Appendix A

Pro Forma Conditions of Play for club events.

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| INSERT CLUB LOGO HERE | **CLUB NAME****Event Name**Date:Day Month-Year | INSERT LOGO HERE |

**CONDITIONS OF PLAY FOR CLUB USE**

**(This is a guide that clubs may use for club events and can be modified to suit the particular requirements of each event. It is based on Appendix A of the Laws of the Sport of Bowls Crystal Mark 3rd Edition and conditions in use within Bowls Victoria Events in 2018-19)**

# Controlling Body

The Controlling Body for the conduct of this event rests with ..

# Event Type

Eg. Singles/Pairs/Triples/Fours/Medley/Other

# Start and Finish Dates and Times

First Game to commence at XX.XX AM…

# Venue(s)

The event will be played at…

# Entry Conditions

Open Entry / Restricted Entry / Invitation / Eligibility Criteria

# Format of play

* Event to be played under knockout/sectional format.
* Number bowls per player.
* Shots up / Ends.
* Time Limits

# Trial Ends

One trial end in each direction may be played prior to the commencement of each game / the first game only in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time.

# Playing attire

All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire. The Policy is be located at:

 <http://www.bowls.com.au/LinkClick.aspx?fileticket=SxTHGDVqXBw%3d&portalid=9>

# Bowls Identification Discs

Players are not required to use bowls discs (adhesive labels). If they are used, all bowls must have disc of the same colour/design.

# Laws of the game

All games will be played in line with the Laws of the Sport of Bowls Crystal Mark 3rd Edition and BA Domestic Regulations (DRs) as published in January 2015.

# Interruptions to Play

If games are interrupted due to weather or other circumstances, the tournament director reserves the right to alter the duration and format of the game:

**12. Heat Policy**

As a guide:

* Metropolitan clubs should refer to the Inclement Weather provisions of the Metropolitan Pennant Conditions of Play.
* Clubs outside the Metropolitan area should refer to the Inclement Weather provisions of their relevant Region/Division Pennant Conditions of Play.

# Re-spotting of the Jack

Dead ends as a result of the jack being declared dead per Law 19, must be replayed
OR

Jacks declared dead will be respotted at the 2-metre mark (or per Law 56.5.2) as applicable for the event

# Winners

Winners will be decided by Games Won / Points (x per end, x per set, x per game) / Shots Up / percentage in that order.

# Use of Personal Electronic / Communication Devices

The use of personal electronic / communication devices on the green by a player is not permitted.

Should a Player have a legitimate reason (personal emergency or medical or emergency services personnel) they must have permission from the Controlling Body and notify the Umpire of the day prior to playing.

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

# Arrangement for Practice

Pre-match practice is not permitted other than as stated for trial ends.

# Availability for Play

A Player not available for play within 30 minutes of the appointed time for commencing of a game will automatically forfeit the game.

# Replacement Players and Substitutes

Replacement or substitution of players will be allowed in line with Bowls Australia Domestic Regulation 2.

# Slow Play – Delaying Play

If the umpire, either by their own observation or on appeal from the Controlling Body or an opponent, decides that a player is unnecessarily delaying the delivery of their bowl:

On the first occasion the umpire will warn the player.

If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offender will score as many shots as there are bowls in use by such opponent.

If the player offends a third time the game will be forfeited to the opponent.

# Restricting Movement of Players

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

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

**Pairs game** (each player playing three bowls):

The leads: after delivery of their third bowl; and

The skips: after delivery of their second and third bowls.

**Triples game** (each player playing two bowls):

The leads: after delivery of their second bowl;

The seconds: after delivery of their second bowl;

The skips: after delivery of each of their bowls.

**Fours game** (each player playing two bowls):

The leads: after delivery of their second bowl;

The seconds: after delivery of their second bowl;

The Thirds: after delivery of their second bowl;

The skips: after delivery of each of their bowls.

At the start of each end, the lead and second in Triples will be at the mat end and on changeovers the Skips (in Pairs and Triples) will move to the mat end together.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a player to the marker in singles, earlier than described above. If a player does not meet the terms of this law, then Law 13 will apply.

# Smoking

Smoking is not permitted on the green at any time.

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

# Consumption of Alcohol

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

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

# Player Conduct & Behaviour

All players are required to conduct themselves in a polite and sportsman like manner when participating in this event and not in any of the following behaviours:

* act in an abusive, threatening, or intimidating manner;
* use obscene, offensive, abusive, threatening, or intimidating language;
* act in an unsportsmanlike manner;
* threaten any person with physical violence or assault;
* assault any person;
* act in a manner likely to bring the sport of bowls into disrepute; or
* act in a manner likely to bring the club into disrepute.

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

# Instantaneous penalties

If an Umpire, by observation or on appeal by the Controlling Body, 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 opponent.

If the Umpire forms an opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the event. A substitute will not be permitted, and the defaulting team will forfeit the game and any further participation in the event.

# Disputes and Emergencies

A Disputes Committee shall be appointed for deciding upon any points not provided in the Conditions of Play, for dealing with any appeals in relation to the interpretation or meaning of any law as described in Law 43.2.6 made by umpires and/or the tournament committee, and generally for the purpose of exercising overall authority on behalf of the club.

In the event of an appeal during the playing of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls and shall be directed to the appointed Disputes Committee.

# Prizes and Awards

Insert details for the event as required.

Prize money of $XX,XXX will be available for the event.

Distribution of the prize money will be as follows:

* 1. …
	2. …
	3. …