COMPETITION RULES

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1. Entry

Members wishing to enter Club Competitions must make sure that they are available to play in the Semi-Finals and Finals of that Competition. Any withdrawals must be made before the Quarter-Final Stage.

Entries must be made on the appropriate entry form and submitted by the prescribed closing date with fees paid as instructed on the form. Entry fees are determined by the JMC.

As soon as possible after the closing date for entries, the draw will be published by the Competition Secretaries on Club notice boards and the website.

2. Novices and First winners

Novices Competitions are restricted to members who only started playing bowls within 3 years (men), 5 years (women) before the start of these competitions.

First Winners Competitions are restricted to members who have not won any bowling competition in the previous 5 years or been a runner up in the previous 2 years.

3. Booking rinks

Bookings must be made in the rink booking system in accordance with the Club rules for rink booking. Before offering dates to the opponent they should be marked “PROVISIONAL”. When accepted the booking should be “CONFIRMED” which deletes the other provisional bookings. Some games are played to the bell over a 2 hour session up to and including the quarter finals – see rule 7 below. All other bookings require a double session.

4. Arranging a match

In the draw the first named team (or player in singles) is the Challenger. Within 5 days of the completion of the previous round, or for the first round within 14 days of the draw, challengers must offer their opponent TWO dates to play. The dates should normally be chosen following direct dialogue with the opposition to ascertain general availability. The opponent must either accept one of these dates within 3 days or concede a walk-over.

Having accepted a date, the game must be played or a walk-over conceded to the opponents.

Rounds should be played as soon as possible before the play-by date, or by arrangement with the Competition Secretary.

In the case of Singles, the challenger is responsible for providing a marker for the game, except for the Finals when markers will be appointed by the Competition Secretaries.

5. Playing the match

The players taking part in the first match constitute the team and should normally play together throughout the competition.

Players may not practice and play on the same rink on the day of the competition.

Rink fees will be waived for Semi Finals and Finals.

Completed score cards must show the relevant competition, be signed by both skips (both players in singles), and be placed in the Competitions box on the day the game is played.

6. Game Format

All games are 18 ends, subject to any time limit, except Singles which are 21 shots. If the jack is improperly delivered it will be returned to the opponent to be re-cast.

7. Time limits

All games are limited to 3.5 hours, except the following which are played to the bell over a 2 hour session up to and including the quarter finals:

Australian Open Pairs
Open 2 Wood Singles
First Winners
Novices
Junior Singles
Junior Pairs

The end in play when the time limit is reached must be completed, but if killed by the jack being driven off the rink it will not be replayed. An end is in play as soon as the jack has been cast.

When the time limit is reached and the end is completed, if the scores are level an extra end will not be played, but instead ends won will determine the winner. If ends won are the same, the team who scored last will be the winner.

8. Trial Ends, Visits to the head, re-spots

2 hour session games : There should be no trial ends, visits to the head are not permitted.

3.5 hour games: Two trial ends are permitted but do not come within the 3.5 hours. The start time needs to be agreed and recorded on the card. Visits to the head are permitted.

In all games, should a jack be driven off the rink, or rebound less than 20 metres from the mat, then the jack will be re-spotted as follows and the end completed:-

If the jack is driven sideways off the rink, then the jack is placed on the nearest predefined spot which is 1.5 metres from the centreline at the 2 metres "T" level.

If the jack is driven over the bank, or rebounds to a point less than 20 metres from the front of the mat, it is placed on the "T"

If the relevant spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

9. Exceptional issues

If play is stopped because of an emergency (e.g. power outage, fire etc.), then the match will be continued at a later time or date. Incomplete ends will be disregarded and the scores will be as they were when the game was stopped.

Disputes during the competition when an Umpire is not appointed and which are not covered by the rules must be referred to the Competition Secretary, whose decision is final.

10. Substitutes

Where necessary a substitute may be used in any competition except Singles. A substitute must not have previously played in that competition that season.

No substitutions will be allowed at the semi-final or final stage unless there are exceptional circumstances as decided by the Competition Secretary.

Any player/team who defaults will be removed from the competition and their opponents will be the winners of that round.