



DISTRICT PAIRS COMPETITION 2024

OCTOBER 12TH, 13TH & 19TH

VENUE: CAPALABA BOWLS CLUB

CONDITIONS OF PLAY

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Bill Harrison. Chairman
of Match

David Chattin Bowlslink Co-ordinator - Assisting

1.0 Control.

- 1.1.** The Gateway District Bowls Association Inc. ("GDBA") is the controlling body of the Gateway Pairs 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 team(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 Club or 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 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 this Pairs competition.
- 2.3.** A GDBA club member who holds 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.
- 2.4.** A player may belong to two or more Clubs in the GDBA.
- 2.5.** Substitute, replacement or additional players after closing date for nominations must be approved by the Chairman of Match, (COM), or their representatives prior to the commencement of play in both Sectional and Post Sectional Rounds.
- 2.6.** Any member expelled from the Host Club or is under suspension is ineligible to play.

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 four (4) teams.
- 3.3.** Sectional play shall consist three (3), rounds of play, and 14 ends per game, with a time limit of 2 hours 15 minutes.
- 3.4.** Winners of each section progress to the "Knock out" rounds, plus, if required, Next Best Qualifiers, (NBQ's), from Sectional play.
- 3.5.** Post Sectional play shall consist of 16 end matches with a no time limit, The Final shall consist of 18 ends with no time limit.

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 team or a player in that team. 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), before the start of Post-Sectional play (Round 4), and before the start of Semi-Finals play (Round 6). They shall commence twenty (20) minutes before the scheduled starting time of the match.
- 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. If two or more teams are equal on match points, the winner is determined as follows:

- a. The team with the highest margin is the winner.
- b. When two or more teams are tied on margin 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 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. 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 \$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 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. Teams 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 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 shot margins recorded by the winners in all matches played in that round.

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

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 Pair's 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 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 worn are to be registered with, and, approved by the GDBA, and must bear the B.A. (Bowls Australia) logo.

8.3. Mufti clothing and headwear 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 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).

9.7. 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 eight (8) ends shall constitute a game and the scores at the last completed ends 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 eight (8) ends are completed in Sectional play then the match is deemed to be incomplete and no score will be recorded to either team.

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. 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 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. 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.

- 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, 14 ends with a time limit of two (2) hours 15 minutes. At the end of Sectional Play the “Knockout” rounds shall be “blind” drawn.

12.3. Rounds 4 & 5, Post Sectional finals are “knockout”, 16 ends with no time limit.

12.4. Round 6, Post Sectional Semi Finals is “knockout”, 16 ends with no time limit, total 4 teams.

12.5. Round 7, Post Sectional Final is “knockout”, 18 ends with no time limit, total 2 teams.

12.6. PLAYING SCHEDULE.

12.6.1. SECTIONAL PLAY

Saturday 12th October 2024.

12.6.2. TIMELINE

ROUND 1	9.00am – 11.15am
ROUND 2	11.45am – 2.00pm
ROUND 3	2.30pm – 4.45pm

12.6.3. POST SECTIONAL PLAY

Sunday 13th October 2024 & Saturday 19th October 2024

12.6.4. TIMELINE

ROUND 4 – Post Sectional	9.00am
ROUND 5 – Post Sectional	1.00pm
ROUND 6 – Semi Finals	9.00am
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 team with the highest net total shot total, (shots for minus shot against), is ranked higher.
 - 13.1.3.** If net shots are equal the team 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 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.