



DISTRICT PAIR'S COMPETITION 2022

OCTOBER 1st - 2nd

VENUE: WYNNUM BOWLS

CONDITIONS OF PLAY

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Roger A Burns.
Chairman of Match
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1.0 Control.

1.1. District Pair's matches are managed by the GDBA, (Gateway District Bowls Association), Match Committee, COM, (Chairman of Match), who adjudicate on any disputes or interpretations which may occur relating to the Laws of the sport of bowls, Crystal Mark 3rd Edition Version 3.1, April 2019, national regulations, GDBA By-laws and the conditions of play.

1.1.1 The host Club will act as the controlling body on the day of the Match.

1.2. Any contravention of the laws and conditions mentioned above by a player may result in disqualification of either or both, loss of points or the match as determined by the Match Committee, the GDBA, COM, or his representative. (Clause 2.1).

2.0 Eligibility.

2.1. Players are responsible for their eligibility to compete in the Pair's competition.

2.2. A player must be a financial member of a GDBA Club at the start and duration of this event, and be registered with Bowls Queensland, (BQ), prior to the playing of the first round of the Pairs competition. (With the exception of conditions 2.6 and 2.7) and, be recorded on the Clubs Bowlslink database. A contravention may result in forfeiture. (law 39.2.1)

2.3. In a calendar year no player shall play in GDBA Pair's for more than one Club.

2.4. A GDBA club member who hold membership of a Club In another District and who has played or is playing in the current year in another Districts Pair Competition is ineligible to play.

2.5. A player may belong to two or more Clubs in the GDBA.

2.6. A player transferring from another State, District having resigned from their former State, District is ineligible to play in the Pairs Competition unless he is in possession of a "clearance", and, has been accepted by his new club and approved by the GDBA Board of management or GDBA Match Committee, COM or his representative

2.6.1. Players transferring from one club to another club must have an "Inter Club Clearances", (ICC) which is a mandatory prerequisite for registration with BQ. GDBA, COM or his representative will review each ICC to verify its "authenticity".

2.8. Substitute and replacement players are to be approved by the Chairman of Match, (COM), or his representative prior to the commencement of play.

3.0 Structure.

3.1. The Match Committee shall determine the number of sections in sectional play.

3.2. Each section shall consist of four (4) teams of two (2) players per team.

3.3. Sectional and Post Sectional play shall consist three, (3), rounds of play, 16 ends per game, 2hour fifteen, (15), minutes limit.

4.0 Play Rounds.

- 4.1.** The starting time of this Pair's Competition is 9:00am.
- 4.2.** After the starting date and time, fifteen, (15), minutes grace is permitted for the late arrival of a team or a player in that team. If attendance is post fifteen, (15), minutes their opponent is awarded the match.
- 4.3.** The Host Club's representative shall act as the GDBA Deputy for the day, and appoint a National Accredited Umpire. (Laws 33.9 (Dr2.3), 39.3.2, (Dr 2.5).
- 4.4.** Two, (2), trial end are permitted at the start of Sectional play, round 1. They shall commence twenty, (20), minutes before the scheduled starting time of the match.
- 4.5.** Should the Jack come to rest outside playing boundary it is to be "spotted" on the "T".

5.0. Sectional Play.

- 5.1.** If two or more teams are equal on match points, the winner is determined as follows:
 - a. The team with the highest total shots is the winner.
 - b. When two or more teams are tied in total shots the aggregate shots scored for shall be divided by the aggregate shots scored against. The team with the highest percentage is the winner. (Law 27.4).
 - c. If scores are remain equal at the completion of the sectional Play, an extra end or ends shall be played to determine the winner. (Law 28.1).
- 5.2** Next Best Qualifier, (NBQ), of Sectional Play is determined as follows;
 - a. The highest match points.
 - b. If they are equal then the team with the greatest shot margin.
 - c. If they are equal then the team with the lowest shots against.
 - d. If they remain equal then the team that won the most ends.
- 5.3.** Should play be interrupted by unforeseen circumstances the day's play may be extended by a maximum of thirty, (30) minutes.
- 5.4.** Entry fees are \$50.00 per team and are to accompany team nomination into Bowlslink.

6.0. Scoring

6.1. Sectional Play.

6.2. If a team withdraws after the draw, a “Bye” is awarded to the opposing team.

6.3. If the Umpire, observes or receives an appeal from one of the skips, and decides a player is deliberately delaying play, (Appendix A.5), then;

- a. On the first occasion the Umpire will warn the player.
- b. Committing 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 play by the opponent.
- c. If the player offends a third time, the game will be forfeited to the opponent.

6.4 Both Score Cards are to be completed front and back and signed with time recorded at the completion of each match. After signing, scorecards are not to be altered and immediately delivered to the Games Manager. Should a mistake be discovered and the opponents disagree then the umpire is called to adjudicate. Thence, if no resolution is found the end where the mistake was found shall be declared a nil score and the scorecards adjusted accordingly.

6.5. Teams will score two, (2), match points for a win and one, (1), match point for a draw.

6.5.1 In the event of a “Bye”, Forfeit or Withdrawal during Sectional play, the side receiving the “Bye”, Forfeit or Withdrawal shall receive two (2) match points for the win **Plus** a shot margin equal to the average of net shots margin recorded in all matches played in that Section of that round.

6.5.2 The side conceding the “Bye”, Forfeit or withdrawal shall receive no points and be debited with a shots margin equal to that credited to their opponents

7.0. Games Manager.

7.1.The Games Manager, appointed by the Host Club, shall be a financial member of that Club. He is responsible for drawing of rinks, completion of cards, the toss for the team’s possession of the mat and, attends the completion of the Pair’s result sheet as soon as possible after the completion of play. The Games Manager is to ensure the results are forwarded to the Match Committee. (Cl13.2).

7.2.

Games Manager shall ensure the trial ends, (under his control and not that of the umpire) are completed to allow the game to commence at the scheduled starting time. He is the Host Club representative in matters concerning the playing of the match. Notwithstanding the duties of the umpire. He is to be in attendance at least 45 minutes before play commences.

7.3. The host Club must provide a master scoreboard and is responsible for the scores to be updated at regular intervals. Rink scoreboards should show the “Home Team” on the left of the upper section. Electronic score screens shall display scores in “parallel” format with the home team on the left and the visiting team on the right.

7.4. Cards must be kept in the safe custody by the Host H's Games Director, or his representative until, the GDBA Match Committee, COM or his representative declares the Pair's results.

8.0. Attire.

8.1. Pair's players and managers are to be dressed in correct attire, compliant with GDBA By-laws and conditions of play.

8.2. Club uniforms shall be worn are to be registered with, and, approved by the GDBA, and must bear the B.A. (Bowls Australia) logo.

8.3. Team members shall wear trousers or shorts that are similar in colour and design. White and cream are deemed the same colour and may be substituted in special circumstances.

8.4. Mufti clothing and headwear is not permitted.

9.0. Miscellaneous Items.

9.1. Provision of National Accredited Umpire is the Host Club Games Director or, his representative responsibility. The Umpire's name shall be announced before play commences, (Law 43). Should the Host Club be unable to supply an Umpire they may contact another Club or the District Umpires Committee for assistance.

9.2. An accredited coach must inform the Umpire of his name and the player or team he intends to coach thirty minutes, (30), prior to the start of the play.

9.3. Junior bowlers who are financial members of a GDBA Club are permitted to play in this Pair's Competition. A parent or guardian must accompany a junior, except when a registered Blue Card Holder accepts responsibility.

9.4. Should a player use a bowler's arm, including trial ends, that player must continue to use the bowler's arm for the duration of the game. Contravening this policy may result in the player being disqualified, and, (DR 2.6.1) shall apply.

9.5. In compliance with smoking regulations, players must adhere to DSOA & NOSA of the Host Club.

9.6. During play the use of electronic devices by players and spectators is not permitted within six, (6), metres of the green. Except, "on call" emergency personnel, who shall notify the Umpire before the start of play.

9.7. A team using temporary markings are required to have them attached in the same manner on all bowls in use by each member of that team. (A large ring and small dot. (Law 52.1.8 & Dr 4.7).

9.8. Host Club must provide Refreshments and "Snack Food", during and at the end of play at the players cost.

10.0. Greens.

- 10.1.** The Host Club is to select their best greens and rinks for Pair's play. Preferred speed of the green, for ambient weather conditions, is 14 – 16 seconds.
- 10.3.** On synthetic covered greens artificial lighting is permitted. On uncovered, artificial and grass greens, artificial lighting may be used to assist in the completion of play.
- 10.4.** The Host is required to have their greens prepared and available for practise one, (1), hour before the scheduled starting time.
- 10.5.** Refreshments and "Snack Foods" are to be provided by the Host Club for the competing players, at their cost.

11.0. Scorecards

- 11.1.** Scorecards are to be completed front and back and signed with time recorded at the completion of each match.
- 11.2.** Should a mistake occur, and the opponents disagree then the umpire shall adjudicate.
- 11.3.** Thence, if no resolution is agreed, the end where the mistake occurred shall be declared a "nil score" and the scorecards amended accordingly.
- 11.4.** Thence, if no resolution, the end where the mistake occurred shall be declared a "nil score" and the scorecards amended accordingly.
- 11.5.** The Games Managers is required to complete and sign off on the Match Result Sheet. Pairs Players must check confirm and countersign the Match Result Sheets. Completed match result sheets and score cards are to be retained by the Games Manager. These records are to be retained and may be provided as evidence in the event of a dispute over match results.
- 11.6.** Prior to match day, competing players are required to enter their nomination and pay their entry fees into Bowlslink.
- 11.7.** The Host Club is responsible for entering Pair's Match Results into the Bowlslink system. These Match result sheets are to be entered no later than 7:30pm on match day or, finalise the Match Results into Bowlslink within 24 hours after the completion of the match. In the event of an unfinished match the Match Result Sheet must show scores and number of ends played when played stopped.

Assistance is available via GDBA Bowlslink Co-ordinator Mr Kevin Melican Ph 0473 433 072, email bowlslink@gatewaybowls.org.au, Mr Rob Dillworth ph 0417 617 567 or, COM Mr Roger A Burns Ph 0418 309 719, email match@gatewaybowls.org.au.

12.0. Sectional and Post Sectional Schedule.

12.1. Pairs competition is four (4) bowls per player played as 2x2x2x2. Rounds 1,2 and 3 are sectional play, each section consisting of four (4) teams. The highest ranked team is the winner of each section.

12.1.1 Sectional Order of Play (typical).

- a. Round 1: 1 v 2. 3 v 4.
- b. Round 2: 1 v 3. 2 v 4.
- c. Round 3: 1 v 4. 2 v 3.

12.2 Round 1,2 and 3 are Sectional Play, Sat 1st October 2022, 14 ends with a time limit of two, (2), hours comprising 20 teams. At the end of Sectional Play the “Knockout” rounds shall be “blind” drawn.

12.2.1 Two, (2), trial ends are permitted twenty, (20), minutes prior the scheduled starting time of Post Sectional matches.

12.3. Round 4, Sun 2nd October 2022, Post Sectional QTR finals is “knockout”, 14 ends with a time limit of two, (2), hours and fifteen, (15), comprising five, (5), sectional winners plus three (3) NBQ, total 8 teams.

12.4. Round 5, Sun 2nd October 2022, Post Sectional Semi Finals is “knockout”, 14 ends with a time limit of two, (2), hours and fifteen, (15), minutes, total 4 teams.

12.5. Round 6, Sun 2nd October 2022, Post Sectional Final is “knockout”, 16 ends with a time limit of two, (2), hours and fifteen, (15), minutes, total 2 teams.

12.6. PLAYING SCHEDULE.

12.6.1. SECTIONAL PLAY
Sat 1st October 2022.

12.6.2. TIMELINE

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|---------|------------------|
| ROUND 1 | 9.00am – 11.15am |
| ROUND 2 | 12.00pm – 2.15pm |
| ROUND 3 | 2.30pm – 4.45pm |

12.6.3. POST SECTIONAL PLAY
Sun 2nd October 2022.

12.6.4. TIMELINE

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|-----------------------|------------------|
| ROUND 4 – QTR Finals | 9.00am - 11.15am |
| ROUND 5 – Semi Finals | 12.00pm - 2.15pm |
| ROUND 6 – Final | 2.30pm - 4.45pm |

13.0. DETERMINATION OF WINNERS

- 13.1.** Post Sectional Winners are decided as follows:
- 13.1.1** Higher number of game shots scored will be ranked highest.
- 13.1.2.** If game shots are equal, the team with the highest net total shots over all games in that section, (shots for minus shots against), is ranked higher.
- 13.1.3.** If game shots and net total shots are equal, the controlling body will divide a teams total shots for by the total shots against to calculate a shot percentage. The team with the highest shot percentage is ranked higher.
- 13.1.4.** If game shots, net total shots and shots percentage are all equal, the team who won the game between the teams that are equal within their section will be ranked higher.
- 13.1.5.** If game shots, net total shots and shots percentage are all equal and the teams who are tied played a draw or recorded no result in their match, they will be ranked by the least ends lost.