



## **DISTRICT SINGLES COMPETITION 2024**

**JUNE 1<sup>ST</sup> & 2<sup>ND</sup>**

**VENUE: CAPALABA BOWLS CLUB**

### **CONDITIONS OF PLAY**

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Chairman of Match  
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## **1.0 Control.**

- 1.1.** The Gateway District Bowls Association Inc. ("GDBA") is the controlling body of the Gateway Singles competition. The GDBA adjudicates on any disputes relating to the Laws of the sport of bowls Crystal Mark 4th Edition, Domestic regulations, GDBA Constitution and By-laws and these conditions of play ("the competition rules") and interprets the provisions thereof. Subject to the direction of the GDBA Board, the power to manage and adjudicate may be exercised by the GDBA Match committee ("Match Committee") and/or the Chairman of Match ("COM") as they may agree but, in the event of disagreement between the match committee and the COM, the Board will decide, and its decision will be final.
- 1.2.** The GDBA is empowered to rule on any matter not provided for in the competition rules and to make minor adjustments to the COPs to deal with unforeseen circumstances. The GDBA may make major adjustments to the COPs (such as adjustments which may affect the outcome of the competition) to deal with unforeseen circumstances with the agreement of a majority of the clubs entered in the competition. If major adjustments to the COPs are made, a club may withdraw its player(s) from the competition, but no refund or compensation will be payable.
- 1.3.** Subject to the direction of the GDBA or its delegate, the host Club is the controlling body on the day of the match for purposes such as allocation of rinks, conducting the toss to determine order of play, weather stoppages and delays and any other issues under the conditions of play which require immediate determination and for which it is unnecessary or impracticable to refer to the COM.
- 1.4.** A 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 GDBA or its delegates in clause 1.1.

## **2.0 Eligibility.**

- 2.1.** Players are responsible for their eligibility to compete in this District Singles 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 this Singles competition.
- 2.3.** 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 Singles Competition is ineligible to play.
- 2.4.** A player may belong to two or more Clubs in the GDBA.

## **3.0 Structure.**

- 3.1.** The competition will commence with Sectional Play.
- 3.2.** Subject to the number of entries each section shall consist of three (3) players.
- 3.3.** Players who have a "bye" in Sectional Play are to mark for the other game in their Section.

Markers for Post-Sectional Play are to be provided by the Host Club.

- 3.4.** Sectional play shall consist three (3), rounds of play, and 21 shots up, with a time limit of 2 hours.

**3.5.** Winners of each section progress to the “Knock out” rounds, plus, if required, Next BestQualifiers, (NBQ’s), from Sectional play.

**3.6.** Post Sectional play and the Finals shall consist of 21 shots up with a no time limit.

**3.7.** It is a requirement that all players are to be in attendance/registered by 8.30am prior to Sectional play.

#### **4.0 Play Rounds.**

**4.1.** The starting time of this Competition is 9:00am.

**4.2.** After the starting time, fifteen (15) minutes grace is permitted for the late arrival of a player. If attendance is post fifteen (15) minutes their opponent is awarded the match on forfeit.

**4.3.** The Host Club’s representative shall act as the GDBA Deputy for the day, and appoint a National Accredited Umpire.

**4.4.** Two (2) trial ends are permitted before the start of Sectional play, (Round 1), and before the start of Post-Sectional play (Round 5) on the second day. They shall commence twenty (20) minutes before the scheduled starting time of the match and be completed by the starting time nominated in 4.1.

**4.5.** All games ( sectional, post sectional and finals) in this competition, should Jack come to rest outside boundary it is to be "spotted" on the "T".

#### **5.0. Sectional Play.**

**(Qualification to progress to “Knock out” round).**

**5.1.** The winners of each section progress to Post Sectional competition. Plus (if required) a number of Next Best Qualifiers (NBQs) from Sectional Play to ensure that there are no byes in the first round of Post Sectional play.

If two or more players are equal on match points, the winner is determined as follows:

- a. The player with the highest margin is the winner.
- b. When two or more players are tied on margin the aggregate shots scored for shall be divided by the aggregate shots scored against. The player with the highest percentage is the winner. (Law 27.4).
- c. If scores 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 player with the greatest shot margin;
- c. If they are equal then the player with the lowest shots against;
- d. If they remain equal then the player 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.** Prior to match day, competing players are required to enter their nomination and pay their entry fees into Bowlslink.

**5.4.1** Entry fees are \$25.00 per player and are to accompany player nomination into

Bowlslink.

## **6.0. Scoring**

### **6.1. Sectional Play.**

**6.2.** If a player withdraws after the draw, a "Bye" is awarded to the opposing player.

**6.3** 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 Controller. 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.

**6.4.** Players will score two (2), match points for a win and one (1), match point for a draw.

**6.4.1** In the event of a "Bye", Forfeit or Withdrawal during Sectional play, the player 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 shot margins recorded by the winners in all matches played in that round.

**6.4.2** The player conceding the "Bye", Forfeit or withdrawal shall receive no points and be debited with a shot margin equal to that credited to their opponent.

## **7.0. Games Controller.**

**7.1.** The Games Controller, appointed by the Host Club, shall be a financial member of that Club. He is responsible for drawing of rinks, completion of cards, and, attend the completion of the result sheet as soon as possible after the completion of play.

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

## **8.0. Attire.**

**8.1.** Players and managers are to be dressed in correct attire, compliant with GDBA By- laws and conditions of play.

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

**8.3.** Mufti clothing is not permitted.

## **9.0. Miscellaneous Items.**

**9.1.** Provision of National Accredited Umpire is the Host Club's 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.** Should a player use a bowler's arm, including during 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.

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

**9.5.** 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.

**9.6.** A player using temporary markings is 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).

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

**9.8.** Should inclement weather or other unforeseen circumstances prevail during Sectional play, then 14 shots up shall constitute a game and the scores at 14 shots up shall decide the winner of the match.

**9.8.1.** If for any reason a Host Club wishes to transfer matches to another Club more suitable to the unforeseen circumstances, and, there is agreement between the two (2) Clubs, the COM or his representative will adjudicate on the merit of such a transfer.

**9.9.** If less than 14 shots up are completed in Sectional play then the match is deemed to be incomplete and no score will be recorded to either player.

#### **10.0. Greens.**

**10.1.** The Host Club is to select their best greens and rinks for 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.

#### **11.0. Scorecards**

**11.1.** Should a mistake occur and the opponents disagree, then the umpire shall adjudicate.

- 11.2. Thence, if no resolution is agreed, the end where the mistake occurred shall be declared a “nil score” and the scorecards amended accordingly.
- 11.3. The Games Controller is required to complete and sign off on the Match Result Sheet. Players must check confirm and countersign the Match Result Sheets. Completed match result sheets and score cards are to be retained by the Games Controller. These records are to be retained and may be provided as evidence in the event of a dispute over match results.
- 11.4. The Host Club is responsible for entering the competition results into the Bowlslink system. The Competition results are to be entered after each round. In the event of an unfinished match the scorecards are to be retained by the host Club.

**12.0. Sectional and Post Sectional Schedule.**

- 12.1. Singles competition is four (4) bowls per player played alternatively. Rounds 1, 2 and 3 are sectional play, each section consisting of three (3) players. The highest ranked player is the winner of each section.

**12.1.1 Sectional Order of Play.**

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

- 12.2 Round 1, 2 and 3 are Sectional Play, Saturday, 1<sup>st</sup> June, 2024, 21 shots up with a time limit of two (2) hours. At the end of Sectional Play the “Knockout” rounds shall be “blind” drawn.

- 12.3. Rounds 4 & 5, Saturday 1<sup>st</sup> and Sunday, 2<sup>nd</sup> June, 2024, Post Sectional finals are “knockout”, 21 shots up with no time limit.

- 12.4. Round 6, Sunday, 2<sup>nd</sup> June, 2024 Post Sectional Semi Final is “knockout”, 21 shots up with no time limit, total 4 players.

- 12.5. Round 7, Sunday, 2<sup>nd</sup> June, 2024, Post Sectional Final is “knockout”, 21 shots up with no time limit, total 2 players.

**12.6. PLAYING SCHEDULE.**

**12.6.1. SECTIONAL PLAY**

Saturday, 1<sup>st</sup> June,

**12.6.2. 2024. TIMELINE GUIDE**

ROUND 1	9.00am – 11.00am
ROUND 2	11.45am – 1.45pm
ROUND 3	2.30pm – 4.30pm

**12.6.3. POST SECTIONAL PLAY**  
Saturday, 1<sup>st</sup> June 2024.  
ROUND 4 –Post Sectional 5.00pm

**12.6.4. POST SECTIONAL PLAY**  
Sunday, 2nd June 2024.  
ROUND 5 – Post Sectional 9.00am  
ROUND 6 – Semi Finals 11.30am  
ROUND 7 – Final 1.00pm

**13.0. POST SECTIONAL WINNERS**

**13.1.** Post Sectional Winners are decided as follows:

**13.1.1** Higher number of match points will be ranked first.

**13.1.2.** If match points are equal, the player with the highest net total shot total, (shots for minus shot against), is ranked higher.

**13.1.3.** If net shots are equal the player with the highest shot percentage is ranked higher. That is, the total shots for divided by the total shots against is the shot percentage.

**13.1.4.** If shot percentages are equal, the player who won the game between the players 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 players who are tied played a draw or recorded no result in their match, they will be ranked by the least ends lost.