State Championship Events

Conditions of Play

2026/27

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Introduction
These Conditions of Play apply to the conduct of the 2026-27 State Championships.
The Conditions of Play are reviewed annually by Bowls Victoria (BV), with input and feedback from the Officiating and Laws Committee.
Bowls Victoria reserves the right to amend the Conditions of Play from season to season, or as required.

State Championship competitions are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including Domestic Regulations for Australia), April 2023 (revised May 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.

Responsibilities
Subject to the control of the Board, responsibility for the satisfactory conduct of all BV State Championship events rests with Bowls Victoria and can be delegated to regions or clubs for events at these levels in accordance with these Conditions of Play.

SECTION 1

State Championships Conditions of Play

1 Eligibility

1.1 All players must be affiliated with BV, a registered full financial member of a BV affiliated club with playing rights and recorded on the Club's BowlsLink database and competition bowler. A breach of this requirement will result in forfeiture of the game Under Law C.2 and C.10.
1.2 For the Mixed Pairs, Pairs, Triples, and Fours Championships, players must be identified from clubs within the same region.
1.3 If players are from different playing areas from within a region, they must play in one of the playing areas one of the players are from.
1.4 Players must not currently be under disqualification or suspension by their club, region, State/Territory Association or National authority.
1.5 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 Primary Club and is not eligible to represent a region other than that of their Primary club.
1.6 In addition to the eligibility requirements above, specific eligibility requirements relate to the Under 18 Championships and Para Championships.
1.7 The additional eligibility requirements referred to in Clause 1.6 are located in Section 3, Clause 1 and Section 4, Clause 1.

2 Protection – Players and Officials

2.1 Should a player or Technical Official be involved in a World Bowls event, a Bowls Australia sanctioned event, a Bowls Victoria sanctioned event, an interstate game, Bowls Victoria Pennant, Bowls Victoria

Region Championships or Club Championships, State or Region trials, a Bowls Victoria Development squad activity, or an under 18 game or trial, they shall not be penalised should they be absent because of their involvement in a higher-level event on the same day.

2.2 Except for World Bowls, Bowls Australia or Bowls Victoria Pennant events this protection is limited to one occasion per season. However, every endeavour must be made to accommodate a player or official's involvement in a higher-level event.

2.3 If the game cannot be rescheduled the player or official will decide which event, to compete in or officiate at.

3 Entries for all Bowls Victoria Events

3.1 Entries for all BV State Championship events will be made by the due date to the club/region in which the member(s) is/are identified for competition.

3.2 Clubs and Regions cannot accept late entries for any BV State Championship event.

3.3 Teams will be constituted in accordance with DR 2.3.

3.4 For singles events:

3.4.1 If, after the closing date for entries and before the date of the first round, a player is issued a clearance to a club within the same region, the player will remain eligible to play in the Singles event as a player identified with their new club;

3.4.2 If, after the closing date for entries and before the date of the first round, a player is issued a clearance to a club other than in the same region, then eligibility to play in the singles events will be forfeited.

3.5 For team events:

3.5.1 If the clearance is to a club within the same region the player concerned remains eligible to continue in the event.

3.5.2 If the clearance is to a club other than in the same region, then eligibility to play is forfeited and another eligible player may be approved to take the place of the member transferred.

3.5.3 The player receiving a clearance is eligible to join a team from their new region if a vacancy occurs.

3.5.4 Approval of the Controlling Body must be obtained if a nominated player is changed before the first round of the competition. The provisions of DR 2.4 and DR 2.5 apply in relation to the use of substitute and replacement players in State events.

4 Availability for Play

4.1 A player or team not available for play within 15 minutes of the appointed time for commencing of a game will automatically forfeit the game.

4.2 Players must not leave the venue on game day until eliminated from the competition and not required to mark a game. Game times may be moved, and/or extra games scheduled by the Controlling Body as required for the effective running of the event.

4.3 Games may be completed under artificial lighting or at an alternative location.

5 Non-Appearance

5.1 A region has the power to apply a penalty to a player, team and or a side who has nominated for a state event but fails to appear at the appointed time without advising the Controlling Body at least 24 hours prior to the start of the event.

5.2 The onus is on the player, team and or side to provide satisfactory reason for their non-appearance. Such penalty shall be $50 per player for each occasion, payable within 21 days from the date of the event. Failure to make payment within this time will result in the player/s being ineligible to participate in further region and state events for a period of 12 months from the date of the offence.

6 Draw

The draw for all BV State Championship events will be an open draw. Seeding of entries is not permitted.

7 Equal Opportunity/Scheduling of play

All single gender BV State Championship events must be conducted concurrently where possible. If this is not possible due to facility limitations, events must be conducted in a manner that affords both genders equal opportunity. If one gender is given the opportunity to play on a weekend, the same opportunity must be afforded to the opposite gender if circumstances require. Flexibility and understanding are required by all members. (Refer BV Regulations 8.1 (c)).

8 Playing Attire

8.1 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 BV State Championship event.

8.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire: https://www.bowls.com.au/get-involved/attire-equipment).

8.3 For information about approved footwear, refer to the following Bowls Australia information and the Laws of the Sport of Bowls A.2 (Footwear): https://www.bowls.com.au/get-involved/attire-equipment/footwear/

8.4 There is no requirement for teams to be similarly attired and participants can wear a combination of club, region or manufacturer registered attire, unless specified in the event Conditions of Play.

8.5 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.

8.6 Complaints must be lodged via the following BV Complaint Form: PENNANT COMPLAINT & EXEMPTION REQUEST FORM – Fill in form

8.7 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 1, Clause 19 Infringements.

9 Bowls Identification discs

9.1 Players are not required to use bowls discs (adhesive labels). If they are used, all players in the Team or Side must use a disc of the same colour/design (Law 52.1.8 & C30).

9.2 Where opponents have the same-coloured discs, the players in Singles, skips in a team game or a Side Manager will toss a coin to determine which player/team shall remove their discs or use another colour disc if available.

9.3 Bowls discs may not cover the World Bowls stamp/date or the serial number of the bowl, and they should be trimmed accordingly.

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

9.5 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.

10 Umpires

10.1 The Controlling Body must appoint an accredited Umpire to officiate if possible (Law 43.1).

10.2 If an accredited Umpire is not available, an accredited Measurer may be appointed as Umpire.

10.3 If no accredited Umpire or Measurer is available, a competent person should be appointed as Umpire for that day.

10.4 An Umpires' decision is final in all circumstances except those relating to the meaning and interpretation

of a Law in which case there will be a right of appeal to the Controlling Body (Law 43.2.6).

11 Players, Coaches and Officials Conduct and Behaviour

11.1 All players, coaches and officials are required to conduct themselves in a polite and sportsman like manner when participating or officiating in BV State Championship Events and not display 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;
- act in a manner likely to bring BV into disrepute;
- deliberate cheating; or
- abuse of an umpire.

11.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty (Section 1, Clause 18) and/or referring the matter to the Region Disciplinary Committee and/or BV Disciplinary Committee (Clause 19).

12 Smoking

12.1 In accordance with this commitment, clubs hosting BV State Championship events are required to prescribe and enforce smoke free designated areas, as per BV Smoke Free Policy.

12.2 Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS/vaping) including Vapes, e-cigs, e-cigarettes, shisha and any other form of smoking device) by a player on the green is not permitted, as per BV Smoke Free Policy.

12.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty (Clause 18) and/or referring the matter to the Region Disciplinary Committee and/or BV Disciplinary Committee (Clause 19).

12.4 All BV Under 18 events must comply with the BV Smoke Free Policy, therefore the venue is smoke free.

13 Personal Electronic / Communication Devices

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

13.2 Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone or similar they must have permission from the Controlling Body and notify the Umpire of the day prior to playing. If approved, the device can be carried on the player but must be on silent / vibrating (only) and responded to on the bank away from play.

13.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty (Clause 18) and/or referring the matter to the BV or Regional Disciplinary Committee (Clause 19).

13.4 Exemptions will be provided for scoreboard control devices/applications and/or approved BV electronic scoreboard devices/applications.

14 Photography, Video and Live Streaming

14.1 Bowls Victoria reserves the right to use any photographs, video or live streaming footage taken during Championship events for further promotional purposes.

14.2 Bowls Victoria encourages third-party live streaming for all matches.

14.3 Third party live streaming requires prior approval from Bowls Victoria. Approval can be sought by emailing media@bowlsvic.org.au .
14.4 Live streaming of all BV State Championship finals is restricted to Bowls Victoria transmission only.

15 Consumption of Alcohol

15.1 The consumption of alcohol by a player, umpire and or marker on the green whilst a game is in progress is not permitted.
15.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty (Clause 18) and/or referring the matter to the BV or Regional Disciplinary Committee (Clause 19).
15.3 All BV Under 18 events are to be alcohol free.

16 Coaching

16.1 In accordance with Law 44, either the Coach of a player, team or side or, in their absence the coach's delegated deputy, can give advice to a player during the course of play as long as:
  16.1.1 The Umpire is given the name of the coach or the coach's delegated deputy as appropriate before the game starts;
  16.1.2 only one person is present at the rink to give advice at any one time;
  16.1.3 the person giving the advice does so when their player, team or side is in possession of the rink; and
  16.1.4 the person giving the advice does so from outside the boundaries of the green.
16.2 If, in the Umpire's opinion, this clause has been contravened, the Umpire must ask the Coach or delegated deputy concerned to stay within the provisions of this clause.
16.3 If the Coach or delegated deputy fails to comply with the provisions of this Clause, the Umpire must ask the Controlling Body to take immediate action to make sure that the offender ceases such contravention.
16.4 Only Bowls Australia accredited coaches can coach during the Under 18 State Championships. The use of a non-accredited coach must be approved by the umpire.

17 Spectators

17.1 Spectators and anyone not directly taking part in the game should not disturb or advise the players in any way and must stay outside the boundaries of the green (Law 45).
17.2 If a spectator or spectators refuse to comply with the provisions of this Clause, the Umpire must ask the Controlling Body to take immediate action to make sure that the spectator or spectators cease such contravention or have them removed from the venue.

18 Instantaneous Penalties

18.1 If an Umpire, by observation or on appeal by the Controlling Body, a Side Manager, a Skip or an opponent in Singles 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 opponent(s).
18.2 If the Umpire forms an opinion on a second occasion that the same player, Coach, or Official is non-compliant, the player, Coach, or Official will be excluded from taking any further part in the game.
18.3 In Team games and in accordance with Clause 2.4 of the Bowls Australia Instantaneous Penalties Policy, an Instantaneous Penalty applying to one player in a team shall be considered as an Instantaneous Penalty to all players in that team.
18.4 Should an Instantaneous Penalty be applied, no replacement or substitute player will be allowed, and the defaulting player/team/side will forfeit the game to their opponent.
18.5 Any of the above Umpire-imposed penalties are final and cannot be appealed.

18.6 The Umpire shall also complete a BA Instantaneous Penalty Report and forward it to BA and BV within seven (7) days of the incident.

19 Infringements

19.1 The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Policies, or these Conditions of Play can 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 the Controlling Body or the Region Disciplinary Committee and/or BV Disciplinary Committee may determine, in respect of any player, team or side.

20 Damage to Green – Delivery of a Jack or Bowl

20.1 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 in a team game, the Skip and/or the Side Manager, in a side game will be advised.
20.2 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 or retire from the game (Law 6.1.5.6).
20.3 If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game (Definition C2 of Laws of the Sport of Bowls).
20.4 If a "dump mat" is not available, and the offending player agrees to leave the game as directed by the Umpire in a team/side game, then a substitute is then permitted in accordance with DR 2.4.
20.5 If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opponent in singles or opposing team in a team game; and in a side game, C2 & C10 shall apply.
20.6 A "dump mat" may only be used for an individual player(s) to address an identified issue as defined above.

21 Damage to Green – Use of a Wheelchair, Walking Frame or other Approved Artificial Device

21.1 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.
21.2 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.
21.3 If a player retires from a team/side game, a substitute player is permitted.
21.4 If a player refuses to leave the green, they will be deemed to be a defaulting player. In a singles or team game, the game shall be forfeited to the opponent (C2 & C10).

22 Use of Bowler's Arm

22.1 When a player commences using a bowler's 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 bowler's arm, as per BA Artificial Devices Policy.
22.2 If an Umpire, by observation or on an appeal by the Controlling Body, or a skip decides that a player is non-compliant they will warn the player, team and or side and advise the skip.
22.3 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.
22.4 Failure to comply may also result in action taken under Section 1, Clause 19 Infringements.
22.5 If a bowler's arm is rendered unplayable or deemed modified by the umpire or controlling body, then the player may change to another approved brand or style, on approval of the umpire or controlling body.

Modifications to bowler's arms are not permitted with the exception to the rubber grip on the bottom of the arm which may need to be replaced as it wears out.

23 Arrangement for Practice

23.1 Players will be able to practice on the day before the event, pending availability of rinks. This is to be arranged with the host venue.

23.2 All practice on the day of play will be in accordance with Law 4.

24 Slow Play – Delaying Play

24.1 If an Umpire by observation or on appeal by an opponent, the skip or the side manager in a side game or the Controlling Body 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 player and the skip in a team game and the player and the Skip of the Team in a Side game.

24.2 If an Umpire forms the opinion that the player or skip has repeated the same offence a second time, or the warning relates to the last bowl to be delivered by a player, 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.

25 Inclement Weather

25.1 The BV State Championship events are governed by the Bowls Victoria Weather Policy and the Inclement Weather provisions of the Conditions of Play for the region in which the event is conducted.

26 Death of a Player

26.1 If a game has commenced and a participating player passes away, all games in progress at the venue will be abandoned.

26.2 Games abandoned for this reason will be resumed under such conditions as the BV/Region Championships Committee decides with the scores carried forward as they were when play was abandoned.

27 Jury of Appeal

In the event of an appeal, a Jury of Appeal consisting of any three (3) of the following will be formed:

- Tournament Director and/or nominee;
- BV Officiating & Laws Chair and/or nominee;
- BV Event and Competitions Manager;
- BV President and/or nominee;
- BV Chief Executive Officer and/or nominee;
- Region Disciplinary Committee Member;
- Region Board Member and/or nominee.

SECTION 2

Event Specific Conditions

DURATION AND FORMAT OF GAMES OF VICTORIAN CHAMPIONSHIPS

1 Format

1.1 Where regions have playing areas, play may be within the playing areas to determine a playing area winner. Playing area winners will then play to determine a region winner.
1.2 For regions without playing areas, play will be within the region to determine a region winner.
1.3 Region winners will play knockout rounds under an open draw to produce the State Champion for each event.
1.4 In team games, substitute and replacement players are permitted in accordance with DR 2.4 and DR 2.5.
1.5 For the purposes of replacement players, the first game at a region playing area or at region level is the beginning of that competition.
1.6 Playing Areas and Regions may play sectional, knockout or a combination of both for the following events: singles, pairs, mixed pairs, triples and fours.
1.6.1 If sectional play is implemented, only section winners can progress to post-sectional stage of the event. No 'lucky losers' or 'next best losers' for state events.
1.6.2 If playing areas and or regions opt for sectional play at the first instance, all post-sectional play must be knockout.
1.7 All rounds at state finals will be a knockout format.
1.8 All rounds at playing area, regional and state level are to be an open draw. Seeding of entries is not permitted.
1.9 Dead ends to be replayed in accordance with Law 20.

2 Trial Ends

2.1 One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game. Trial ends are to be completed using the number of bowls required in the game.
2.2 Any player, team or side arriving after the scheduled start of the game shall lose the right to play trial ends. A player, team or side arriving more than 15 minutes after the scheduled start time of the game will forfeit the game. This determination will be made by the Controlling Body on the day.

3 Victorian Champion of Champions Singles

3.1 The Champion of Champions Singles event is open to the winner of the affiliated Club's Singles Championship played in the current season.
3.2 The current Club Champion only is eligible to compete. Substitutes are not permitted under any circumstances.
3.3 All rounds at Club, Region playing area, Region and state level are to be an open draw of knockout play of 25 shots up. Seeding of entries is not permitted.
3.4 Singles Champion of Champions events at all levels must be played under knockout format.
3.5 If a club runs an 'Open Singles' event, then the winner qualifies to compete accordingly in their gender champion of champions. A runner-up, or non-winner, cannot represent their gender.

4 Singles

All Play:

Four bowls per player.

All Games - 25 shots up (shots in excess of 25 will not count).

5 Pairs and Mixed Pairs

All Play:
Four bowls per player. Played 2 x 2 x 2 x 2.
All Games – 15 ends

6 Triples

All Play:
Two bowls per player.
All Games - 18 ends.

7 Fours

All Play:

Two bowls per player.

All Games 15 ends.

8 Game points for Sectional Play

8.1 Game points during sectional rounds will be awarded as follows:

Win:	3 Points
Tie:	1 point
Loss:	0 Points
Bye:	0 Points, if a side withdraws from a section prior to commencement of play in round 1 it will be treated as a bye.
Forfeit:	Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

9 Determination of Winners

9.1 Section winners and rankings will be decided as follows:
9.2 Highest number of game points scored will be ranked higher;
9.3 If game points are equal, the player/team with the **highest net total shots** over all games in the section (shots for minus shots against will be ranked higher;
9.4 If game points and net total shots are equal, the Controlling Body will divide a player/teams' total of shots for, by the total of shots against to calculate a shot percentage. The player/team with the **highest shot percentage** will be ranked higher;

9.4.1 If game points, net total shots and shots percentage are all equal, the player/team who **won the game** between the players or teams that are equal within their section will be ranked higher.

9.4.2 If game points, net total shots and shots percentage are all equal and the players/teams who are tied played a draw or recorded no result in their match, they will be ranked as follows:

9.4.2.1 By the **most ends won** for Pairs and Triples;

9.4.2.2 By the **least ends lost** in Singles.

SECTION 3

Under 18 Championships

1 Eligibility - Age requirements

1.1 The under 18 championships are open to all BV affiliated girl and boy bowlers who are under 18 years of age on the final day of the Championship.

1.2 Entries

1.2.1 Entries for all events will not be accepted after the closing date.

2 Format of Play

2.1 Format of Play will be decided by the Controlling Body for each event dependant on entries.

3 Starting Time

3.1 All players must be in attendance at the host venue for registration, 30 minutes prior to the scheduled start time.

4 Trial Ends

4.1 One trial end in each direction must be permitted prior to the commencement time of the initial round each day in accordance with Law 5.1.

4.2 For sectional play in the singles championship, a player drawn as the marker for the first game may be permitted to have trial ends in accordance with Law 5.1 prior to the commencement of the second round of competition.

5 Re-spotting the Jack

5.1 If the jack becomes dead in accordance with Law 19.1 it must be re-spotted in accordance with Law 56.5.3.

Duration and Format of Under 18 Games

6 Boys, Girls and U13's Singles Championship

6.1 The under 13 singles is open to all BV affiliated girl and boy bowlers who are under 13 years of age on the final day of the Championship.

All Play:
Four bowls per player.
All rounds and finals - 21 shots up (shots in excess of 21 will not count).

6.2 A player scheduled to be mark in a round can be replaced by a parent or guardian if this is considered necessary and is approved by the players concerned. If agreement is not achieved the matter will be referred to the Controlling Body.

7 Boys and Girls Pairs Championship.

All Play:
Three bowls per player. Played 3x3.
All Games - 15 ends.

8 Mixed Pairs Championship

All Play:
Three bowls per player. Played 3x3.
All Games - 15 ends.

9 Open Triples Championship

All Play:
Two bowls per player
All Games - 15 ends.
Triples teams can comprise any combination of gender.

10 Game points for Sectional Play

10.1 Game points during sectional rounds will be awarded as follows:

Win:	3 Points
Tie:	1 point
Loss:	0 Points
Bye:	0 Points, If a side withdraws from a section prior to commencement of play in round 1 it will be treated a bye.
Forfeit:	Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

11 Determination of Winners

11.1 Section winners and rankings will be decided as follows:

11.1.1 Highest number of game points scored will be ranked higher;

11.1.2 If game points are equal, the player/team with the **highest net total shots** over all games in the section (shots for minus shots against) will be ranked higher;

11.1.3 If Game points and net total shots are equal the team/player with the highest shot percentage (total of shots for divided by shots against) will be ranked higher;

11.1.4 If game points, net total shots and shots percentage are all equal, the player/team who **won the game** between the players or teams that are equal within their section will be ranked higher.

11.1.5 If game points, net total shots and shots percentage are all equal and the players/teams who are tied played a draw or recorded no result in their match, they will be ranked as follows:

11.1.5.1 By the **most ends won** for Pairs and Triples;

11.1.5.2 By the **least ends lost** in Singles.

SECTION 4

Para Championships

1 Eligibility of Players

1.1 All players must be affiliated with BV, a registered full financial member of a BV affiliated club with playing rights and recorded on the Club's BowlsLink database, in addition to being affiliated with and classified by their disability organisation:

i. Physical disability and cerebral palsy – International Bowls for the Disabled
ii. Intellectual disability and Autism – Sport Inclusion Australia
iii. Vision impairment – Blind Bowls Australia.

2 Events

- Open Singles & Pairs for Bowlers with an Intellectual Disability
- Open Singles & Pairs for Bowlers with a Physical Disability
- Ladies & Men's Singles for Bowlers with a Vision Impairment of B1, B2, B3, B4
- Open Pairs for Bowlers with a Vision Impairment of B1, B2, B3, B4
- Open Singles & Pairs for Bowlers with a hearing impediment
- Open Singles & Pairs for Bowlers with Autism

NOTE: Late entries may be accepted if a BYE can be filled.

Duration and Format of Para Championships Games

3 Singles

3.1 Format will be as follows:

All Play:
Four bowls per player,
All rounds and finals - 21 shots up (shots in excess of 21 will not count)
Time limit of 135 mins for preliminary rounds (not including trial ends).
Semi-Finals and Finals not subject to a time limit

3.2 Additional information for Bowlers with a Vision Impairment:

3.2.1 Men and women will compete in separate competitions based on their classification: B1, B2, B3 and B4.

3.2.2 In the event that there are insufficient entries within a classification, an Open Men's & Open Women's handicap event will be run.

3.2.3 The following handicaps will apply:

B1: 12 shots
B2: 6 shots
B3: 3 shots
B4: 0 shots

3.2.4 Handicaps will be a starting score rather than a differential e.g. B1 playing a B4, the starting scores will be B1, 12 and B4, 0.

4 Pairs

All Play:
Three bowls per player
All Games - 13 ends
Time limit of 135 mins for preliminary rounds (not including trial ends).
Semi-Finals and Finals not subject to a time limit

5 Game Points

5.1 Game points during sectional rounds will be awarded as follows:

Win:	3 Points
Tie:	1 point
Loss:	0 Points
Bye:	0 Points, if a side withdraws from a section prior to commencement of play in round 1 it will be treated as a bye.
Forfeit:	Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

6 Determination of Winners

6.1 Section winners and rankings will be decided as follows:

6.1.1 Highest number of game points scored will be ranked higher;

6.1.2 If game points are equal, the player/team with the **highest net total shots** over all games in the section (shots for minus shots against will be ranked higher;

6.1.3 If game points and net total shots are equal, the Controlling Body will divide a player/teams' total of shots for, by the total of shots against to calculate a shot percentage. The player/team with the **highest shot percentage** will be ranked higher;

6.1.4 If game points, net total shots and shots percentage are all equal, the player/team who **won the game** between the players or teams that are equal within their section will be ranked higher.

6.1.5 If game points, net total shots and shots percentage are all equal and the players/teams who are tied played a draw or recorded no result in their match, they will be ranked as follows:

6.1.5.1 By the **most ends won** for Pairs and Triples;

6.1.5.2 By the **least ends lost** in Singles.

7 Time Limit

7.1 Should a game be stopped due to extreme weather; the time limit will be extended by the equivalent amount of the time for the delay.

7.2 Any player/team arriving after the official start time for an event, shall lose the right to play trial ends.

7.3 Any player/team arriving at the green more than 15 minutes after the scheduled starting time of the event shall forfeit the game and the points for that game (during sectional play), and/or not progressing through to the next round (in knockout play).

8 Start of Play and End of Play

8.1 Play will commence and end with the Tournament Director signalling the start time by a bell, horn, or announcement over the venue's PA System. At the end of play players will complete the current end in progress. (The start of an end is determined by the delivery of the jack by the first player in that end).

9 Re-spotting the Jack

9.1 If the jack becomes dead in accordance with Law 19.1 it must be re-spotted in accordance with Law 56.5.3.

10 Leaving the Rink of Play is Subject to Law 33

10.1 A player may not delay play by leaving the rink of play unless their opponent agrees and for no more than 10 minutes.

10.2 In the final 20 minutes of play in a timed game, players must advise the Umpire and may not leave the green for an extended period of time.

11 Use of Directors

11.1 Bowlers with a Vision Impairment must provide their own director.

11.2 If a bowler with an intellectual disability requires the assistance of a director, they must provide their own director.

11.3 If a bowler with a physical disability requires the assistance of a director, they must provide their own director. This director may only provide coaching assistance in accordance with Law 44.

11.4 The Umpire must be advised of the director's name prior to the start of the game. Only one director per player/team is permitted.

11.5 The director must:

11.5.1 Wear approved bowls attire and the BA National Merchandising Policy, Logo Policy applies.

11.5.2 Only provide assistance to the bowler at the mat end or when accompanying the bowler to/at the head.

11.6 The director and player must visit the head together. The player is not permitted to visit the head without the director.

11.7 The director may:

11.7.1 Provide assistance in determining the result of the end and completing the scorecard.

11.7.2 Provide other assistance to the bowlers as necessary to minimise any delay in play e.g. move bowls behind the mat after the result of the end has been determined.

SECTION 5

Men’s & Women's Region Side Championships

1 Duration and format of play

1.1 Sections will be comprised of Gold and Silver Tiers based on previous year’s results.
1.2 Two (2) Sections of Four (4) sides per tier.
1.3 Two bowls per player.
1.4 Section Rounds - games of 21 ends per team, with a time limit of 4 hours (240 min).
1.5 Dead ends to be replayed in accordance with Law 20.
1.6 Finals of 21 ends per game (no time limit). Finals between the two (2) section winners in Gold Section, and the two (2) section winners in Silver Section, after round robin play.

2 Sectional Play

2.1 Game points during sectional rounds will be awarded as follows:

Win:	3 Points
Tie:	1 point
Loss:	0 Points
Bye:	0 Points, if a side withdraws from a section prior to commencement of play in round 1 it will be treated as a bye.
Forfeit:	Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

2.2 The two Section winners will be determined in accordance with Law 27.

3 Timed Games

3.1 A team not ready to commence play at the scheduled starting time shall, on appeal to the Umpire by the opposing skip or side manager, will have the first end awarded against them and be penalised 8 shots.
3.2 Play will commence with the sound of a horn, bell or an announcement signalling the start time over the venue’s PA system.
3.3 When the time limit is reached, a horn, bell or announcement over the venue’s PA system will signal the end of play.
3.4 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 an end is determined by the delivery of the jack by the first player in that end. This means that after the end of the time has been signalled, if the jack becomes dead, in accordance with Law 19.1 it must be re-spotted in accordance with Law 19.5, using the one re-spot position described in Law 56.5.3.

4 Trial Ends

4.1 Two (2) trial ends, one in each direction must be played prior to the start of each game.

5 Side Selection

5.1 Each Region will nominate up to 14 players from which three (3) teams of four (4) will be selected for each game.

5.2 Should there be a change in the composition or playing position of the teams for any game, BowlsLink must be updated by the Side Manager before the start of the game.

6 Live Scoring

6.1 Scoring is to be electronic using the BA Scoring App.

7 Non-playing Side Manager

7.1 Regions must appoint a non-playing Side Manager. The Side Manager will be the point of contact for the Events Manager. The Side Manager will also be responsible for entering their side before each game where applicable.

SECTION 6

Midweek & Weekend Champion of State Pennant

1 Event

1.1 Separate Champions for Midweek & Weekend Pennant will be contested between the eleven country regions, Metropolitan Midweek Division 1 and Weekend Premier Division Pennant Champions.

2 Player Eligibility

2.1 A player must have played four (4) Pennant games or meet the Marquee or Permit player requirements for the club during the season that qualifies them to play finals in the respective Competition they qualified from.

3 Side Format

3.1 Sides can contest the Championships with no selection provisions, except that all players must meet the player eligibility requirement in relation to the playing of games to be qualified for finals.

4 Side Selection

4.1 Each Region representative will nominate up to 14 players from which three teams of four will be selected for each game. Should there be a change in the composition or playing position of players between games, the Tournament Director must be advised prior to the commencement of that game, and the Side Manager must adjust in BowlsLink.

5 Duration and format of play

5.1 Play will be conducted in two (2) sections of six (6) regions determined by an open draw.
5.2 Two bowls per player
5.3 15 ends per game, with a time limit of 2 hours 30 minutes (150 min).
5.4 The two (2) section winners will play a knockout final to determine the Champion of State Pennant.

6 Final

6.1 15 ends per game. No time limit.

7 Timing of Games

7.1 A team not ready to commence play at the scheduled starting time shall, on appeal to the Umpire by the opposing Skip or Side Manager, have the first end awarded against them and be penalised eight (8) shots.
7.2 Play will commence with the sound of a horn, bell or an announcement signalling the start time over the venue's PA system.
7.3 When the time limit is reached, a horn, bell or announcement over the venue's PA system will signal the end of play.
7.4 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 an end is determined by the delivery of the jack by the first player in that end. This means that

after the end of the time has been signalled, if the jack becomes dead, in accordance with Law 19.1 it must be re-spotted in accordance with Law 19.5, using the one re-spot position described in Law 56.5.3.

8 Trial Ends

8.1 Two (2) trial ends, one in each direction, must be played prior to the start of the first round each day. One (1) trial end prior to start of every other game.

9 Game points

9.1 Winner determined by the side with the highest net shots.

Win:	3 Points
Tie:	1 point
Loss:	0 Points
Bye:	0 Points, if a side withdraws from a section prior to commencement of play in round 1 it will be treated as a bye.
Forfeit:	Side receiving forfeit, 3 points & the net total shots equal to the average net winning score of other games played in all sections in the same round. Side giving forfeit, 0 points and loss of net total shots equal to the average net winning score of other games played in all sections in the same round.

10 Live Scoring

10.1 Scoring is to be electronic using the BA Scoring App.

11 Non-playing Side Manager

11.1 Clubs must appoint a non-playing Side Manager. The Side Manager will be the point of contact for the events manager. The Side Manager will also be responsible for entering all sides into BowlsLink.