



Introduction

The Victorian Bowls League (VBL) is conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 4th Edition, as amended, (including domestic regulations for Australia), April 2023.
- 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.
- The Controlling Body reserves the right to amend the Conditions of Play as required for the successful completion of the event.

1. Eligibility of Franchises

1.1 All franchises must have paid all fees (inclusive of License and entry fee) prior to the commencement of the competition.

2. Eligibility of Players

2.1 As a condition of entry to compete in this event, all competitors must:

- Not be currently under disqualification or suspension by their STA or their national authority.
- Be fully financial at their primary club.

3. Team Structure, Players numbers and Substitutions

3.1 Franchises can register a minimum of five (5) and a maximum of six (6) players, but only five players can participate at any one time. Players can change position and discipline between rounds, but not during.

3.2 Across every round, between the 2 legs being played, a side must include a minimum of four (4) players whose primary club is a Bowls Victoria affiliated club.

3.3 Across every round, between the 2 legs being played, a side can include a maximum of one (1) marquee player. Rules around a Marquee player can be found in clause 4 of these conditions of play.

3.3 Franchises players can be altered up to the start of the first round at the event. Any changes to teams must be communicated to the BV Events and Competitions Manager.

4. Marquee Players

4.1 Each franchise can only register one (1) marquee player within their squad.

4.2 A Marquee player is someone who's primary club is not an affiliated Bowls Victoria club.

4.3 A Marquee player must be named prior to the commencement of the competition and cannot be changed at any point after the commencement of the competition.

4.4 If a side needs to change the nominated marquee player prior to competition commencement, this can be done via the BV Events and Competitions Manager.

5. Eligibility to Play Finals

5.1 To be eligible to play for side in the finals weekend, a player must have played a minimum of one (1) complete round (leg) during the sectional play weekend for that franchise.

5.2 Any exemptions to this rule must be applied for in writing to the BV Events and Competitions Manager 72 hours prior to commencement of the finals. There must be sufficient evidence provided for a request to be granted.

6. Competition Format

6.1 Event Format

6.1.1 Two (2) weekends of sectional play will occur across 2 venues. Each venue will have two (2) x sections of four (4) team playing each other once. The top two (2) teams in each section (total of 8) will advance to the Finals Weekend

6.1.2 Finals Weekend – The eight (8) sides will be split into two (2) sections of four teams, and will compete in sectional play, playing each other once. The winners of each section will advance to the Grand Final.

6.2 Game Format

6.2.1 Each game will include 4 legs, which are Singles, Pairs, Triples and Fours. The Pairs and Triples will be the first two (2) rounds to be played, and following their completion, the Singles and Fours.

6.2.2 The format of each leg is –

Singles	4 Bowls, 21 up or 2-hour time limit (whichever comes first).
Pairs	3 Bowls, 15 ends or 2-hour time limit (whichever comes first).
Triples	2 Bowls, 15 ends or 2-hour time limit (whichever comes first).
Fours	2 Bowls, 12 ends or 2-hour time limit (whichever comes first).

6.2.3 To ensure quick play, there are to be no jack rolls – jacks are to be placed by team that controls the mat. There will be two jacks for each rink of play (one jack left at each end). For Singles, the player will instruct the marker where to place the Jack.

6.2.4 If the jack is killed, the end will be replayed. If an end is in progress when the time limit is reached, that end must be completed (Law 55.3.2.3). The start of end is determined by the placement of the Jack and Mat.

6.2.5 Sides will toss a coin and the winner of the toss can choose whether their team places the mat and jack, and then delivers the first bowl or tells the opposing team to place the mat and jack, and then deliver the first bowl (the opposing player cannot refuse). The toss is for all formats of the round.

6.2.6 Slow play will not be tolerated with an aim to complete each match within 120 minutes.

6.2.7 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.

6.2.8 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.

6.3 **Determination of Winners**

6.3.1 Each round (discipline) win will be worth three (3) points. A tied round (discipline) will be worth one (1) point to each side. A lost round (discipline) will be worth zero (0) points.

6.3.2 The side winning the highest number of points from the rounds within a match will be awarded ten (10) points as the winner. The team with the lowest number of points from the matches within a round will be awarded zero (0) points. Any side winning all 4 matches within a round will be awarded five (5) bonus points.

6.3.3 If a round is tied on match points, the team with highest aggregate of shots across all matches will be declared the winner.

6.3.4 If any round is tied after match win points AND aggregate score across all matches, a VBL Penalty Shootout shall take place. The rules for VBL Penalty Shootout are:

- 5 players to be listed in order of playing sequence to be the BV Event Manager by each side manager.
- Toss of coin between the side managers, with the winner determining which side bowls first in the 1st leg of the penalty shootout. The players representing each side in the first leg must be those who were submitted to the BV Events and Competitions Manager as playing first.
- Players play a 1-bowl, 1-end game of singles, with the winner being the closest bowl to the jack. A dead end is replayed.
- The second leg (penalty) of the tiebreaker is between the 2 players listed 2nd in the order submitted to the Event Manager. The player from the team that won the prior end is to play first.
- This sequence is followed until a side reaches 3 points; they are then declared the winner of the game.

6.4 **Trial Ends**

6.4.1 There will be one (1) trial end before the commencement of every leg.

7. Attire

7.1 Players must wear their Victorian Bowls League Team uniform when competing in all matches.

7.2 Players must wear NMP approved black shorts whilst playing, unless another colour is agreed upon between the franchise and BV Event Manager before play commences. Any agreed colour must be worn by all players within the franchise.

8. Player of the Series

- 8.1 A Prize of \$1,000 will be awarded to the player who is voted the player of the series.
- 8.2 The Voting will be conducted after the completion of each round, with the coach of each side, or their representative, scoring via the voting slip provided.
- 8.3 The voting will consist of six (6) voting points, with three (3) awarded to the best performing opposition player in each round, two (2) to the next, and one (1) to the next best performed player.
- 8.4 Votes will be totalled across all rounds in sectional play, and the player receiving the highest number of total points across these rounds will be awarded the winner.
- 8.5 In the event of a tie, the player receiving the highest number of three (3) votes across the round will be awarded the winner.
- 8.6 In the event of a tie after the counting of highest number of three (3) votes, the player receiving the highest number of two (2) votes across the rounds will be awarded the winner.
- 8.7 In the event of a tie after the counting of highest number of two (2) votes, the player receiving the highest number of one (1) votes across the rounds will be awarded the winner.
- 8.8 In the event of a tie after counting the highest number of one (1) votes, the award and prize money will be shared amongst the tied players.