
Week 3	Division Final Winner of Section 1 v Winner of Section 2 at a venue advised by BV.

Midweek Champion of State Pennant Qualifying Game.
Winner of Division 1 Women Only v Winner of Division 1 Open at a venue advised by BV.

10. Division 1 - Open

Four Sections of ten Sides
12 players per Side, 2 bowls per player, 21 ends.

Finals

Week 1, Day 1	Section Semi Finals 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Week 1, Day 2	Section Final Winner of 1 v 4 and 2 v 3 at venue advised by BV.

Winner of Day 2 progresses to the Division Knockout Matches.
Division Knockout Matches to be played on a random draw basis.
The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional end(s) will be played (Law 28).

11. Divisions 2, 3 and 4 - Open

Eight Sections of ten Sides
12 players per Side, 2 bowls per player, 21 ends.

Finals: Same as Division 1 – Open.

12. Divisions 5 - Open

Seven Sections of ten Sides
12 players per Side, 2 bowls per player, 21 ends.

Finals

Week 1, Day 1	Section Semi Finals 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Week 1, Day 2	Section Final Winner of 1 v 4 and 2 v 3 at venue advised by BV. Seven Section winners progresses to Division Quarter Final knockout matches.
Week 2, Day 1	Division Quarter Final knockout matches. Day 1 Random draw to select six teams to play and one bye. Day 2 Random draw of winners (3) and bye (1) from Day 1.

Division Final Two winners from Day 2 of knockout matches.

13. Divisions 6 – Open 6-a-Side

Five Sections of ten Sides
6 players per Side, 2 bowls per player, 21 ends.

Finals

Week 1, Day 1	Section Semi Finals 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Week 1, Day 2	Section Final Winner of 1 v 4 and 2 v 3 at venue advised by BV. Five Section winners progresses to Division Quarter Final knockout matches.
Week 2, Day 1	Division Quarter Final knockout matches. Day 1 Random draw to select two teams to play and three byes. Day 2 Random draw of winner (1) and byes (3) from Day 1.
Division Final	Two winners from Day 2 of knockout matches.

14. State Pennant Championship Representation

The Winner of the Women Only Division 1 will play the winner of the Open Midweek Division 1 to determine who will be the Metropolitan Representative in the Champion of State Pennant event.

2018-19 Schedule Two Saturday Competition

1. Promotion & Relegation

Clubs may enter a Side or Sides in the Saturday Metropolitan Pennant Competition. Depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section.

2. Saturday Premier & Division One

2.1 No Club will have more than one Side in Premier Division.

2.2 Based on the previous seasons results in Premier Division, the bottom two Sides will be relegated to Division 1 and the two finalists in Division 1 Post-sectional play will be promoted to Premier Division.

2.3 If a Club already has a Side in Premier Division, the defeated Semi-Finalists will play off for the remaining position.

2.4 If each of the Semi-Finalists already has a Side in Premier Division then the Clubs who lost both Semi-Finals will be promoted.

2.5 If there are insufficient Sides in the Section winners eligible for promotion then best performed second Side in any section of Division 1 which does not already have a Side in Premier will be promoted.

3. Division Two

Based on the previous seasons results for Division 2, the winners of each Section Final will be promoted to Division 1 and the bottom two Sides in each Section will be relegated to Division 3.

4. Other Divisions

Based on the previous seasons results, the two finalists of each Section will be promoted and the bottom two Sides in each Section (other than for the last Division) will be relegated between adjacent Divisions.

5. Result where a side withdraws after the draw has been published

This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

6. More than one side in a Division

Each Side will be placed in a different Section unless the BV Metropolitan Pennant Committee determines otherwise.

7. New side entry

A new Side entry may be placed in the lowest Division unless otherwise determined by the BV Metropolitan Pennant Committee. If this discretion is exercised, the Committee may also relegate a Side or Sides to enable this to occur.

8. Pre-match practice

8.1 Prior to half an hour before the commencement time, the home team may practice on any rink other than the rinks or part of the rinks allocated to them for the match including east west or on the pegs if the match is to be played north south and vice versa if the game is played east west.

8.2 Visiting sides are not permitted to practice at the away venues on the day of competition.

8.3 A breach in the first instance may result in a warning. A subsequent breach may result in the game being awarded to the opposition and/or loss of points.

9. Commencement time

Matches are scheduled to commence not later than 1.00pm on a Saturday with two trial ends completed before that time.

10. Scheduled break

10.1 **Premier Division**
There will be no break taken irrespective of the day of play or the commencement time

10.2 **Other Divisions**
A 15-minute break is to 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'.

10.3 Side Managers may agree to waive the break. If there is no agreement then a break will be taken.

11. Scheduling of matches for Sectional Play

11.1 With prior approval of the Metropolitan Pennant Committee and the agreement of the opposing Club, Sectional games in all Divisions can be played on a Friday evening or Saturday at other than the scheduled 1.00pm start time.

11.2 A Friday match not commenced or completed on the Friday cannot be rescheduled.

11.3 A Saturday match must be commenced and completed on the Saturday. There is no provision to commence or complete a scheduled Saturday game on another day.

12. Competition – Premier Division and Divisions 1 - 6

12.1 **Premier Division**
One Section of 10 Sides
16 players per Side, 2 bowls per player, 21 ends

Finals

Week 1	Qualifying Final 1 v 2.
	Elimination Final 3 v 4.
Week 2	Preliminary Final.
	Loser of Qualifying Final to play
	Winner of Elimination Final.
Week 3	Final.
	Winner of Qualifying Final to play
	Winner of Preliminary Final.

All Premier Division finals played at a venue advised by BV.

12.2 **Division 1**
Four Sections of 10 Sides.
16 players per Side 2 bowls per player, 21 ends

Finals
Section Winners decided as follows:

Day 1	1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Day 2	Winner of 1 v 4 to play Winner of 2 v 3 at a venue advised by BV.

Winner of Day 2 progresses to the Division Knockout Matches.
Division Knockout Matches to be played on a random draw basis.
The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional end(s) will be played (Law 28).

12.3 **Division 2-6**
Eight Sections of 10 Sides.
16 players per Side 2 bowls per player, 21 ends.

Finals: Same as Division 1.

12.4 **Division 7**
Seven Sections of 10 Sides
16 players per Side, 2 bowls per player, 21 ends.

Finals:
Section Winners decided as follows:
Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Day 2 Winner of 1 v 4 to play Winner of 2 v 3 at a venue advised by BV.

Winner of Day 2 progresses to the Division Knockout Matches.
Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

12.5 **Division Knockout Matches**

Day 1	Random draw to select six teams to play and one bye.
Day 2	Random draw of winners (3) and bye (1) from Day 1.
Division Final	Two winners from Day 2 of knockout matches.

12.6 **Division 8, 6-a-Side**
Six Sections of 10 Sided
6 players per Side, 2 bowls per player, 21 ends.

Finals:
Section Winners decided as follows:

Day 1	1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Day 2	Winner of 1 v 4 to play Winner of 2 v 3 at a venue advised by BV.

Winner of Day 2 progresses to the Division Knockout Matches.
Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

12.7 **Division Knockout Matches**

Day 1	Random draw to select four teams to play and two byes.
Day 2	Random draw of winners (2) and byes (2) from Day 1.
Division Final	Two winners from Day 2 of knockout matches.

13. Premier Division Marquee Players

13.1 Up to three 'invited' international or interstate players to be known as 'marquee players' may be used by Clubs for their Premier Division Sides.

13.2 A 'marquee player' must be a registered financial member of that Premier Division Club and recorded on the BV Bowls Connect Data Base as eligible to represent the Club.

13.3 The names of a Marquee player must be submitted to BV prior to the first round of the Pennant Competition. No additional or replacement players can be added to a Club's list.

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

13.5 Players from Victoria being nominated as invited players must submit a BV Pennant Permit Request Form.

14. State Pennant Championship Representative

The winner of the Saturday Premier Division will be the Metropolitan Representative Club in the Champion of State Pennant event.

2018-19 Schedule Three Designated BOM Weather Station List

Ring BOM on 1196 for the recorded information required.
Wait until your designated BOM station temperature is announced.

CLUB	SUBURB	POSTCODE	WEATHER STATION
Aberfeldie	Essendon	3040	Melbourne (8.2kms)
Aberfeldie Community	Essendon	3040	Melbourne (8.2kms)
Albert Park	Albert Park	3206	Melbourne (4.1kms)
Alphington	Alphington	3078	Melbourne (5.3kms)
Altona	Altona	3018	Laverton (6.6kms)
Altona North	Altona North	3025	Laverton (8.4kms)
Altona Sports	Altona	3018	Laverton (6.6kms)
Armadale	Caulfield South	3162	Melbourne (10.5kms)
Ashburton	Ashburton	3147	Melbourne (11.8kms)
Auburn	Hawthorn East	3122	Melbourne (7.4kms)
Bayswater	Bayswater	3153	Scoresby (3.6kms)
Beaumaris	Beaumaris	3193	Moorabbin (4.9kms)
Bennettswood	Burwood	3125	Melbourne (12.8kms)
Bentleigh	Bentleigh	3204	Moorabbin (8.2kms)
Berwick	Berwick	3806	Scoresby (20.4kms)
Black Rock	Black Rock	3193	Moorabbin (5.8kms)
Blackburn	Blackburn	3130	Scoresby (10.3kms)
Blackburn North	Blackburn North	3130	Viewbank (8.9kms)
Boronia	Boronia	3155	Scoresby (3.2kms)
Box Hill RSL	Box Hill	3128	Viewbank (9.2kms)
Brighton	East Brighton	3187	Moorabbin (10.1kms)
Brighton Beach	Brighton	3186	Moorabbin (11.7kms)
Broadmeadows	Jacana	3047	Melbourne Airport (7kms)
Brunswick	Brunswick	3057	Melbourne (4.2kms)
Buckley Park	Essendon	3040	Melbourne (8.2kms)
Bundoora RSL	Bundoora	3083	Viewbank (5.4kms)
Burden Park	Springvale	3172	Moorabbin (5.7kms)
Burwood District	Glen Iris	3146	Melbourne (9.8kms)
Camberwell Central	Camberwell	3124	Melbourne (9.4kms)
Cardinia Waters	Pakenham	3810	Scoresby (30.3kms)
Carrum	Carrum	3197	Frankston (7.5kms)
Caulfield Park	Caulfield North	3161	Melbourne (8.7kms)
Chadstone	East Malvern	3145	Melbourne (11.2kms)
Chelsea	Chelsea	3196	Moorabbin (8.1kms)
Cheltenham	Cheltenham	3192	Moorabbin (2.5kms)
Chirnside Park CC	Chirnside Park	3116	Coldstream (7.5kms)
City of Heidelberg	Heidelberg	3084	Viewbank (2.6kms)
City of Melbourne	West Melbourne	3003	Melbourne (3.5kms)
Clayton	Clayton South	3169	Moorabbin (3.9kms)
Coatesville	East Bentleigh	3165	Moorabbin (7.1kms)
Coburg-Moreland	Coburg	3058	Melbourne (7.5kms)
Cockatoo & District	Cockatoo	3781	Scoresby (15.0kms)
Craigieburn	Craigieburn	3064	Melbourne Airport (12kms)
Cranbourne	Cranbourne	3977	Scoresby (25.4kms)
Cranbourne RSL	Cranbourne	3977	Scoresby (25.4kms)
Croydon	Croydon	3136	Scoresby (8.1kms)
Dandenong Club	Dandenong	3175	Moorabbin (10kms)
Dandenong RSL Rec	Dandenong	3175	Moorabbin (100kms)
Darebin City	Thornbury	3071	Melbourne (6.3kms)

CLUB	SUBURB	POSTCODE	WEATHER STATION
Deer Park	Deer Park	3023	Laverton (10.7kms)
Diamond Creek	Diamond Creek	3089	Viewbank (9.6kms)
Doncaster	Doncaster	3108	Viewbank (5.8kms)
Donvale	Donvale	3111	Viewbank (9.1kms)
Doutta Galla	Essendon	3041	Melbourne (8.2kms)
East Ivanhoe	East Ivanhoe	3079	Viewbank (4.0kms)
Eastwood Golf	Kilsyth	3137	Scoresby (7.8kms)
Edithvale	Edithvale	3196	Moorabbin (6.7kms)
Elsternwick Club	Elsternwick	3185	Melbourne (9.8kms)
Elsternwick Park	Brighton	3186	Moorabbin (11.4kms)
Eltham Recreation	Eltham	3095	Viewbank (5.2kms)
Epping RSL	Epping	3076	Viewbank (11.6kms)
Essendon	Essendon	3041	Melbourne (8.2kms)
Fairfield	Fairfield	3078	Melbourne (4.0kms)
Fawkner	Fawkner	3060	Melbourne (10.8kms)
Ferntree Gully	Ferntree Gully	3152	Scoresby (2.3kms)
Fitzroy Victoria	North Fitzroy	3068	Melbourne (3.5kms)
Flemington/Kensington	Flemington	3031	Melbourne (4.0kms)
Footscray Park	Footscray	3011	Melbourne (6.2kms)
Gladstone Park	Gladstone Park	3043	Melbourne Airport (5.7kms)
Glen Eira McKinnon	Ormond	3204	Moorabbin (10.1kms)
Glen Waverley	Glen Waverley	3150	Scoresby (7.6kms)
Glenroy	Glenroy	3046	Melbourne Airport (9.1kms)
Greensborough	Greensborough	3088	Viewbank (6.0kms)
Greythorn	Doncaster	3108	Viewbank (5.8kms)
Hampton	Hampton	3188	Moorabbin (8.7kms)
Hampton Park	Hampton Park	3976	Moorabbin (15.3kms)
Hampton RSL	Hampton	3188	Moorabbin (8.4kms)
Hawthorn	Hawthorn	3122	Melbourne (5.8kms)
Healesville	Healesville	3777	Coldstream (12.0kms)
Heatherdale	Mitcham	3132	Scoresby (7.5kms)
Heathmont	Heathmont	3135	Scoresby (4.7kms)
Heidelberg Golf	Lower Plenty	3093	Viewbank (2.3kms)
Highett	Highett	3190	Moorabbin (5.8kms)
Hoppers	Hoppers Crossing	3029	Laverton (6.0kms)
Hurstbridge	Hurstbridge	3099	Viewbank (13.8kms)
Ivanhoe	Ivanhoe	3079	Viewbank (5.2kms)
Keilor	Keilor	3036	Melbourne Airport (4.9kms)
Kew Heights Sports	Kew	3101	Melbourne (6.1kms)
Keysborough	Keysborough	3173	Moorabbin (6.5kms)
Kingsbury	Kingsbury	3083	Viewbank (6.3kms)
Lalor	Lalor	3075	Viewbank (10.3kms)
Laverton	Altona Meadows	3028	Laverton (3.3kms)
Lilydale	Lilydale	3140	Coldstream (6.5kms)
Malvern	Malvern	3144	Melbourne (8.4kms)
Maribyrnong Park	Maribyrnong Park	3039	Melbourne (6.0kms)
Marysville	Marysville	3779	Coldstream (38.1kms)
MCC	Hawthorn	3122	Melbourne (5.5kms)
Melbourne	Windsor	3181	Melbourne (4.8kms)
Melton	Melton	3337	Melbourne Airport (22.1kms)
Mentone	Mentone	3195	Moorabbin (2.5kms)
Middle Park	Middle Park	3206	Melbourne (4.8kms)
Mitcham	Mitcham	3132	Scoresby (7.1kms)
Monbulk	Monbulk	3793	Scoresby (14.3kms)

SCHEDULE THREE

CLUB	SUBURB	POSTCODE	WEATHER STATION
Montmorency	Montmorency	3094	Viewbank (3.7kms)
Moonee Ponds	Moonee Ponds	3039	Melbourne (6.0kms)
Moonee Valley	Moonee Ponds	3039	Melbourne (6.0kms)
Moorabbin	Moorabbin	3189	Moorabbin (4.4kms)
Mooroolbark	Mooroolbark	3138	Scoresby (10.1kms)
Mordialloc	Mordialloc	3195	Moorabbin (2.3kms)
Mt Cottrell	Mt Cottrell	3924	Laverton (13.0kms)
Mt Waverley	Mt Waverley	3149	Scoresby (11.1kms)
Mulgrave Country Club	Wheelers Hill	3150	Scoresby (7.4kms)
Murrumbeena	Carnegie	3163	Moorabbin (10.4kms)
Murrumbeena Park	Murrumbeena	3163	Moorabbin (9.1kms)
Narre Warren	Narre Warren	3805	Scoresby (16.9kms)
Newport	Newport	3015	Melbourne (8.6kms)
Noble Park	Noble Park	3174	Moorabbin (7.4kms)
North Balwyn	North Balwyn	3104	Viewbank (6.7kms)
Oakleigh	Oakleigh	3166	Moorabbin (7.7kms)
Pakenham	Pakenham	3810	Scoresby (30.3kms)
Palm Lakes Resort	Truganina	3029	Laverton (3.0kms)
Parkdale	Parkdale	3195	Moorabbin (1.8kms)
Point Cook Village	Point Cook Village	3030	Laverton (5.9kms)
Port Melbourne	Port Melbourne	3207	Melbourne (6.4kms)
Preston-Reservoir	Reservoir	3073	Viewbank (8.4kms)
Princes Park Carlton	North Carlton	3054	Melbourne (2.1kms)
Richmond Union	Richmond	3121	Melbourne (3.0kms)
Ringwood	Ringwood	3134	Scoresby (7.1kms)
Rosamond/Footscray Pk	Maribyrnong	3032	Melbourne (8.2kms)
Rosanna	Rosanna	3084	Viewbank (2.4kms)
Sandringham	Black Rock	3193	Moorabbin (5.8kms)
Royal Melbourne GC	Black Rock	3193	Moorabbin (5.8kms)
SOC	East Bentleigh	3165	Moorabbin (7.7kms)
South Oakleigh	South Oakleigh	3167	Moorabbin (5.7kms)
St Albans	St Albans	3021	Laverton (9.4kms)
St Kilda	St Kilda	3182	Melbourne (4.8kms)
Strathmore	Strathmore	3041	Melbourne (9.6kms)
Sunbury	Sunbury	3429	Melbourne Airport (14.3kms)
Sunshine City	Albion	3020	Laverton (8.9kms)
Sunshine RSL	Sunshine	3020	Laverton (10.6kms)
Sunshine VRI	Braybrook	3019	Melbourne (9.8kms)
Templestowe	Templestowe	3106	Viewbank (3.9kms)
Thornbury	Thornbury	3071	Melbourne (6.3kms)
Toorak	Toorak	3142	Melbourne (5.7kms)
Upwey/Tecoma	Upwey	3158	Scoresby (7.2kms)
Vermont South	Vermont South	3133	Scoresby (7.0kms)
Warburton	Warburton	3799	Coldstream (25.7kms)
Waverley Golf	Rowville	3178	Scoresby (8.0kms)
Werribee	Werribee	3030	Laverton (9.7kms)
West Coburg	West Coburg	3058	Melbourne (7.5kms)
Whittlesea	Whittlesea	3757	Viewbank (25.6kms)
Williamstown	Williamstown	3016	Melbourne (9.1kms)
Willow Lodge	Bangholme	3175	Moorabbin (10.1kms)
Yarra Glen	Yarra Glen	3775	Coldstream (7.9kms)
Yarra Junction	Yarra Junction	3797	Coldstream (18.6kms)
Yarra Valley CC	Bulleen	3105	Viewbank (3.3kms)
Yarraville/Footscray	Yarraville	3013	Melbourne (7.1kms)

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