



**BOWLS**  
VICTORIA

**2020-21**

**VICTORIAN PENNANT  
CONDITIONS OF PLAY**

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## Section 1. Conditions of Play applicable to both Metropolitan & Region/Division Pennant Competitions

### Introduction

The Board of Bowls Victoria has approved these Conditions of Play.

The Conditions of Play are reviewed annually by the Officiating and Laws Committee.

The Board reserves the right to amend the Conditions of Play from season to season or as required. These Conditions of Play apply to the conduct of the 2020-21 midweek and weekend Metropolitan and Region/Division pennant competitions, which are separate competitions.

The Metropolitan and Region/Division Pennant Competitions are conducted in accordance with the:

- Laws of the Sport of Bowls Crystal Mark 3rd edition version 3.1 and BA Domestic Regulations (DRs) as published in April 2019.
- Bowls Australia (BA) Policies; and
- Bowls Victoria (BV) Constitution, BV Regulations, and BV Policies.
- No laws governing a sport can cope with every situation, and the Laws governing the sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the Laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action.

### 1. Eligibility of Member Clubs

- 1.1. Clubs may enter a side or sides in the metropolitan and region/division pennant competitions.
- 1.2. Sides will be assigned a division and section within each competition. The placement of sides will depend on the promotion and relegation provisions applicable from the previous season, unless otherwise determined by Bowls Victoria or a region/division pennant Controlling Body.
- 1.3. Sides of a club will be graded numerically (1, 2, 3, 4 etc.) in descending order of ability.
- 1.4. A new side entry in a pennant competition will be placed in a division as determined by Bowls Victoria or the region/division pennant controlling body. This may result in a side or sides being relegated as necessary to accommodate the new side.

### 2. Insufficient Players to Enter a Side

- 2.1. A club may seek approval from Bowls Victoria or the region/division pennant controlling body to combine with another club or clubs to enter a Side.
- 2.2. One of the combined clubs must be nominated as being responsible for submitting the side and recording results in BowlsLink, as provided for in Section 2, Clause 9 for the metropolitan competition and Section 3, Clause 8 for regions/divisions.
- 2.3. If a combined side is approved, the players are permitted to wear their respective club uniform and cap. If bowls discs are used, all members of the combined side must use discs that are of the same colour/design.
- 2.4. If a club does not have sufficient players to form a side for the club's lowest numbered Side, the Side can play with one or more teams playing in accordance with DR 2.6.

### 3. Bowls Identification Discs

- 3.1. 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.
- 3.2. Where opponents use the same coloured discs, the visiting Side shall remove theirs or use another colour if available.
- 3.3. Bowls discs cannot cover the WB Stamp/Date, or the Serial Number of the bowl, and they should be cut or trimmed to comply.
- 3.4. Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl.
- 3.5. 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.

### 4. Controlling Body on Day of Play

The Controlling Body for matters arising on the day of play is the Host club.

### 5. Side Manager on Day of Play

- 5.1. Wherever under a law, regulation, policy or the BV Conditions of Play a side is given a right of decision or choice, it will be exercised by the side manager who will act on behalf of the Side.
- 5.2. The side manager must not be the umpire of the day for the game they are managing.

### 6. Umpires

- 6.1. The club that is designated as the home club must appoint an accredited umpire to officiate.
- 6.2. If the home club does not have an accredited umpire available, then a visiting accredited umpire may be appointed to officiate. Alternatively, if no accredited umpire is available, then an accredited measurer must be appointed umpire.
- 6.3. If no accredited umpire or measurer is available, then a competent player from the home club must be appointed to act as umpire for that day.
- 6.4. An umpire's decision is final and cannot be contested, disregarded, or appealed except for matters relating to the meaning or interpretation of a Law.
- 6.5. The umpire of the day must resolve any matter where the side managers cannot agree.
- 6.6. The umpire of the day must not be the side manager, side captain or coach for the game they are umpiring.

### 7. Eligibility of Players

- 7.1. Clubs must ensure all their players competing in any Victorian pennant competition are registered BV Members with playing rights and recorded on the club's BowlsLink database prior to the commencement of the game.

(\*For the **BV Metropolitan Pennant Competition**, a breach of this requirement will result in forfeiture of the game to the opponent and/or action being taken under Section 2, Clause 2 Infringements).

(\*\*For the **region/division pennant competitions**, the region/division pennant Committee will determine action to be taken for a breach of this provision)

Note: *Any participant in an organised event\* at club level and above must be a registered financial member\*\* of a BV Member club and recorded on the BowlsLink database as having playing rights.*

*\* Organised club events include all regular competitions regardless of the value of the prize or prestige associated with the event. For the avoidance of doubt, this includes social competitions such as Thursday morning triples where the prize might be a frozen chook or a small amount of money, but does not include barefoot bowls or Christmas parties which are understood to serve as an important format to attract new members and a vital income stream for clubs.*

*\*\* A registered financial member is any club membership that includes playing rights of any kind.*

## 8. Selection of Sides

- 8.1. Gender cannot be used as criteria for selection.
- 8.2. Subject to Section 2, Clause 24 for the metropolitan competition and Section 3, Clause 5 for region/division competitions, sides will be filled by available players in descending order of ability.
- 8.3. If there are insufficient players available on a day of play to fill all Sides entered by the club, the lowest graded side must be the side which forfeits.
- 8.4. The club's lowest graded side can play with one or more teams playing ONE player short in accordance with DR 2.6.
- 8.5. If a club has insufficient players to fill all sides entered by the club, an affiliated player may act as a substitute in the club's lowest graded side.
- 8.6. Only one substitute is permitted in each team (rink) and the substitute cannot skip.
- 8.7. A player will not play or substitute in more than one side in the same round of the same metropolitan or region/division pennant competition. (Excluding the Metropolitan Premier Division and Weekend 6-a-Side competition).
- 8.8. For the BV Metropolitan Pennant Competition, a player may not play in more than one round of competition on the same weekend. (Excluding the Metropolitan Premier Division and Weekend 6-a-Side competition).
- 8.9. A club forfeiting must notify their opponent via phone as soon as possible, but no later than two hours before the scheduled starting time.

(For the BV Metropolitan Pennant Competition, the failure of a club to comply with this clause may result in action being taken pursuant to Section 2, Clause 2–Infringements).

## 9. Pennant Permit

- 9.1. A player can be approved to play in a midweek or weekend pennant competition for a member club other than their nominated club by submitting a pennant permit request form to BV prior to round 4 of the pennant competition they wish to play in. No application will be considered after round 4. This form must be endorsed by both clubs.

- 9.2. If approved by BV, a permit remains in place until 30 June of the following year and the player is not eligible to play pennant for their nominated club in the competition for which the permit applies, until the permit expires.
- 9.3. A player may apply for a clearance from their nominated club while a permit is in place.
- 9.4. A player may only apply for one permit for a pennant competition.
- 9.5. A player with a pennant Permit may not play in the singles, pairs, mixed pairs, triples and fours championships at their permit club. The ability to play in other club events is at the discretion of the club conducting the event.
- 9.6. A player with a pennant Permit may not play in the Singles, Pairs, Mixed Pairs, Triples or Fours Championships of a region, other than that of their nominated club and is not eligible to represent a region/division other than that of their nominated club.

## **10. Player, Coach and Officials Conduct & Behaviour**

- 10.1. All players, coaches, and officials are required to conduct themselves in a polite and sportsmanlike manner. The following behaviours are not acceptable when participating or officiating in a metropolitan or region/division pennant competition:
  - 10.1.1. Act in an abusive, threatening, or intimidating manner;
  - 10.1.2. Use obscene, offensive, abusive, threatening, or intimidating language;
  - 10.1.3. Act in an unsportsmanlike manner;
  - 10.1.4. Threaten any person with physical violence or assault;
  - 10.1.5. Assault any person;
  - 10.1.6. Act in a manner likely to bring the sport of bowls into disrepute; or
  - 10.1.7. Act in a manner likely to bring Bowls Victoria into disrepute.
- 10.2. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 14) and/or the matter being referred to the BV Disciplinary Committee.

## **11. Smoking**

- 11.1. 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.
- 11.2. Smoking is only permitted in the designated area as determined by the host club.
- 11.3. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 14) and/or referring the matter to the BV Disciplinary Committee.

## **12. Personal Electronic/Communication Devices**

- 12.1. 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.
- 12.2. 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 play. 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.

12.3. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 14) and/or referring the matter to the BV Disciplinary Committee.

12.4. Exemptions are provided for scoreboard control devices.

### **13. Consumption of Alcohol**

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

13.2. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 14) and/or referring the matter to the BV Disciplinary Committee.

### **14. Instantaneous Penalties**

14.1. 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, coach or official 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.

14.2. If the umpire forms the opinion on a second occasion that the same player, coach or official is non-compliant, the player will be excluded from taking any further part in the game. A substitute will not be permitted.

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

14.4. Any of the above umpire imposed penalties are final and cannot be appealed.

14.5. The umpire shall also complete a [BA Instantaneous Penalty Report](#) and forward it to BV within seven (7) days of the incident.

### **15. Damage to Green - Delivery of a Jack or Bowl**

15.1. 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 their skip and/or side manager advised.

15.2. 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.

15.3. If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game (DR 1.2).

15.4. If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opposing side.

15.5. If a "dump mat" is not available and the offending player agrees to leave the game as directed by the umpire, a substitute is then permitted in accordance with DR 2.4.

15.6. A "dump mat" may only be used for an individual player(s) to address an identified issue as defined above.

## **16. Damage to Green - Use of a Wheelchair, Walking Frame or other Approved Artificial Device**

- 16.1. If an umpire by 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, a warning will be issued to the player and their skip and/or side manager advised.
- 16.2. If the umpire forms the opinion on a second occasion that the player has caused further damage to the green, the umpire will direct that the player retires from the game.
- 16.3. If a player retires from the game a substitute player is permitted.
- 16.4. If a player refuses to leave the green, they will be a defaulting player, and the game forfeited to the opponent

## **17. Bowlers Arm**

- 17.1. When a player commences using a bowlers arm in a game, then the arm 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.
- 17.2. If an umpire, by observation or on appeal by a side manager or a skip, decides that a player is non-compliant then they will warn the player and advise the skip and side manager.
- 17.3. 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 and a substitute will not be permitted.
- 17.4. Failure to comply may also result in the matter being referred to the BV Disciplinary Committee and for the metropolitan pennant competition, action taken under Section 2, Clause 2 Infringements.

## **18. Substitute Players Prior to Commencement of a Game**

- 18.1. If a club has selected all available players and is unable to fill all sides, a Bowls Victoria affiliated player from another club may act as a substitute in the club's lowest graded side.
- 18.2. Only one substitute is permitted in each team (Rink) and the substitute cannot skip.

## **19. Incomplete team at Commencement of a Game**

- 19.1. If, 30 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side and no eligible or affiliated substitute is available or allowed, the game must continue in accordance with the provisions of DR 2.6.
- 19.2. The skips of both teams will carry the scorecard and update the score at the completion of each end.
- 19.3. The opponents with a complete team will have their second play consecutive bowls (DR 2.6).
- 19.4. If the absent player arrives late, they must take their original place in the team and enter the game at the completion of the end in progress.



## **20. Incomplete Team After a Game has Commenced**

- 20.1. If a player who has commenced the game cannot continue and there is no eligible or affiliated substitute available, a team may play with an absent player. The absent player is the second.
- 20.2. If a substitute is available, they must play in the same position as the player being substituted, except if it is the skip. If a substitute is required for a skip, then the other members of the team must rearrange their positions as necessary.
- 20.3. The skips of both teams will carry the scorecard and update the score at completion of each end.
- 20.4. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.
- 20.5. If a player who leaves the game subsequently becomes available, they must re-join the team in their original place in the team at the completion of the end in progress.
- 20.6. If a substitute player is available, the controlling body may allow them to enter the game at the completion of the end in progress.

## **21. Draw for Rinks**

- 21.1. The rink draw will be conducted prior to the commencement of the game by the side managers.
- 21.2. 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.

## **22. Allocation of Rinks**

- 22.1. Rinks must be consecutively numbered. A side will play on consecutively numbered rinks, preferably on the same green.
- 22.2. The separation of teams that are part of a side is not permitted on the same green.
- 22.3. Where more than one green is required, a side will play on those rinks which have been consecutively numbered for both greens.

## **23. Delaying Play**

- 23.1. If an umpire by their 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 the skip, and the side manager must be advised.
- 23.2. 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.

## **24. Death of a Player**

- 24.1. If a game has commenced and a participating player passes away all games in progress at the club will be abandoned.
- 24.2. Points for game other than a Final abandoned because of the death of a player will be awarded as per Section 2, Clauses 7 and 11 for the metropolitan competition and Section 3, Clause 7 for regions/divisions.

- 24.3. Final games abandoned for this reason will be resumed under such conditions as Bowls Victoria or the region & division pennant committee decides with the scores carried forward as they were when play was abandoned, unless the scores are such that one Side must win the game if all the remaining ends were played.

## 25. Protected Events

- 25.1. BV Victorian Open.
- 25.1.1. 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 the Victorian Open is prohibited.
- 25.1.2. No exemptions will be given for the conduct of region/club championships during this time.
- 25.2. The Nationals (Bowls Australia event):
- The Nationals are a protected event for pennant under the following conditions:
- 25.2.1. Where one player from a pennant side is unavailable due to playing in The Nationals, then that side will play without any recourse;
- 25.2.2. Where 2 or more players are playing in The Nationals, the following shall occur:
- 25.2.2.1. By mutual agreement, teams can agree to play without players that are playing in The Nationals:
- 25.2.2.2. Clubs are encouraged to find a suitable alternate date to avoid any clash;
- 25.2.2.3. Where a suitable alternative date cannot be agreed to, Bowls Victoria or the region/division pennant committee will nominate the suitable date.
- 25.2.3. If Clause 25.2.2.3 is invoked, the controlling body cannot choose a date during The Nationals.
- 25.2.4. State and club championships can be conducted on the proviso that any player at The Nationals must have an equal opportunity to participate with no exception.
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## Section 2. Metropolitan Specific Conditions

### 1. Competition Format

- 1.1. Each competition has divisions and within each division, there will be Sections, except for Premier division in weekend pennant.
- 1.2. For the metropolitan pennant competition, if a club has more than one side in a division each Side will be placed in a different Section unless Bowls Victoria determines otherwise.
- 1.3. The number of divisions and Sections will depend on the number of entries received.

### 2. Infringements

The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play, for metropolitan pennant competitions, shall involve a monetary fine (not exceeding \$1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the BV Disciplinary Committee, in respect of an affiliated player or club.

### 3. Penalty for a Side Withdrawal after the Competition Draw is Published

- 3.1. For the 2020/21 Season, a \$100.00 penalty will exist for a club withdrawing a side after the draw is published. In the 2021/22 Season, clubs will incur a financial penalty of \$600.00 for a 16-a-Side and 12-a-Side and \$300.00 for a 6-a-Side and 7-a-Side.
- 3.2. The side withdrawn will be deemed to have finished in last position in the Section and will be relegated to the next lower division at the end of the season.

### 4. International or interstate players (Marquee players)

- 4.1. Up to three 'invited' international or interstate players, to be known as 'marquee players', may be used by a club for both midweek and weekend pennant in any division.
- 4.2. A club is entitled to have three marquee players for midweek pennant, and three marquee players for weekend pennant. Marquee players are not permitted for the 6-a-side and Thursday 7-a-side competitions.
- 4.3. A 'marquee player' must be a registered member of the club and registered on the BowlsLink database prior to the first round of the applicable pennant competition.
- 4.4. The names of a Marquee player or players must be submitted to BV via e-mail prior to the first round of the pennant competition. No additional or replacement 'marquee' players can be added to a club's list.
- 4.5. Interstate players must submit a [BA Interstate pennant Permit Declaration Form](#) through their state body. An interstate clearance is not required.
- 4.6. Players from Victoria (Intrastate players), nominated as invited players, must submit a [BV pennant Permit Request Form](#).
- 4.7. Complaints must be lodged via the following form:  
<https://bowlsvictoria.wufoo.com/forms/kkch3la16yfhji/>
- 4.8. Any breach of this clause may result in action being taken under Section 2, Clause 2 Infringements.

## 5. Rules for Attire

- 5.1. 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.
- 5.2. All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.
- 5.3. For pennant, bowlers must be attired in the same club, upper body attire in respect to image and colour.
- 5.4. All lower body attire must include the NMP logo immediately above the back-right pocket or front right below pocket.
- 5.5. If BV registered shirts/tops are worn, all members of the side must be in the same attire (Except for a combined side as provided for in Section 1, Clause 2.3).
- 5.6. The NMP Logo must appear on the front or side of all headwear, except on hats with a club hat band, where a logo is not required.
- 5.7. An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.
- 5.8. Complaints must be lodged via the following form:  
<https://bowlsvictoria.wufoo.com/forms/kkch3la16yfhji/>.
- 5.9. Failure to comply will result in a warning on the first occasion. A subsequent breach(s) may result in a fine of \$100 and/or in action being taken under Section 2, Clause 2 Infringements.
- 5.10. To register all uniform garments, the Uniform Registration Form must be used.

## 6. Eligibility to Play in Finals

- 6.1. A Side must not include any player who during the current season has played less than 7 (Seven) games for the Club in that Metropolitan Pennant Competition.
- 6.2. To be eligible to play finals, a player must comply with Section 1, Clause 7 in the Conditions of Play (Eligibility of Players) and must have played a minimum of 6 (Six) games in that side or lower graded side.
- 6.3. A Side must not include any player who, during the current season has played more than 6 (Six) games in any higher graded Sides, unless the player has played in 6 (Six) or more games in the Side concerned or a lower graded Side.
- 6.4. If a club has insufficient players, they may apply to Bowls Victoria via e-mail for approval to include a player who has not met the above requirements.
- 6.5. Failure to comply will result in action being taken under Section 2, Clause 2 Infringements.

## 7. Points Allocated for a Game

### 7.1. Points for a Win, Tie or Bye

<b>Side win</b>	10 points
<b>Side tie</b>	5 points
<b>Team win</b>	2 points
<b>Team tie</b>	1 point
<b>Bye</b>	No points

### 7.2. Points for a Side receiving a walkover\*

<b>16 players per side</b>	18 points, plus 15 shots
<b>12 players per side</b>	16 points, plus 12 shots
<b>7 players per side</b>	16 points, plus 8 shots
<b>6 players per side</b>	14 points, plus 8 shots

\*Note: This includes a walkover resulting from a Side withdrawal after the competition has commenced.

### 7.3. Penalty for a Side giving a walkover\*

<b>16 players per side</b>	0 points, minus 15 shots
<b>12 players per side</b>	0 points, minus 12 shots
<b>7 players per side</b>	0 points, minus 8 shots
<b>6 players per side</b>	0 points, minus 8 shots

\* Note: Including a walkover resulting from a Side withdrawal after the competition has commenced.

### 7.4. Points for a Side receiving forfeit

<b>16 players per side</b>	18 points, plus 15 shots
<b>12 players per side</b>	16 points, plus 12 shots
<b>7 players per side</b>	16 points, plus 8 shots
<b>6 players per side</b>	14 points, plus 8 shots

### 7.5. Penalty for a side giving a forfeit

<b>16 players per side</b>	0 points, minus 15 shots
<b>12 players per side</b>	0 points, minus 12 shots
<b>7 players per side</b>	0 points, minus 8 shots
<b>6 players per side</b>	0 points, minus 8 shots

### 7.6. Points for an Abandoned Game **\*\***(refer criteria for abandoned Game Section 2, Clauses 10, 11 and 23)

<b>16 players per side</b>	9 points, no shots
<b>12 players per side</b>	8 points, no shots
<b>7 players per side</b>	8 points, no shots
<b>6 players per side</b>	7 points, no shots

\*\* Unless the scores are such that a side must win the game if all remaining ends were played

## 8. Additional Penalty for a Side Forfeit or Walkover

8.1. Unless a forfeit or walkover is directly related to COVID-19-19, Normal fines will occur for a side forfeit or withdrawal. As well as a loss of shots, a club who has had a

side forfeit will incur a financial penalty of \$25.00 for a 16-a-side and 12-a-side and \$20.00 for a 7-a-side and 6-a-side.

8.2. When a walkover has been conceded, it cannot be withdrawn.

## 9. Result and Team Submission to Bowls Victoria

- 9.1. Both the home and away sides are responsible for entering full teams on BowlsLink prior to the commencement of a game. A failure to submit team(s) may result in a penalty of either a \$100 fine or the deduction of competition points for the side concerned. The penalty is at the discretion of Bowls Victoria.
- 9.2. Results must be submitted by the home club and confirmed by the away club by Sunday at 6pm (weekend pennant), Wednesday at 3pm (midweek pennant) and Friday at 3pm (7-a-Side Thursday pennant) for a given round.
- 9.3. If the Home club fails to enter results and the away club fails to confirm the results, in accordance with the provisions of Section 2, Clause 9.2, a penalty of either a \$100 fine or the deduction of competition points may apply to the side concerned. The penalty is at the discretion of Bowls Victoria.
- 9.4. If a side receives a walkover/forfeit or a bye, they must submit the names of the selected players for finals eligibility purposes in accordance with Section 2, Clause 9.1.
- 9.5. Clubs may seek a correction to the result submitted to BowlsLink. The request must be received in writing and endorsed by both clubs within 48 Hours of the game being completed.
- 9.6. In the event of a disputed result, it is expected that all clubs will keep scorecards for the duration of the season.

## 10. Advice of Abandonment of Play by Bowls Victoria

Updates will be provided on the BV Website and the BV Facebook page.

## 11. Awarding of Points for Abandoned Games

- 11.1. When play is abandoned by Bowls Victoria for all games in a round, the points will be shared as per an abandoned game, as provided in Section 2, Clause 7.6.
- 11.2. When play has commenced, and the game is subsequently abandoned under Section 2, Clause 12 (Game Abandoned by Side Manager Agreement) or Section 2, Clause 23 (Inclement Weather, Play Commencing and Interruptions), or Section 1, Clause 24 (Death of a Player), and the following minimum number of ends have been completed:
  - 60 ends being completed for a 16-player game.
  - 45 ends being completed for a 12-player game.
  - 30 ends being completed for a 7-player game.
  - 20 ends being completed for a 6-player game.

then the game will be awarded to the Side that has the higher number of total shots at the time the game is abandoned, and points shall be allocated in accordance with the provisions of Section 2, Clause 7.1.

If the game is abandoned prior to the above number of ends being completed, the maximum available points will be shared equally as for an abandoned game (Section 2, Clause 7.6).

- 11.3 In the event of government imposed COVID-19 constraints impacting on the competition, BV will take the necessary action which may include abandonment of games.
- 11.4 If games are abandoned by BV due to COVID-19 constraints, points will be shared equally as for an abandoned game (Section 2, Clause 7.6).

## **12. Game Abandoned by Side Manager Agreement**

- 12.1. Games in metropolitan pennant can only be abandoned by agreement under the following conditions:
  - 12.1.1. Weather/Heat as per Section 2, Clause 23;
  - 12.1.2. Safety of the players and/or officials;
  - 12.1.3. Death of a player Section 1, Clause 24;
  - 12.1.4. Weather other than Heat ie: rain, including lightning Section 2, Clause 23.
- 12.2. At the time of abandonment points will be awarded as per Section 2, Clauses 7.6 or 11.
- 12.3. Any breach of this Clause may result in action being taken under Section 2, Clause 2 Infringements.

## **13. Post-Sectional game abandoned due to weather**

- 13.1. Every effort must be made to complete a post-sectional (knockout) game on the scheduled day.
- 13.2. If a post sectional match game is abandoned, it will be rescheduled and completed under such conditions as the Bowls Victoria decides unless the scores are such that one side must win the game if all remaining ends were played.

## **14. Section Results by Round**

- 14.1. The order of Sides in each section will be determined by the total points gained.
- 14.2. If two or more Sides have the same number of points, their order will be determined by the net margin of shots 'for' minus shots 'against' each Side.
- 14.3. If net margins are equal, the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.
- 14.4. If there is still a tie for a position to qualify for finals play, the sides concerned will play a deciding game under conditions determined by Bowls Victoria.

## **15. Rescheduling of Games**

Clubs, with the approval of Bowls Victoria, may negotiate to play a game at a time or day other than the scheduled time, on the understanding that the game must be completed prior to the next round of that metropolitan pennant competition being scheduled.

## **16. Use of a Neutral Venue**

Clubs may negotiate to play a game (other than a final) at a neutral venue on the understanding that the game must be completed prior to the next round of that metropolitan pennant competition being scheduled.

## **17. Location of Games**

A club with the agreement of their opponents may play any game other than a Final at the scheduled location or at an alternative location. Bowls Victoria must be advised by e-mail of any change in location.

## 18. Pre-game Pennant Practice

- 18.1. 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 game including east west or on the pegs if the game is to be played north south and vice versa if the game is played east west.
- 18.3. Visiting sides are not permitted to practice at the away venues on the day of competition.
- 18.4. A breach in the first instance may result in a warning. A subsequent breach may result in a fine of \$100 or the deduction of four (4) competition points and/or action being taken under Section 2, Clause 2. The applicable penalty is at the discretion of Bowls Victoria.

## 19. Condition of Green

- 19.1. BV recommends the speed for greens for the conduct of a metropolitan pennant competitions range between 13 and 17 seconds.
- 19.2. A green must be suitable for play. When a club determines that its green(s) is not suitable for play, it must:
  - 19.2.1. Inform visiting club(s) and Bowls Victoria immediately the determination is made;
  - 19.2.2. Make a genuine attempt to find an alternative venue. Such attempt must be clearly documented (club(s) contacted, name of club contact person, time of contact and outcome),
  - 19.2.3. A decision to close a green or greens must be supported by photos and documented evidence, including time frame and action taken.
- 19.3. If a satisfactory alternative green cannot be found, the club may be directed by Bowls Victoria to use an alternative venue or forfeit the game(s) and may be subject to further action under Section 2, Clause 2 Infringements.
- 19.4. After commencement of a match, the greens director or their deputy has the authority to close the green due to safety of players and/or damage to the green.

## 20. Timing of Greens at Home Club Discretion

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

## 21. Use of Alternative Venue for Home Games

- 21.1. 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.
- 21.2. 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 cannot be reached between the clubs, it will be referred to Bowls Victoria for resolution.
- 21.3. 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.



## 22. Scheduled Break

- 22.1. Refer to Schedule 1, Clause 2 for the midweek competition information).
- 22.2. Refer to Schedule 2, Clause 2 for the weekend competition information.

## 23. Inclement Weather, Play Commencement, and Interruption to Play

- 23.1. Bowls Victoria's Metropolitan Pennant Competition complies with Bowls Victoria's [Weather Policy](#).

- 23.2 'Code Red' or Total Fire Ban day scheduled on day of play:

- 23.2.1 . If a 'Code Red' 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.

- 23.2.2. If a Total Fire Ban Day is announced for the Central Fire District on a day of play (by the Bureau of Meteorology), metropolitan pennant games, both home and away, scheduled to be played by a club that has registered as not being available to play on Total Fire Ban days, will be abandoned. Results are not required to be submitted and points will be shared between the club listed and their opponent for that round, as provided in Section 2, Clause 7.6.

- 23.2.3. The following clubs have registered to abandon both home and away games on a day of total fire ban for the Central Fire District:

- Bacchus Marsh Bowling club
    - Box Hill RSL Bowls Section
    - Donvale Bowls club
    - Melton Bowls club
    - Monbulk Bowling club
    - Mount Waverley Bowling club
    - Oakleigh Bowling club
    - Yarra Junction Bowling club

- 23.3. Due to Heat

Clubs must use the official BOM (Bureau of Meteorology) App and enter the relevant BOM Weather Station Location as listed in Section 3.

The official BOM app can be found here: [www.bom.gov.au/app](http://www.bom.gov.au/app)

- 23.3.1. Play cannot commence:

- 23.3.1.1. 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 game, play may be suspended for up to 1 hour.

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

- 23.3.2. Play has commenced:

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

- 23.3.2.2. If the temperature fails to fall below 36 degrees Celsius after play has been suspended for 1 hour, the game will be abandoned.
  - 23.3.2.3. Every effort must be made to complete any ends in progress prior to leaving the green.
  - 23.3.2.4. midweek and weekend pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.
- 23.4. Inclement weather other than heat
- 23.4.1. Play cannot commence:
    - 23.4.1.1. If play cannot commence at the scheduled commencement time of the game, play may be suspended for up to 1 hour.
    - 23.4.1.2. If after 1 hour of play being suspended the game cannot commence, the game will be abandoned.
  - 23.4.2. Play has commenced:
    - 23.4.2.1. If after 1 hour of play being suspended the game cannot commence, the game will be abandoned.
    - 23.4.2.2. Every effort must be made to complete any ends in progress prior to leaving the green.
    - 23.4.2.3. midweek and weekend pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.
- 23.5. If lightning is present:
- 23.5.1. Play should be immediately suspended when lightning is present. Players should go inside a sturdy building and stay inside until 30 minutes after the last sight of lightning.
  - 23.5.2. Bowlers arms, bowls lifters and umbrellas should not be handled when lightning is present.
- 23.6. Air Quality Ratings for metropolitan pennant
- 23.6.1. Hazardous rating
    - 23.6.1.1. If the EPA Air Quality [www.epa.vic.gov.au/EPAAirWatch](http://www.epa.vic.gov.au/EPAAirWatch) Forecast for "Melbourne" on Tuesday/Thursday 8:30am and Saturday at 10am is rated as Hazardous, then that Round of pennant will be abandoned for both midweek and weekend pennant respectively.
      - 23.6.1.1.1. This will be communicated to all clubs as per Section 2, Clause 10 in the Conditions of Play.
      - 23.6.1.1.2. All points will be shared for all games in accordance with the provisions of Section 2, Clause 7.6.
  - 23.6.2. Poor or Very Poor rating
    - 23.6.2.1. If the EPA Air Quality [www.epa.vic.gov.au/EPAAirWatch](http://www.epa.vic.gov.au/EPAAirWatch) Forecast for "Melbourne" on Tuesday 8:30am and Saturday at

10am is rated as Poor or Very Poor, then the following will apply:

- 23.6.2.1.1. All clubs will be sent a notification of the Forecast with guidance on how to use the Conditions of Play to deal with Air Quality as it pertains to Inclement weather (other than heat)
- 23.6.2.2.2. All fines for walkovers due to air quality will be waived to ensure that clubs and players are not pressured into playing in unsafe conditions.

## **24. Interchanging of Players Between Sides Prior to Finals**

- 24.1. Prior to the last four rounds of a metropolitan pennant competition, there will be no restrictions on the interchange of players between the sides of a club.
- 24.2. For the last four rounds of a metropolitan pennant competition, no Side will include more than three players who have played a majority of their games, prior to the fourth last game, in any combination of higher graded Sides.
- 24.3. The BowlsLink competition Management System shall be used as the official record of the number of games played by a player.
- 24.4. Failure to comply will result in action being taken under Section 2, Clause 2 Infringements.

## **25. Playing of Music**

- 25.1. If music is played during a pennant game, it should be appropriate in content, not impact on the conduct of the game and be at a level acceptable to side managers. If side managers cannot agree, the umpire of the day will make the final decision.
- 25.2. Any breach of this Clause may result in action being taken under Section 2, Clause 2 Infringements.

## **26. Photography, Video and Live Streaming**

- 26.1. For promotional purposes, Bowls Victoria reserves the right to use any photographs, video or live streaming during pennant.
  - 26.2. Bowls Victoria encourages third-party live streaming for all matches.
  - 26.3. Third party live streaming requires prior approval from Bowls Victoria. Approval can be sought by e-mailing [media@bowlsvic.org.au](mailto:media@bowlsvic.org.au).
  - 26.4. Live streaming of the Premier Division and Division One Grand Finals is restricted to Bowls Victoria transmission only.
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## Schedule 1 – Midweek Pennant

### 1. Promotion and Relegation

#### 1.1 Division 1

The bottom sides from each section of Division 1 will be relegated to Division 2.

#### 1.2 Division 2

1.2.1 Five (5) winners from the Division Promotion Finals to be promoted to division 1

1.2.2 The bottom side from each section (10 sides) will be relegated to division 2.

#### 1.3 Divisions 3 and 4

The two (2) Section finalists from Division 3 and Division 4 will be promoted.  
The bottom side from each section will be relegated.

#### 1.4 Division 5

The seven (7) Section winners from Division 5 will be promoted.  
There will be no relegation.

#### 1.5 Division - Midweek 6-a-Side competition (Tuesday Morning)

There is no promotion or relegation for the Midweek 6-a-Side competition.

#### 1.6 Midweek 7-a-Side Competition (Thursday)

There is no promotion or relegation for the Midweek 7-a-Side competition.

#### 1.7 Discretion

Bowls Victoria reserves the right to promote or relegate any side to fill vacancies in Sections or Divisions.

### 2. Scheduled Break all Divisions

#### 2.1. Divisions 1 to 5

2.1.1. 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'.

2.1.3. Subject to any variation in the start time the scheduled break may be varied by agreement between the side managers.

### 3. Scheduling of Games for Sectional Play

3.1. Play is scheduled for a 10.30am start on Tuesdays, with two trial ends completed before that time.

3.2. With the agreement of the opposing club, Sectional games in all Divisions can be rescheduled to Wednesday, Thursday, or a Tuesday at other than the scheduled 10.30am start time. The home side must notify Bowls Victoria of any change.

3.3. There is no provision to commence or complete a rescheduled game on another day.

### 4. Scheduling of Games for Finals

All finals may be scheduled on a Tuesday, Wednesday, or Thursday.

## 5. Format of Play

### Division 1

#### Five (5) sections of eight (8) sides

14 rounds to be played (Home and Away)

12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

#### 5.1. Finals

##### Section Semi-Finals

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

##### Section Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

##### Division Semi-Final

All games at venues advised by BV.

Day 1. Game 1, Section 1 v Section 5  
Bye, Sections 3, 2 and 4

Day 2. Game 2, Winner of game 1 v Section 3  
Game 3, Section 2 v Section 4

##### Division Grand Final

Winner of Game 2 v Winner of Game 3 to determine a Division winner.

## 6. State Pennant Championship Representation

The winner of Midweek Division 1 will be the metropolitan representative in the Champion of State Pennant event.

## 7. Division 2

- Ten (10) Sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

#### 7.1. Finals

##### Section Semi-Final

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

##### Section Final

Winner 1 v 4 and 2 v 3 at a venue to be advised by BV to determine a section winner.

##### Division Promotion Finals:

All division finals to be played at venues advised by BV.

Day 1 Game 1, winner of section 6 v winner of section 3.  
Game 2, winner of section 8 v winner of section 10.  
Game 3, winner of section 4 v winner of section 5.  
Game 4, winner of section 2 v winner of section 1.  
Game 5, winner of section 9 v winner of section 7.

Winner of games 1 to 5 promoted to Division 1.

##### Division Semi-Finals

Day 2 Game 6, winner of game 3 v winner of game 2.  
Bye: winner of games 5, 4 and 1

Day 3 Game 7, winner of game 5 v winner of game 6  
Game 8, winner of game 4 v winner of game 1

### **Division Grand Final**

Day 4 Game 9, winner of game 7 v winner of game 8 to determine a Division winner.

## **8. Division 3**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

### **8.1. Finals**

#### **Section Semi-Final**

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

#### **Section Final**

Winner 1 v 4 and 2 v 3 at a venue to be advised by BV to determine a section winner.

#### **Division Quarter-Finals**

All games at venues advised by BV.

Day 1      Game 1, Sections 4 v Section 7  
              Game 2, Section 5 v Section 1  
              Byes, Sections 10, 9, 8, 3, 2 and 6

Day 2      Game 3, Section 10 v Section 9  
              Game 4, Section 8 v Winner of Game 1  
              Game 5, Winner of Game 2 v Section 3  
              Game 6, Section 2 v Section 6

#### **Division Semi-Finals**

Game 7, Winner of Game 3 v Winner of Game 4

Game 8, Winner of Game 5 v Winner of Game 6

#### **Division Grand Final**

Winner of Game 7 v Winner of Game 8 to determine a Division winner.

## **9. Division 4**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

### **9.1. Finals**

#### **Section Semi-Final**

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

#### **Section Final**

Winner 1 v 4 and 2 v 3 at a venue to be advised by BV to determine a section winner.

#### **Division Quarter-Finals**

All games at venues advised by BV.

Day 1      Game 1, Sections 8 v Section 3  
              Game 2, Section 2 v Section 10  
              Byes, Sections 7, 1, 4, 5, 6 and 9

Day 2      Game 3, Section 7 v Section 1  
              Game 4, Section 4 v Winner of Game 1  
              Game 5, Winner of Game 2 v Section 5  
              Game 6, Section 6 v Section 9

### **Division Semi-Finals**

Game 7, Winner of Game 3 v Winner of Game 4

Game 8, Winner of Game 5 v Winner of Game 6

### **Division Grand Final**

Winner of Game 7 v Winner of Game 8 to determine a Division winner.

## **10. Division 5**

- Seven (7) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

### **10.1. Finals**

#### **Section Semi-Final**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

#### **Section Final**

Winner 1 v 4 and 2 v 3 at a venue to be advised by BV to determine a section winner.

#### **Division Quarter-Finals**

All games at venues advised by BV.

Game 1, Sections 1 v Section 3

Game 2, Section 5 v Section 7

Game 3, Section 4 v Section 6

Bye, Section 2

#### **Division Semi Finals**

Game 4, Winner of Game 1 v Winner of Game 2

Game 5, Winner of Game 3 v Section 2

#### **Division Grand Final**

Winner of Game 4 v Winner of Game 5 to determine a Division winner.

## **11. Division - Midweek 6-a-Side competition (Tuesday Morning)**

### **Format of play**

- Six (6) sides per section
- 5 rounds to be played home and away.
- 6 players per Side, 3 players per team, 2 bowls per player, 15 ends.

### **11.1 Eligibility to play in finals**

11.1.1 To be eligible to play finals, a player must comply with Section 1, Clause 7 in the Conditions of Play (Eligibility of players) and must have played a minimum of 3 (three) games in that competition.

11.1.2 A Side must not include any player who, during the current season has played more than 3 (three) games in any higher grades Side.

11.1.3 If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.

11.1.4 Failure to comply will result in action being taken under Section 2, Clause 2 Infringements.

**11.2 Promotion and Relegation**  
There is no promotion or relegation for the 6-a-side competition.

**11.3 Division 6 (6-a-side) Finals**

**Week 1 Finals**

**Section Semi-Finals**

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

**Section Consolation Final**

5 v 6 at the venue of the Side finishing 5<sup>th</sup> on the ladder.

**Week 2 Finals**

**Section Final**

Winner of 1 v 4 and 2 v 3 at a neutral venue to be advised by BV.

**Divisional Finals**

There is no divisional Final in the 6-a-side competition.

**12. Division – Midweek 7-a-Side Competition (Thursday)**

**12.1 Format of play**

- Six (6) sides per section
- 5 rounds to be played home and away.
- 7 players per Side
- 2 teams of 2 players (3 bowl pairs format) 18 ends.
- 1 team of 3 players (2 bowl triples format) 18 ends.

**12.2 Scheduled Break**

There will be no scheduled break.

**12.3 Schedule of Games**

Start time: 10.30am Thursday.

**12.4 Trial Ends**

One trial end in each direction may be played prior to the scheduled start time.

**12.5 Eligibility to play in finals**

- 5.1 To be eligible to play finals, a player must comply with Section 1, Clause 7 in the Conditions of Play (Eligibility of players) and must have played a minimum of 3 (Three) games in that side or lower graded side.
- 5.2 If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.
- 5.3 Failure to comply will result in action being taken under Section 2, Clause 2 Infringements



## 12.6 7-a-side Finals

### 12.6.1 Week 1 Finals

Section Semi Finals

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Section Consolation Final

5 v 6 at the venue of the Side finishing 5<sup>th</sup> on the ladder.

### 12.6.2 Week 2 Finals

Section Final

Winner of 1 v 4 and 2 v 3 at a neutral venue to be advised by BV.

### 12.6.3 Divisional Finals

There is no divisional Final in the 7-a-side competition.

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## Schedule 2 – Weekend Pennant

### Promotion and Relegation

#### 1.1. Premier Division

1.1.1. No club will have more than one Side in Premier Division.

1.1.2. Premier Division will have no promotion.

1.1.3. The bottom two (2) sides from Premier Division will be relegated to Division 1.

#### 1.2. Division 1

1.2.1. The two (2) Division Grand Finalists will be promoted to Premier Division.

1.2.2. If one of the Grand Finalists already has a Side in Premier Division, the defeated Semi-Finalists will play off for the remaining position.

1.2.3. If each of the Grand Finalists already has a Side in Premier Division, then the two losing Semi-Finalists will be promoted to Premier Division.

1.2.4. If either of the two losing Semi-Finalist clubs already have a Side in Premier Division, then the best performed second Side in any Section of Division 1 which does not already have a Side in Premier Division will be promoted.

1.2.5. The bottom side (1) from each Section of Division 1 will be relegated to Division 2.

#### 1.3. Division 2

1.3.1. Five (5) winners from the Division Promotion Finals will be promoted to Division 1.

1.3.2. The bottom side from each Section (10 sides) will be relegated to Division 3.

#### 1.4. Divisions 3 to 5

1.4.1. The ten (10) Section winners from Division 3 to 5 will be promoted.

1.4.2. The bottom side (1) from each Section of Division 3 to 5 will be relegated.

#### 1.5. Division 6

1.5.1. The nine (9) Section winners from Division 6 will be promoted to Division 5.

1.5.2. There will be no relegation.

#### 1.6. Division – Weekend 12-a-Side competition

There is no promotion or relegation.

#### 1.7. Division – Weekend 6-a-Side competition

There is no promotion or relegation.

#### 1.7. Discretion

Bowls Victoria shall have the right to promote or relegate any side to fill vacancies in Sections or Divisions.

## 2. Scheduled Break

#### 2.1. Premier Division

There will be no break taken irrespective of the day of play or the commencement time.

#### 2.2. 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'.

- 2.3. Subject to any variation in the start time the scheduled break may be varied by agreement between the side managers.
- 2.4. Side managers may agree to waive the break. If there is no agreement, then a break will be taken as scheduled.

### **3. Scheduling of Games for Sectional Play**

- 3.1. Play is scheduled for Saturday at 1.00pm with two trial ends completed before that time.
- 3.2. With the agreement of the opposing club, Sectional games in all divisions can be rescheduled to a Friday evening, Saturday at other than the scheduled 1.00pm start time, or a Sunday. The home side must notify Bowls Victoria of any change.
- 3.3. Friday evening games that have NOT commenced and are abandoned MUST be played at the 1.00pm the next day (Saturday).
- 3.4. Friday evening games that have commenced and are abandoned cannot be rescheduled for any other day and will have the points shared as per an abandoned game, as provided for in Section 2, Clause 7.6.
- 3.5. Sunday games cannot be rescheduled.
- 3.6. A Saturday game must be commenced and completed on the Saturday. There is no provision to commence or complete a scheduled Saturday game on another day.

### **4. Scheduling of games for Finals**

All finals may be scheduled by BV for Friday Night, Saturday, Saturday Night or Sunday.

### **5. Format of play**

#### **5.1. Premier Division**

- One (1) section of ten (10) sides.
- 18 Rounds to be played (Home and Away).
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

#### **5.1.1. Premier Division Finals**

Qualifying Final (1 v 2)  
Elimination Final (3 v 4)

#### **Preliminary Final:**

Winner of Elimination Final v Loser of Qualifying Final

#### **Grand Final:**

Winner of Qualifying Final vs Winner of Preliminary Final

5.1.2. All Premier division Finals will be played at a venue to be advised by BV.

#### **5.1.3 State Pennant Championship Representation**

The winner of Premier division will be the metropolitan representative in the Champion of State pennant event.

## 5.2. Division 1

- Five (5) sections of eight (8) sides.
- 14 rounds to be played (Home and Away).
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

### Division 1 Finals

#### Section Semi-Finals

1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

#### Section Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

#### Division 1 Quarter-Finals:

All Division finals to be played at venues advised by BV.

Day 1 Game 1, Section 5 v Section 3

Bye, Sections 2, 4 and 1

Day 2 Game 2, Section 2 v Winner of Game 1

Game 3, Section 4 v Section 1

#### Division Grand Final

Winner of Game 2 v winner of Game 3

## 5.3. Division 2

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

### Division 2 Finals

#### Section Semi-Finals:

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

#### Sectional Final:

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

#### Division Promotion Finals:

All Division finals to be played at venues advised by BV.

Day 1 Game 1, winner of section 1 v winner of section 3.

Game 2, winner of section 6 v winner of section 10.

Game 3, winner of section 4 v winner of section 5.

Game 4, winner of section 7 v winner of section 2.

Game 5, winner of section 8 v winner of section 9.

Winner of games 1 to 5 promoted to Division 1.

#### Division Semi-Finals

Day 2 Game 6, winner of game 1 v winner of game 3.

Bye: winner of games 4, 2 and 5

Day 3 Game 7, winner of game 4 v winner of game 6

Game 8, winner of game 2 v winner of game 5

#### Division Grand Final

Day 4 Game 9, winner of game 7 v winner of game 8

#### 5.4. Division 3

- Ten (10) Sections of eight (8) Sides
- 14 Rounds to be played (Home and Away)
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

##### **Division 3 Finals**

##### **Section Semi-Finals:**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

##### **Sectional Final:**

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

##### **Division Quarter-Finals:**

All Division finals to be played at venues advised by BV.

Day 1 Game 1, Section 1 v Section 5

Game 2, Sections 8 v Section 6

Byes, Sections 2, 10, 4, 7, 9 and 3

Day 2 Game 3, Section 2 v Section 10

Game 4, Section 4 v winner of Game 1

Game 5, winner of Game 2 v Section 7

Game 6, Section 9 v Section 3

##### **Division Semi-Finals**

Game 7, Winner of Game 3 v Winner of Game 4 and

Game 8, Winner of Game 5 v Winner of Game 6

##### **Division Grand Final**

Winner of Game 7 v Winner of Game 8 to determine division winner.

#### 5.5. Division 4

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

##### **Division 4 Finals**

##### **Section Semi-Finals:**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

##### **Sectional Final:**

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

##### **Division Quarter-Finals:**

All Division finals to be played at venues advised by BV.

Day 1 Game 1, Section 5 v Section 3

Game 2, Sections 8 v Section 4

Byes, Sections 2, 7, 6, 10, 1 and 9

Day 2 Game 3, Section 2 v Section 7

Game 4, Section 6 v winner of Game 1

Game 5, winner of Game 2 v Section 10

Game 6, Section 1 v Section 9

**Division Semi Finals**

Game 7, Winner of Game 3 v Winner of Game 4 and  
Game 8, Winner of Game 5 v Winner of Game 6

**Division Grand Final**

Winner of Game 7 v Winner of Game 8 to determine division winner.

**5.6. Division 5**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

**Division 5 Finals**

**Section Semi-Finals:**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

**Sectional Final:**

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

**Division Quarter-Finals:**

All Division finals to be played at venues advised by BV.

Day 1 Game 1, Section 5 v Section 1  
Game 2, Sections 8 v Section 6  
Byes, Sections 9, 4, 3, 10, 2 and 7

Day 2 Game 3, Section 9 v Section 4  
Game 4, Section 3 v winner of Game 1  
Game 5, winner of Game 2 v Section 10  
Game 6, Section 2 v Section 7

**Division Semi Finals**

Game 7, Winner of Game 3 v Winner of Game 4 and  
Game 8, Winner of Game 5 v Winner of Game 6

**Division Grand Final**

Winner of Game 7 v Winner of Game 8 to determine division winner.

**5.7. Division 6**

- Nine (9) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per Side, 4 players per team, 2 bowls per player, 21 ends.

**Division 6 Finals**

**Section Semi-Finals:**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

**Sectional Final:**

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

**Division Quarter-Finals:**

All Division finals to be played at venues advised by BV.

- Day 1 Game 1, Section 7 v Section 9  
Byes, Sections 8, 6, 3, 2, 5, 1 and 4
- Day 2 Game 2, Section 8 v Section 6  
Game 3, Section 3 v winner of Game 1  
Game 4, Section 2 v Section 5  
Game 5, Section 1 v Section 4

#### **Division Semi-Finals**

Game 6, Winner of Game 2 v Winner of Game 3 and  
Game 7, Winner of Game 4 v Winner of Game 5

#### **Division Grand Final**

Winner of Game 6 v Winner of Game 7 to determine division winner.

### **5.8. Division 7**

- Seven (7) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per Side, 4 players per team, 2 bowls per player, 21 ends.

#### **Section Semi-Finals:**

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

#### **Sectional Final:**

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine Section winner.

#### **Division Quarter-Finals:**

All Division finals to be played at venues advised by BV.

- Day 1 Game 1, Section 3 v Section 7  
Game 2, Section 2 v Section 4  
Game 3, Section 1 v Section 6  
Bye, Section 5
- Day 2 Game 4, Winner of Game 1 v Winner of Game 2  
Game 5, Winner of Game 3 v Section 5

#### **Division Final**

Winner of Game 4 v Winner of Game 5

## **6. Division - Weekend 6-a-side Competition (Saturday Morning)**

### **6.1 Format of Play**

- Six (6) sides per section
- 5 rounds to be played home and away.
- 6 players per Side
- 2 teams of 3 players (2 bowl triples format) 15 ends.
- One division of competition.

### **6.2 Scheduled Break**

There will be no scheduled break for the weekend 6-a-side competition.

### **6.2 Schedule of Games**

Start time: 10.00am Saturday morning.

### 6.3 Trial Ends

One trial end in each direction may be played prior to the scheduled start time.

### 6.4 Eligibility to Play in Finals

- 6.4.1. To be eligible to play finals, a player must comply with Section 1, Clause 7 in the Conditions of Play (Eligibility of players) and must have played a minimum of 3 (Three) games in that side or lower graded side.
- 6.4.2. If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.
- 6.4.3. Failure to comply will result in action being taken under Section 2, Clause 2 Infringements

### 6.5 Promotion and Relegation

There is no promotion or relegation for the 6-a-side competition.

### 6.6 6-a-side Finals

#### **Week 1 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.

Section Consolation Final

5 v 6 at the venue of the Side finishing 5<sup>th</sup> on the ladder.

#### **Week 2 Finals**

Section Final

Winner of 1 v 4 and 2 v 3 at a neutral venue to be advised by BV.

#### **Divisional Finals**

There is no divisional Finals in the 7-a-side competition.



## Section 3. Region & Division Pennant Specific Conditions

### 1. Competition format

The number of divisions will depend on the number of entries received.

### 2. Alteration to Conditions of Play

A region/division pennant Committee reserves the right to alter or amend the conditions of play as it considers necessary, so long as any alteration is not in conflict with the Laws of the Sport of Bowls or Domestic Regulations.

### 3. Side Entry

3.1 A club may enter any number of Sides up to the maximum number which can be accommodated on the rinks available for its use.

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

### 4. Gender Restrictions / Positions Each Gender May Play

Regions/Divisions in making decisions on single gender competitions and determining the positions each gender may play in, must ensure that they are in line with equal opportunity requirements.

### 5. Interchanging of a Player Between Sides Prior to Finals

5.1 Prior to the last four rounds of a region/division pennant competition, there will be no restrictions on the interchange of players between the sides of a club.

5.2 For the last four rounds of a region/division pennant competition, no Side will include more than three players who have played a majority of their games, prior to the fourth last game, in any combination of higher graded Sides.

5.3 The BowlsLink Competition Management System is used as the official record of the number of games played by a player.

### 6. Eligibility to Play Finals

6.1 To be eligible to play finals, a player must comply with Section 1, Clause 7 in the Conditions of Play (Eligibility of players) and must have played a minimum of 4 (four) games for the club in that division/region pennant competition.

6.2 A side may not include any player who, during the current season has played more than four games in any combination of higher graded sides unless the player has also played in four or more games in the side concerned and/or a lower graded side.

6.3 The provisions relating to the interchange of players between sides in finals also apply to players involved in combined sides formed under Section 1, Clause 2.

6.4 A club who has insufficient eligible players for any finals of a region/division pennant competition may apply to the region/division 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.

## **7. Points Allocated for a Game**

The region/division pennant committee will determine the allocation of points for a:

- Side win.
- Side receiving forfeit or walkover.
- Side giving forfeit or walkover.
- Side tie.
- team win or forfeit.
- team tie.
- Bye.
- Walkovers resulting from a Side withdrawal (including the withdrawal of a Side after the season has commenced).
- Game abandoned.

## **8. Results Submitted to Region/Division**

The procedure for submitting results will be determined by the region/division pennant Committee.

## **9. Result for a Side Forfeit or Walkover**

- 9.1 The procedure for submitting details of a forfeit or walkover will be determined by the region/division pennant committee.
- 9.2 A side receives a walkover/forfeit or a bye, they must submit the names of the selected players for finals eligibility purposes.

## **10. Alterations to a Pennant Check Form**

A club may seek a correction to a result if the request is received in writing endorsed by both clubs within 5 days of the game being completed.

## **11. Points When Play is Abandoned**

- 11.1 Points will be shared by sides when all games scheduled for that day are abandoned.
- 11.2 A forfeit or walkover in that division will count as a completed game.

## **12. Game Abandoned by Agreement Before Play or During Play Before a Result is Obtained**

Each side will share equally the maximum points available.

## **13. Game Abandoned by Agreement During Play and a Result is Possible**

Points will be allocated as if the game had been completed, using the scores at the time the game was abandoned.

## **14. Post Sectional (knock-out) Game Abandoned Due to Inclement Weather**

Every effort must be made to complete a post-sectional (knockout) game on the scheduled day. If a post sectional game is abandoned, it will be rescheduled and completed under such conditions as the region/division pennant committee decides.

## **15. Division Results by Round**

- 15.1 The order of sides in each division will be determined by the total points gained.
- 15.2 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.
- 15.3 If net margins be equal the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.
- 15.6 If there is still a tie for a position to qualify for finals play, the sides concerned will play a deciding game.

## **16. Promotion and Relegation**

Promotion and relegation arrangements will be determined by the region/division pennant committee.

## **17. Commencement Time**

Games will commence at a time determined by the region/division pennant committee. Two trial ends will be completed before the scheduled commencement time.

## **18. Pre-game Pennant Practice**

The provision for pre-pennant practice will be as determined by the region/division pennant committee.

## **19. Timing of Greens at Home Club Discretion**

The region/division pennant committee will determine the requirements and procedures for timing of the green.

## **20. Use of Alternative Venue for Home Games on Day of Play**

- 20.1 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.
- 20.2 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 cannot be reached between the clubs, it will be referred to the chair of the region/division pennant committee for resolution.
- 20.3 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.

## **21. Duration of Game**

The region/division pennant committee will determine the duration of a game.

## **22. Scheduled Break**

The region/division pennant committee will determine arrangements for scheduled breaks.

## **23. Inclement Weather**

- 23.1 Region and division pennant competitions will comply with Bowls Victoria's Weather Policy.

- 23.2 An inclement weather arrangement suitable for local conditions will be developed by the region/division pennant committee in conjunction with Bowls Victoria's Weather Policy.

## 24. Rules for Attire

- 24.1 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 region/division pennant competition.
- 24.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy.
- 24.3 For pennant, bowlers must be attired in the same club, upper body attire in respect to image and colour.
- 24.4 All lower body attire must include NMP logo immediately above the back-right pocket or front right below pocket.
- 24.5 If BV registered shirts/tops are worn, all members of the side must be in the same attire (Except for a combined side. See Section 1, Clause 2.3)
- 24.6 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.
- 24.7 An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.
- 24.8. Complaints must be lodged via the following form:  
<https://bowlsvictoria.wufoo.com/forms/kkch3la16yfhji/>.
- 24.9. To register all uniform garments, the [Uniform Registration form](#) should be used.

## 25. Playing of Music

If music is played during a pennant game, it should be appropriate in content, not impact on the conduct of the game and be at a level acceptable to side managers. If side managers cannot agree, the umpire of the day will make the final decision.

## 26. Photography, Video and Livestreaming

- 26.1 Bowls Victoria reserves the right to use any photographs, video or live streaming during pennant for further promotional requirements.
- 26.2 Bowls Victoria encourages third party live broadcasting. However, this requires prior approval from Bowls Victoria. Approval can be sought by e-mailing [media@bowlsvic.org.au](mailto:media@bowlsvic.org.au).
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## Section 4. Metropolitan Bureau of Meteorology (BOM) Weather Stations

### 2020-21 Designated BOM Weather Station List

Clubs must use the official BOM (Bureau of Meteorology) App and enter the relevant BOM Weather Station Location as listed below.

The official BOM app can be found here: [www.bom.gov.au/app](http://www.bom.gov.au/app)

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)
Bacchus Marsh	Bacchus Marsh	3340	Melbourne Airport (37kms)
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)
Churchill Waverley Golf	Rowville	3187	Scoresby
City of Heidelberg	Heidelberg	3084	Viewbank (2.6kms)
City of Melbourne	West Melbourne	3003	Melbourne (3.5kms)



CLUB	SUBURB	POSTCODE	WEATHER STATION
club Bridgewater	Roxburgh Park	3064	Melbourne Airport
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)
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)
Eltham	Eltham	3095	Viewbank (5.2kms)
Elwood	Brighton	3186	Melbourne (7.2kms)
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)
Highbett	Highbett	3190	Moorabbin (5.8kms)
Hoppers	Hoppers Crossing	3029	Laverton (6.0kms)

Hurstbridge	Hurstbridge	3099	Viewbank (13.8kms)
Ivanhoe	Ivanhoe	3079	Viewbank (5.2kms)
CLUB	SUBURB	POSTCODE	WEATHER STATION
Keilor	Keilor	3036	Melbourne Airport (4.9kms)
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)
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)
Roxburgh Park	Roxburgh Park	3064	Melbourne Airport (10kms)
Sandringham	Black Rock	3193	Moorabbin (5.8kms)

Royal Melbourne GC	Black Rock	3193	Moorabbin (5.8kms)
South Oakleigh	South Oakleigh	3167	Moorabbin (5.7kms)
St Albans	St Albans	3021	Laverton (9.4kms)
<b>CLUB</b>	<b>SUBURB</b>	<b>POSTCODE</b>	<b>WEATHER STATION</b>
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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