Conditions of Play Training

Host: Matt Ottobre - Club Education and Training Manager

Co-host: Jimmy Whitehead - Events and Competition Manager

Expert: John Roberts - Chair of the Officiating and Laws Committee



How do Webinars work?





Webinar Format

1	Umpire, Side manager and Controlling Body	
2	COP Changes 2023-24	
3	Commonly misunderstood Conditions	
4	Jimmy Whitehead - Q & A	
5	Support at Bowls Victoria	



1. Umpire, Side managers and Controlling Body



12. Eligibility to Play in Finals

In each competition, a side must not include any player who, during the current season, has played **four (4) or more games** in higher graded sides, unless the player has played **four (4) or more games** in the side concerned, or lower graded sides.

Example:

SIDE	GAMES	4+
Premier	6	Yes
Division 1	3	Yes
Division 3	1	No

36.4. If lightning is present:

Play should be immediately suspended when lightning is present.

This includes outdoor covered greens.

Only venues that are completely closed in can continue play while there is lightning present.

Players should go inside an enclosed building and stay inside until 30 minutes after the last sight of lightning.

Metro Midweek and Weekend Finals format

Division 1 Weekend

Section Semi Final: 1 v 2

Section Elimination Final: 3 v 4

Section Prelim Final: Loser of section semi-final v winner of elimination

final

Sectional Final: Winner of section semi-final v winner of section

prelim final

All other Divisions Midweek and Weekend

Same as above

14.7. A player will not play or substitute in more than one "side" in the same round of the same Pennant competition.

Weekend

Premier A and Premier Reserve Semi and Elimination finals are the same round as Divisions 1-8 Section Semi and Elimination Finals

Premier A and Premier Reserve Preliminary Finals are the same round as Divisions 1-8 Section Finals Premier A and Premier Reserve Grand Finals are the same round as Divisions 2-8 Divisional Grand Finals Division 1 Divisional Semifinals are the same round as Divisions 2-9 Divisional Quarter Finals Division 1 Divisional Grand Finals is the same round as Divisions 2-9 Divisional Semi Finals

Midweek

Division 1 Divisional Semifinals are the same round as Divisions 2-6 Divisional Quarterfinals Division 1 Divisional Grand Final is the same round as Divisions 2-6 Divisional Semi-Finals

6. Promotional Permit

Promotional permit can only be used once per club, per season.

A Promotional permit must be used before the Christmas break, or prior to the last 4 rounds of pennant if the pennant competition is scheduled to finish prior to Christmas.

Promotional permit player must fit within the 3-player marquee limit.

A Promotional permit player must not already be playing on a pennant permit for that season in that competition.

An eligible player can play on multiple promotional permits throughout the season.

The application form must be completed, and approved by BV, 14 days prior to promotional permit player representing the club.

5. Pennant Permit

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 5** of the pennant competition they wish to play in.

13. Interchanging of Players Between Sides Prior to Finals

For the **last three rounds** of a metropolitan pennant competition, no Side will include more than **two (2) players** who have played a majority of their games in any combination of higher graded Sides.

Failure to comply will result in forfeiture of the game, under Law 39.2.1.

15. Incomplete Team at Commencement of a Game

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.

24. 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. Pre-Game Pennant Practice

Practice is allowed on the rinks the game is to be played on, for both the home and visiting side.

The visiting side must have access for 1 hour commencing ninety (90) minutes before the game is scheduled to start and concluding thirty (30) minutes before the commencement of play.

Practice for the home sides must also conclude thirty (30) minutes prior to the commencement of the game.

27. Draw for Rinks

Rink draws are **not** to be conducted until pregame pennant practice is complete.

The cards must 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.

33. Awarding of Points for Abandoned Games

60 ends being completed for a 16-player game

45 ends being completed for a 12-player game

30 ends being completed for a 9-player game

30 ends being completed for a 7-player game

20 ends being completed for a 6-player game

36. Inclement Weather

- -Heat
- -Rain
- -Lightning
- -Air Quality

36. Interruption to Play

- -No player can leave the green without permission of their opponent.
- -If an interruption to play is called by the Controlling Body, greenkeeper, umpire of the day, side managers by agreement, or players if no umpire is present, then play must stop and all players must leave the green.
- -If the interruption to play exceeds **ten minutes**, then the interruption becomes a stoppage. After a stoppage of play and if all bowls have not been played or the number of shots not agreed to, the end must be declared dead.
- -If the game stoppage exceeds one hour the game becomes abandoned.

38. Instantaneous Penalties

During a game, 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 or coach 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.

39. Smoking

Smoking is only permitted in the designated area as determined by the host club.

43. Slow Play - Delaying Play

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.

46. Bowler's Arm

When a player commences using a bowler's arm in a game, then the arm must be used for the remainder of the game.

Jack can be rolled either by hand or by a bowler's arm.

4. Q&A with Jimmy



5. Support at Bowls Victoria

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